



FACULTY	SCHOOL OF EDUCATION AND HUMAN SCIENCES		
DEPARTMENT	DEPARTMENT OF INTERMEDIATE AND VOCATIONAL EDUCATION		
SUBJECT	DESIGN AND TECHNOLOGY 1A		
SUBJECT CODE	E3511ID		
DATE	JUNE 2026		
DURATION	3 HOURS	MARKS	100

SECOND OPPORTUNITY EXAMINATION

Examiner: Mr L. W. Beukes

Moderator: Dr H. C. Brunette

This question paper consists of 5 pages including the front page and 1 blank drawing page.

Instructions:

- *Work in an orderly way and present your work as neat as possible.*
- *While most of marks will be awarded for content, candidates must bear in mind the importance of presentation, i.e. insight, accuracy and critical thinking.*
- *Number the questions correctly and clearly.*
- *Answer all questions.*
- *All drawings must be done on the paper provided. Attach the drawing page to your examination answer booklet when you hand it in to the examination officer.*

UNIVERSITY OF NAMIBIA EXAMINATIONS

QUESTION 1:

1. State whether the following statements are **true** or **false** by writing either '**true**' or '**false**' in your answer booklet next to the numbers. Provide the **correct answer** to questions that are **false**.
 - 1.1. Principles of Visual Design is described as the importance of breaking the visual form, appearance, of a design into elements to be examined easily. (2)
 - 1.2. The most important reason for designing something is to solve a problem or to satisfy a need. (2)
 - 1.3. One of the ways to create illusion of depth is to use placement. (2)
 - 1.4. Crystallographic balance means that the visual elements on either side of the invisible central line is the same. (2)
 - 1.5. It is important when working with machinery that you only focus on the task at hand and ignore your fellow students around you or what they are doing. (2)
- [10]**

QUESTION 2:

- 2.1. Differentiate between the '**design**' and '**technology**' aspects in the term Design & Technology. (5)
 - 2.2. All technologies have both advantages and disadvantages. Justify this statement referring to **Automated Technology** whilst providing valid examples to establish your points. (10)
 - 2.3. **Aesthetic judgment** is defined by many factors and influences our everyday lives. Explain how **Media Influences** determine our aesthetic judgement when it comes to designed products. (5)
- [20]**

QUESTION 3:

- 3.1. It is important to note that when laying out detail in a design, various ways exist of how one can obtain a uniform environment. Explain how designers can create uniformity in a design? (5)
 - 3.2. Explain how colour can be used in a design to **affect our mood and emotions** through colour association, providing appropriate examples. (5)
 - 3.3. Linear Perspective is one of the ways that we can create **illusion of depth** in design. Elaborate on how Linear Perspective makes it possible to demonstrate depth in a **realistic manner**. (5)
- [15]**

QUESTION 4:

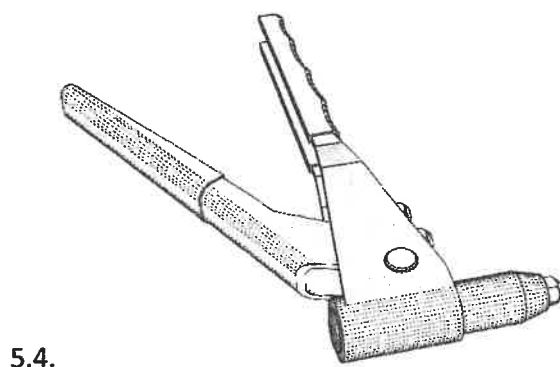
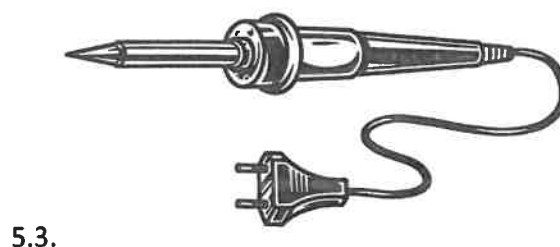
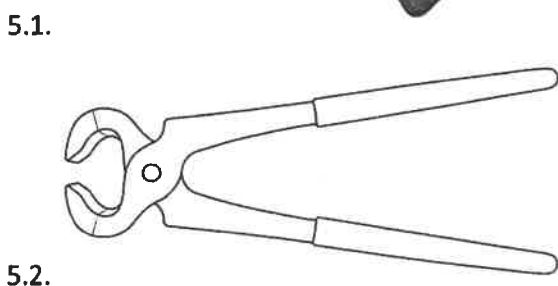
- 4.1. Safety in the practical workshop is considered one of the most important aspects of working in a Design and Technology workshop. Mention any five (5) **Safety Gear rules**. (5)
- 4.2. As a future Design and Technology teacher you must be prepared for a variety of injuries that may occur within the workshop. List any five (5) of these injuries. (5)
- 4.3. Indicate any five (5) factors to keep in mind when designing a product to be used by a human being, regarding **movement**. (5)

[15]

QUESTION 5:

Below are illustrations of four (4) hand-tools commonly found in the workshop. Provide each tools' name next to the number as well as two (2) unique uses and two (2) unique safety rules for each tool.

Note: Universal safety rules (e.g., wear P.E.E. etc.) will not be acceptable.



(20)

[20]

QUESTION 6:

Teaching Design and Technology can be challenging, especially in the rural areas where proper facilities are not always available. To overcome this, you decided to design and manufacture a **portable black/white board** to explain and demonstrate technical drawings on.

- 6.1. Mention four (4) aspects that you will include in your design regarding aesthetics. (4)
- 6.2. List any four (4) relevant functionality factors you will apply to your design. (4)
- 6.3. On the blank paper provided on Page 5 of this examination paper, present three (3) ideas of your design using sketches and notes. Remember to evaluate each of your ideas. (9)
- 6.4. What three (3) suitable material would you recommend for your design and give reasons for your choice. (3)

[20]

END OF PAPER

[TOTAL = 10+20+15+15+20+20=100 MARKS]

NAME	
ALLOCATION	

QUESTION 6.3.		Student Number
part b		

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