

**WORLD SKILLS JAMAICA NATIONAL SKILLS COMPETITION**

**APRIL 23 TO 25, 2008**

**TEST PROJECT  
Visual Arts - Wood Craft**

# **Visual Arts**

## **Woodcraft – Final Test Project**



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## 3.1 WORLD SKILLS JAMAICA COMPETITION APRIL 24 TO 25, 2008

### 3.2 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](http://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 shift will get an opportunity to do their preparation at offsite locations (to be decided) where necessary.

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- 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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### **INSTRUCTIONS TO ALL COMPETITORS**

1. Do one question suitable for your application
2. The session will be for two hours.
  - a. Part one – Preparation of material and application design
  - b. Part two – Application, finish and colour.
3. Designs should be illustrated on paper in colour.
4. Competitors must produce work according to the dimension given.
5. All preliminary studies must be submitted.
6. Competitors must not bring complete work to the competition.
7. When necessary, extra time will be allowed where techniques or method used involve the period of drying

### **GENERAL SAFETY REQUIREMENTS**

- 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 eyes
1. Competitors must keep their workspace clear of obstacles and the floor space clean of material or any item likely to cause accidents.
  2. Wear dusk mask, shop coat, apron or cover up T Shirt

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- (1) Draw and execute a wall hanging 15"x15". Using a variety of textures made from different gouges.
  - The design can be abstract or executed from one of the following themes
    - Scales on a fish
    - Feathers on a bird
    - A flock of birds
    - Polka dots on a dress
    - Waves on the beach
    - Bark on a tree
    - Clouds in the sky
  
- (2) Draw your initial on two blocks of wood (cello tape) measuring 7"x7" each.
  - Cut out your initial - one block in the negative and one in the positive
  - Use the blocks to produce a pattern for a border or an all over design on a yard of fabric
  
- (3) Create a wall plaque 14"x14" by using bits and pieces of wood stuck on a wooden base
  
- (4) Produce a jewelry box 8"x4" made from wood

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- (5) Use wood shavings to decorate box

### Tools

- Gouges
- Router saw
- Chisel
- Mallet
- Saws
- miter
- hammer
- file
- pliers
- screw driver
- lacquer
- sealer
- hand drill
- straight edge

### Materials

- wire
- hooks
- nails
- glue
- sand paper
- polish
- fabric
- hinges
- screw
- brush
- measuring tape

### Equipment

- sanding machine
- polisher
- working table

**WORLDSKILLS JAMAICA NATIONAL SKILLS COMPETITION**

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**Marking Criteria**

**OBJECTIVE MARKING**

**FORM 5**

**WORLDSKILLS JAMAICA 2008**

**Skill Area: Wood craft**

**Competitor # \_\_\_\_\_**

<b>Criterion #</b>	<b>Aspect of Criterion Description</b>	<b>Mark allotted for objective marking</b>	<b>Total Mark received for objective Marking</b>	<b>Total Mark received for Subjective Marking</b>	<b>Overall Mark Awarded</b>
1	Interpretation of Question	10			
2	Preparation of Design	10			
3	Dimension	20			
4	Time Management	20			
5	Accuracy	20			
6	Design Technique	20			

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**Total Mark awarded** \_\_\_\_\_

**Type of Medal** \_\_\_\_\_

**SIGNATURES**

<b>Judge 1</b>

<b>Judge 2</b>

<b>Judge 3</b>

<b>Judge 4</b>

<b>CHIEF JUDGE</b>
<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**

**WORLD SKILLS JAMAICA 2008**

**Skill Area: Woodcraft**

**Competitor #** \_\_\_\_\_

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						

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4	Job Knowledge				
5	Material Usage				
6	House Keeping				
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**

<b>Judge 1</b>

<b>Judge 2</b>

<b>Judge 3</b>

<b>Judge 4</b>

<b>CHIEF JUDGE</b>
<i>Date</i>

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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

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**

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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**

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 placed 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 ideas.