

WorldSkills Jamaica National Skills Competition

Test Projects –Painting and Decorating
April 23 to 25, 2008

National Skills Competition Final Test Project Painting and Decorating

April 23 to 25, 2008



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**Test Projects –Painting and Decorating
April 23 to 25, 2008**

WorldSkills Jamaica Competition April 24 to 25, 2008

General Instructions

1. Each competitor will be required to carry out the test project as specified and will be available on the website three months before the competition.
www.worldskillsjamaica.org
2. Each competitor will be required to carry out the test project as specified on the schedule to be handed out two days before the competition.
3. The time will be specified according to the test project.
4. 20% change will be made to the test project on the day of the competition where a new test project will be issued to the competitor.
5. All materials, ingredients, large equipment and specialized hand tools will be provided.
6. **Please note that all competitors should provide their own small tools and utensils.**
7. Competitors are expected to identify all equipment/ materials/ingredients needed and submit list to the competitions committee no later than March 7, 2008.
8. Debriefings will also be conducted for all competitors on April 22, 2008.
9. All competitors will get an opportunity to arrange work areas the day before the competition. Where applicable competitors for the second day will arrange their work areas on the evening of day one. Competitors who fall in the second

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shift will get an opportunity to do their preparation at offsite locations (to be decided) where necessary.

- 10. Competitors and coaches are expected to find their way to the competition village on April 22, 2008 and to depart back home on April 26, 2008**
- 11. Transportation will be provided at designated times for all competitors and coaches to and from the competition venue.**
- 12. All coaches will play the role of experts (judges) for the competition**
- 13. Accommodation and meals will be provided for all competitors**
- 14. Accommodation will be provided for coaches only.**
- 15. All other persons that support the competitors will need to make their own accommodation arrangements.**
- 16. Lunch and light refreshment only will be provided for coaches, (experts), workshop supervisors, national trade managers and volunteers.**
17. All competitors should be present for the opening ceremony along with their coaches.
18. Rehearsal for the opening ceremony will be held on the evening of April 22, 2008 in the Indoor Sports Centre.
19. Competitors are not allowed out of the competition village unless permission is granted by the dorm master.
20. All competitors are required to register at the competition village to qualify for entry into the competition.
21. Special permission must be granted if competitors need to reside off campus.

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TIME: 6 Hours
Painting and Decorating

INSTRUCTION TO ALL COMPETITORS

1. Complete both questions.
 - a. Part one – Preparation of material and application of design
 - b. Part two – Application, finish and colour.
2. Competitors must produce work according to the dimension given.
3. All preliminary studies must be submitted.
4. Competitors must not bring completed work to the competition.
5. When necessary, extra time will be allowed where a technique or method used involve the period of drying.

GENERAL SAFTY REQUIREMENTS

1. All competitors must use safety gears when using any hand, power or machine tools or equipment likely to cause or create fragments that may injure the eyes.
2. Competitors must keep their workspace clear of obstacles and the floor space clean of material or any items likely to cause accidents

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PAINTING AND DECORATING

DAY 1

Create a design that appropriately depicts one of the following themes:

- Sunset Valley
- Earthly Relaxation
- Sports Medley – for a male child’s playroom
- Country Meadows
- Sub-Ocean
- Rainforest

Prepare the substrate and apply base coat and design
Start application of colour

Dimension for the substrate – 4’ x 4’ (122cm x 122cm) piece of ply board

Day 2

Apply a combination of decorative painting techniques to complete the design

Use no less than three colours

Establish a display of the finished product

- Select and use suitable objects to enhance the display

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MATERIALS LISTING

NO	QUANTITY	DESCRIPTION
1	6	Stencil brush
2	6	4" paint brush
3	6	2" paint brush
4	6	#2 paint brush
5	6	#6 paint brush
6	6	#10 paint brush
7	6	#4 paint brush
8	6	1" paint brush
9	5 gals.	Flat emulsion water based paint (primary red, blue, yellow), black, white
10	1 pk. 12	Acetate sheet Artist brush
11	3 pks x 5	Stencil brush
12	3 lge	tarpaulin
13	5	easel
14	3 sheets	3/8" Ply board (each to be cut 4" x 4')
15	10	Plastic buckets
16	6 rolls	Painters' tape 2"
17	5 rolls	Masking tape 2"
18	5 rolls	Masking tape 1/2"
19	10 pks	Poster paint water based
20	1 pk	Tracing paper
21	5 rolls	Hand towel
22	6	Work tables
23	1 roll	Brown paper
24	5	Paint trays
25	5 pks	Natural sea sponge
26	1pk.	Latex gloves
27	20	Empty containers (paint cans)
28	15 sheets	Sand paper
29	5 pks.	Pencil crayons
30	6	chairs

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Signatures

Judge 1	Judge 2	Judge 3	Judge 4

<i>Chief Judge</i>
<i>Date</i>

CIS scoring

All competitors will be scored using the Computer Information System (CIS) – (400 to 600 possible points)

500 – Medallion of excellence

Top three scores will receive gold, then silver, then bronze

***SUBJECTIVE MARKING
FORM 5A
WorldSKILLS JAMAICA 2008***

Skill Area Painting and Decoration

Competitor # _____ Competitor Name _____

Criterion #	Aspect of Criterion - Description	Judge score (Out of 10)					Mark Awarded
		1	2	3	4	5	
1	Preparation						
2	Selection of Tools						
3	Use of Tools						
4	Job Knowledge						
5	Material Usage						
6	House Keeping						

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7	Safety						
8	Presentation						
9	Creativity						
10	Originality						

***Formula for Subjective Marking total score:
Exclude the highest and the lowest score and find the
average of the remaining three.***

Total Mark awarded _____

Signatures

Judge 1	Judge 2	Judge 3	Judge 4

<i>Chief Judge</i>
<i>Date</i>

Score for subjective marking should be entered on form 5 for total score.

The Criteria for Success

The Criteria for success is organized into three (3) areas.

1. Output
2. Technical Dexterity
3. Development and Creativity

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In assessing **Output** three (3) factors must be taken into account:

- (a) Endeavour
- (b) Quantity
- (c) Quality

1. Endeavour

This is the degree of interest and application demonstrated during the process of achieving the output.

This is usually judged by your pre disposition and capabilities i.e. a student with marked ability through early exposure and teaching would be expected to do very well developing the ability to the fullest, whilst a student whose ability is more latent through lack of exposure would have to work much harder to achieve the same results and catch up.

Endeavour can be judged as your:

- Tenacity in the pursuit of your objective
- Ability to work without constant supervision
- Enthusiasm for the course

2. Quantity

This is the volume of work actually produced in terms of drawing, designs ect. seen in relation to reasonable expectations. You should never try to deceive an instructor, as verbal intentions are not substitute for visible output.

3. Quality

This can be regarded as the nature of the work in terms of your awareness and expression of art / design standards as seen in relation to the art / design criteria.

4. Technical Dexterity

This is the meaning of the dexterity with which you handle and use the various materials processes throughout a normal design course'
Assessment of technical dexterity is made solely on the standard of manipulative expertise you actually demonstrate.

5. Development and Creativity

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Development – this is the process of exploring and defining an idea between the inceptions and the conclusion.

6. **Creativity**

This is the power and effectiveness of the finished image. The philosophy underlying the criteria of success is not one simple classification equal importance is places upon the critique providing a language and structure for criticism you are encouraged to express your opinions in order to gain experience in developing your own creative ides.