



FACULTY	EDUCATION AND HUMAN SCIENCES		
DEPARTMENT	INTERMEDIATE AND VOCATIONAL EDUCATION		
SUBJECT	DESIGN AND TECHNOLOGY 1B		
SUBJECT CODE	E3512ID		
DATE	NOVEMBER 2025		
DURATION	3 HOURS	MARKS	100

FIRST OPPORTUNITY EXAMINATION

Examiner: Mr. T.S.N. Gabriel

Moderator: Dr. H.C. Brunette

This paper consists of 3 printed pages, including the cover 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 from Sections A, B and C.***
- ***Draw Border Lines and a title box for all your drawings.***
- ***All drawings must be done on the A3 paper provided.***

UNIVERSITY OF NAMIBIA EXAMINATIONS

Section A: Communication Skills and Drawing Methods

Question 1: Communication Skills in Design and Technology

- 1.1 Explain the importance of free-hand sketching as a communication skill in Design and Technology. Provide three specific reasons. (6)
- 1.2 Differentiate between an isometric drawing and a first-angle orthographic drawing in terms of their primary purpose and representation. (6)
- 1.3 State three applications where the SANS codes are essential when applying free-hand sketching to hand tools or joints. (3)
(15)

Question 2: Teaching and Assessment in Design and Technology

- 2.1 Identify and briefly explain two reasons why preparation of teaching aids is important for effective instruction in Design and Technology. (4)
- 2.2 You are preparing a lesson on 'Isometric Drawing'. Describe two different teaching aids you would prepare for this lesson and how each would be used. (6)
(10)
[25]

Section B: Design Process

Question 3: Introduction to the Design Process

- 3.1 Outline the first four sequential steps in a typical design process, from identifying a problem to developing potential solutions. (10)
- 3.2 Explain the significance of conducting market research in the 'Introduction to Design Process' phase. What information should a designer aim to gather through this research? (10)
- 3.3 You are tasked with designing a new, ergonomic desk chair for university students. Write a brief design brief for this project, including the target user and the main objectives. (5)
[25]

