## DESIGN AND TECHNOLOGY

GRAPHICAL COMMUNICATION COMPONENT Workbook 1

# COMMUNICATE 

 GRAPHICALLYName:
Year 7:
School:
Marks allotted: 20

# Design \& Technology <br> Graphical Communication Component 

## CONTENTS

Section 1. Printing letters and numbers

Section 2. Drawing different types of lines

Section 3. Measuring and marking out

Section 4. Constructing geometric figures

Section 5. Drawing 3-d forms

## Note for the teacher

The students' work in each section can be classified as:
Very good (4 marks),
Good (3 marks),
Fair (2 marks),
Developing (1 mark).
The marks will be awarded for accuracy, neatness, consistency and completion of the exercises. Emphasis is to be made on handling and the maintenance of the pencils and other drawing tools.
It is expected that, the skills and knowledge acquired in this workbook, are reflected in the D\&T project portfolio and assessed accordingly. Further work produced is to be attached with this booklet.

## A picture is worth a thousand words.



This mork book is meant to help students communicate their design ideas graphically.

Designed by Michael Mallia (Education Officer Graphical Communication)


Directorate for Quality and Standards in Education

## Curriculum Management Department

## PRINTING

Copy the letters and numbers in the space provided.
 N O P Q R S T U V W X Y Z $\begin{array}{lllllllllll}1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & \varnothing\end{array}$ VERTICAL LetTERS AND NUMBERS RECDEFGMISkL MNOPQRMTMVW


Page 2

USE THE GRID BELOW TO PRINT YOUR NAME AND CLASS



## TYPES OF LINES

Copy the lines in the space provided
CONSTRUCTION LINE (faint)

OUTLINE (black)
CENTRE LINE (medium black)

FOLD LINE (medium Black)


Page 4

FOLDING UP A CUBE


Copy the net of the cube


FLAT CUBE

Page 5

## MEASURING



Measure the items below.

The pencil is $\qquad$ mm long

The key is $\qquad$ mm long


The screwdriver is $\qquad$


The mobile phone is
mm long
Page 6


## MARKING OUT

Use ruler, set squares compasses and pencil to mark out the jeep below.


## BASIC SHAPES 1

Use ruler, compasses and pencils to construct the shapes below.


TRIANGLE


Page 8

## BASIC SHAPES 2

## FUN GEOMETRY

Use ruler, protractor, compasses and pencils to construct the shapes below.


Page 9

## BASIC SHAPES 3

Use ruler, compasses and pencils to construct the shapes below.


Page 10

## BASIC SHAPES 4

Use ruler, compasses and pencils to construct the shapes below.

$\square$


Basic geometric shapes

## INTRODUCING 3-D DRAWING

Copy the given views in the spaces provided.


Page 12

Copy the given views in the spaces provided.


Copy the given views in the spaces provided.


Page 14

Copy the given views in the spaces provided.


Copy the given views in the spaces provided.


## I can

I can draw letters and numbers
by using guidelines and grid lines.

I can draw and use different line types in different situations.

I can measure and mark out simple shapes.

I can construct and colour useful geometric figures.

I can draw and colour simple 3-D forms by using the square grid.

| 16-20 | 10-15 | 5-9 | 1-4 | Maximum mark |
| :---: | :---: | :---: | :---: | :---: |
| Very good |  |  | Developing | 20 |
| Total mark |  |  |  |  |



