



2009 Graphic Communication

Standard Grade – Credit

Finalised Marking Instructions

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**2009 Graphic Communication SG Credit
Marking Instructions**

- 1 (a)** 1 Designs are easier to edit/Drawings are more accurate/
Standardisation of drawings
- 2 New designs from existing/Library of commonly used parts can
be created/Reduced lead time
- 3 Drawings are easier to store/Drawings can be sent to other
locations by e-mail KI 3
- (b)** 1 Time taken to learn how to use the software/Cost of the
software, continual need to update software
- 2 Accidental data loss/Security of data (hacking)
- 3 Viruses KI 3
- (c)** (i) DTP
- (ii) CAD
- (iii) Illustration/Paint/3D modelling package KI 3
- (d)** Scanner/Digitiser/Digital Camera KI 1
- (e)** The different software use the same operating system/Data can be
imported between the different software packages. KI 1

TOTAL KI 11

- 2 (a)**
- | AREA | COLOUR | REASON FOR CHOICE |
|-----------------------|--------------|---|
| Interior walls | Yellow | Bright and cheerful |
| Floor covering | Blue | Cool and reliable/
contrast with walls |
| Ceiling | White | <i>Represents cleanliness</i> |
| Brochure Display Area | Blue-Violet | In harmony with the floor
(Blue)/contrast with walls |
| Shop Front | Red | Exciting/Vibrant/Active |
| First Aid Cabinet | Green | <i>Associated with safety</i> |
- KI 6**
- (b)** Advancing: Red/Yellow
- Receding: Blue/Blue-Violet/Green KI 2
- (c)** Green/Blue-Green/Blue-Violet/Violet KI 1
- (d)** Add a primary and secondary colour together KI 1
- (e)** Visual excitement KI 1

TOTAL KI 11

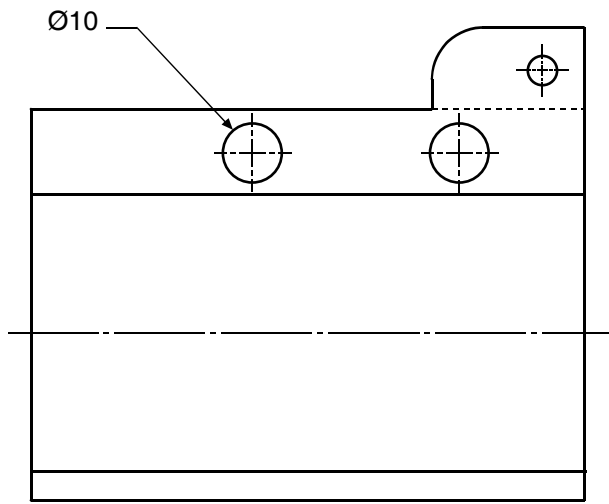
- 3 (a)** 1 Ease of editing/Ease of testing
- 2 Ease of storage/Ease of transporting KI 2
- (b)** Computer models cannot be touched, no physical interaction
- Could be more easily stolen, data could be corrupted KI 2
- (c)** 1 Wireframe/Solid
- 2 Surface/Surface-rendered KI 2
- (d)** In simulation you interact with the software, in animation you only view the images.
- You can affect the outcome in simulations, you can't in animations. KI 1
- (e)** The animation could be used for promotional purposes/To help in the marketing of the car. KI 1
- (f)** To test the car's aerodynamics/To test how the car would react in a crash situation. KI 1

TOTAL KI 9

- 4 (a)** (1) 2
- (2) 6 KI 2
- (b)** Isometric KI 1
- (c)** (1) The size of the object being drawn
- (2) The size of the paper being used for the drawing/The amount of detail required for the drawing KI 2
- (d)** Ease of reading the drawings/Drawing can be easily understood because the same symbols and conventions are used no matter who does the drawing. KI 1

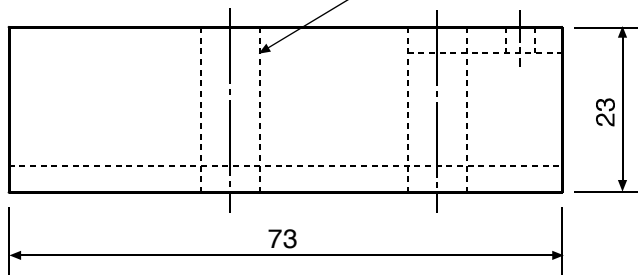
(e)

Drawing X

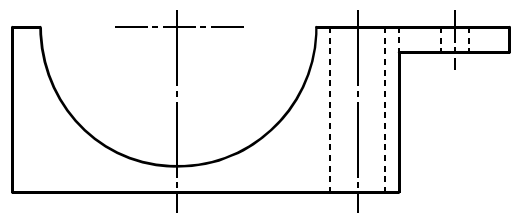


PLAN

Hole Z



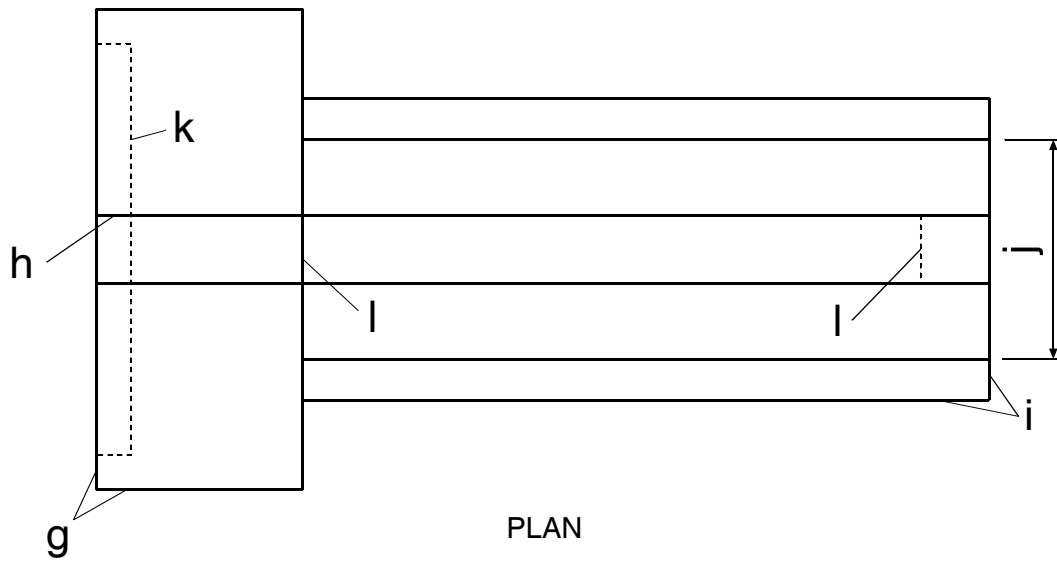
ELEVATION



END ELEVATION

KI 3

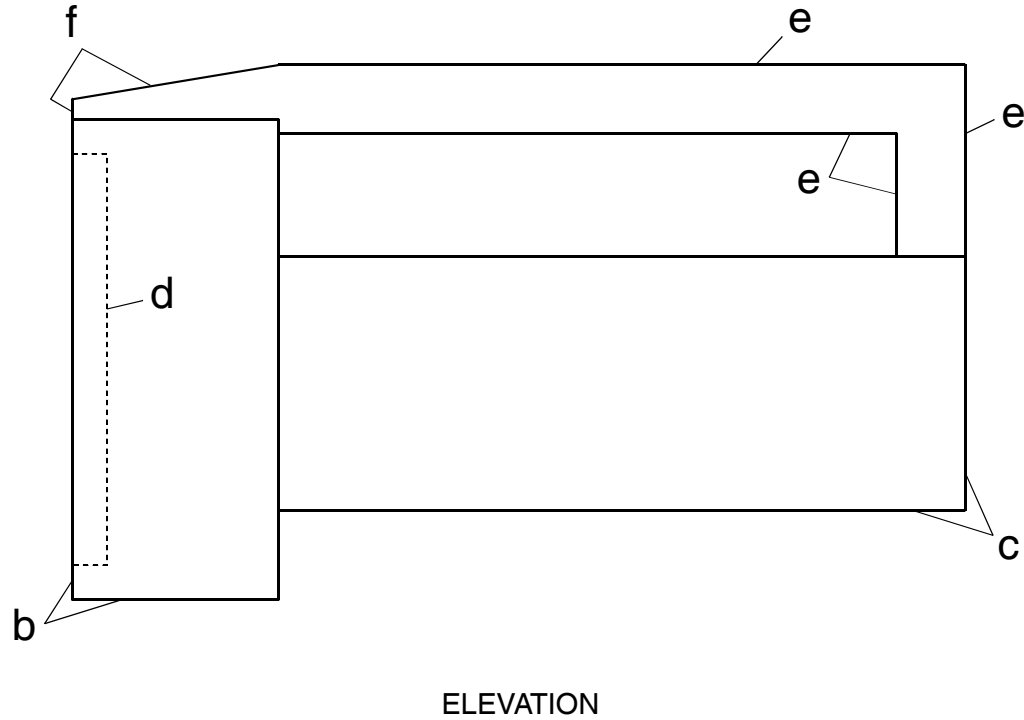
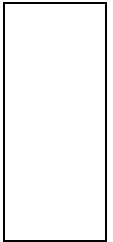
TOTAL KI 9



Question 5

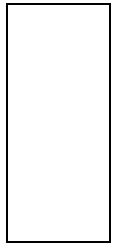
- (g) Length + width 1
- (h) Handle position length + width 1
- (i) Body length + width 1
- (j) Width of flat (2 lines) 1
- (k) Lens hidden detail 1
- (l) Handle lines (both; 1 hidden) 1

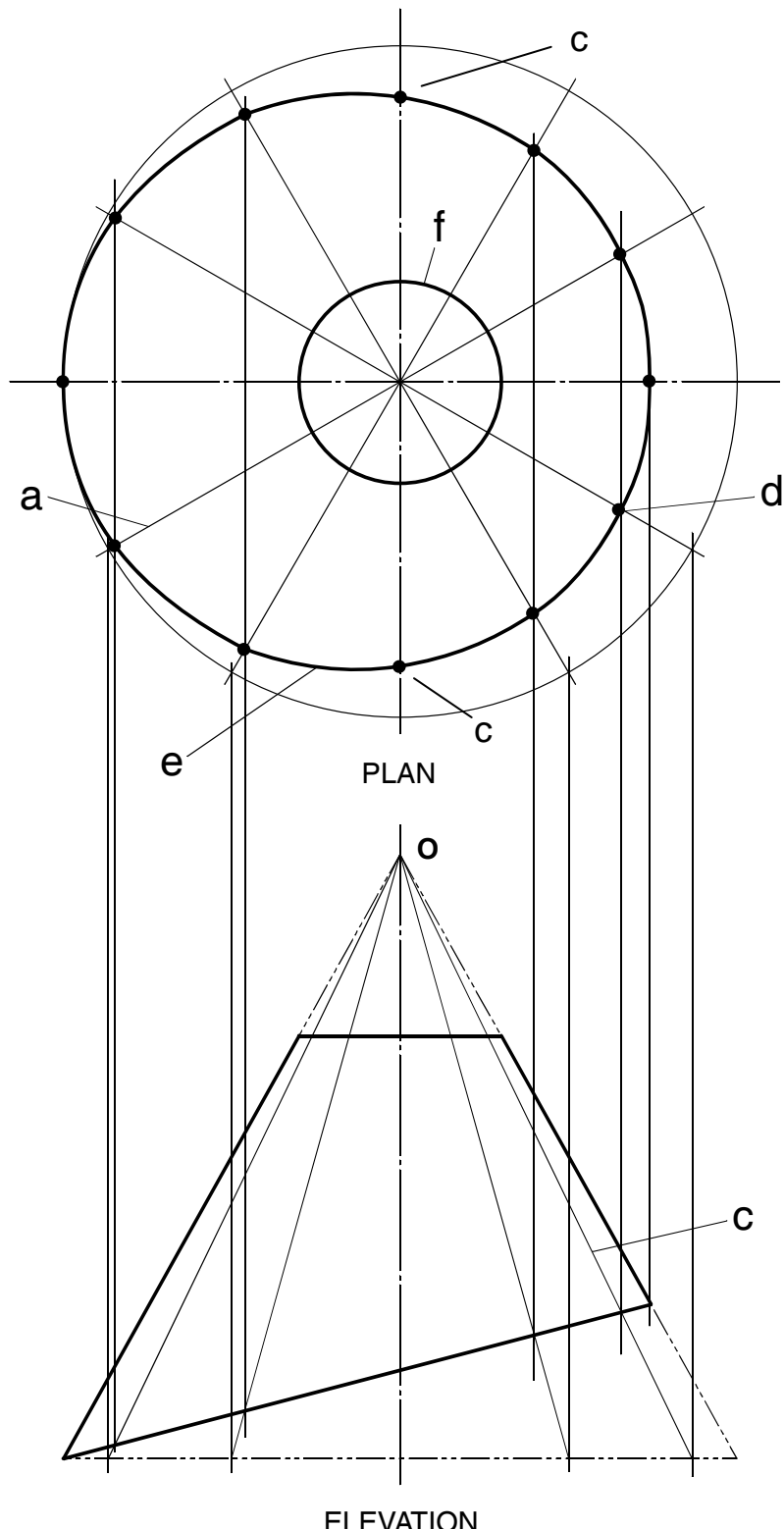
DA 6



- (a) Correct projection 1
- (b) Height + width 1
- (c) Body height + width 1
- (d) Lens hidden detail (3 lines) 1
- (e) Handle (4 lines) 1
- (f) Slope on handle (2 lines) 1

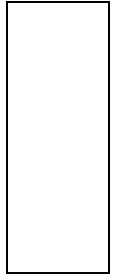
DA 6





Question 6 (a)

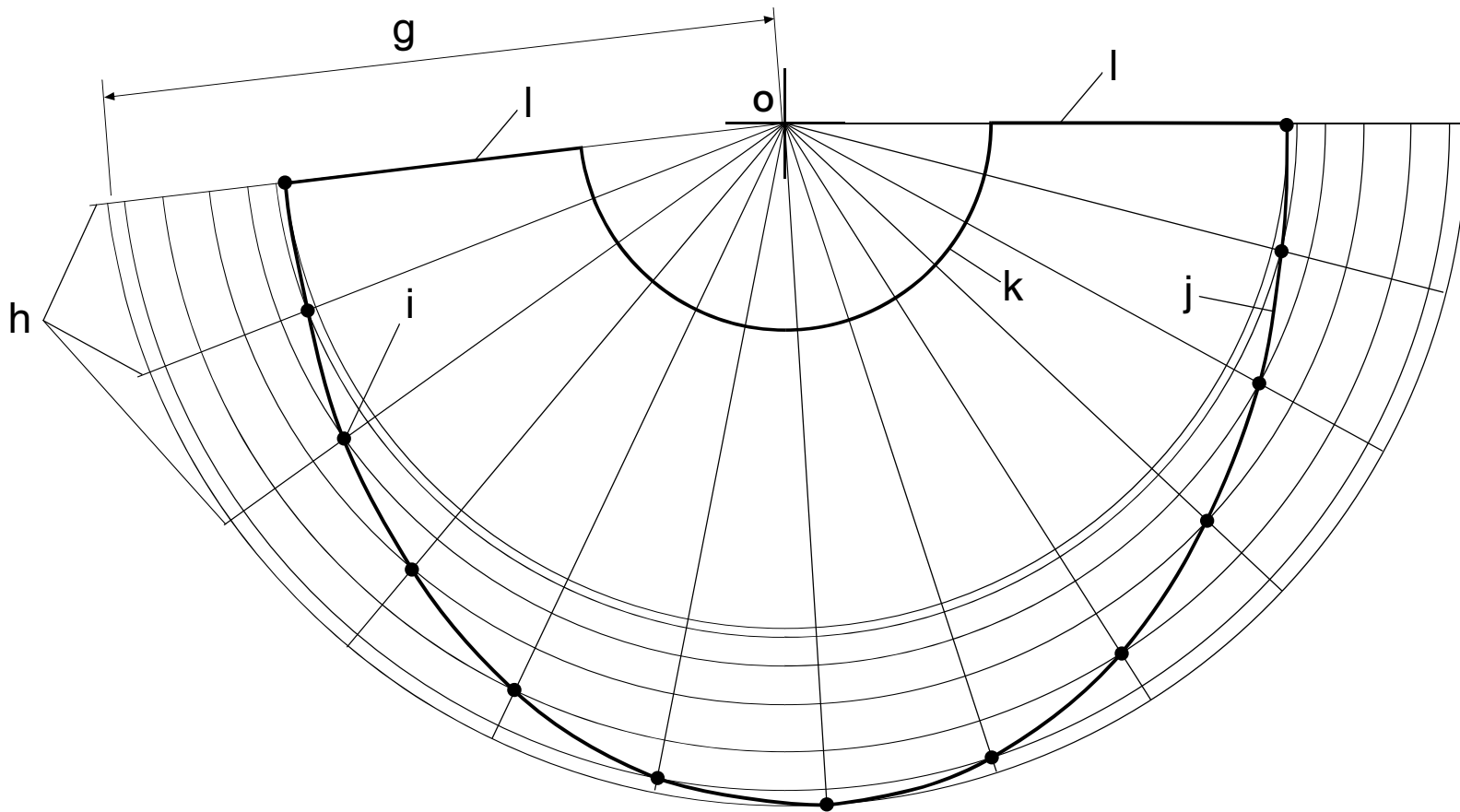
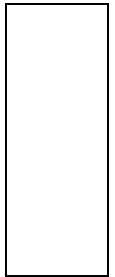
- | | | |
|-----|---|----------|
| (a) | Divide plan (generators) | 1 |
| (b) | Project div onto elevation + apex | 1 |
| (c) | Two points on curve | 1 |
| (d) | Establish other points on curve
(6 points for 1; 10 for 2) | 2 |
| (e) | Good freehand curve | 1 |
| (f) | Circle | 1 |
| | DA | 7 |



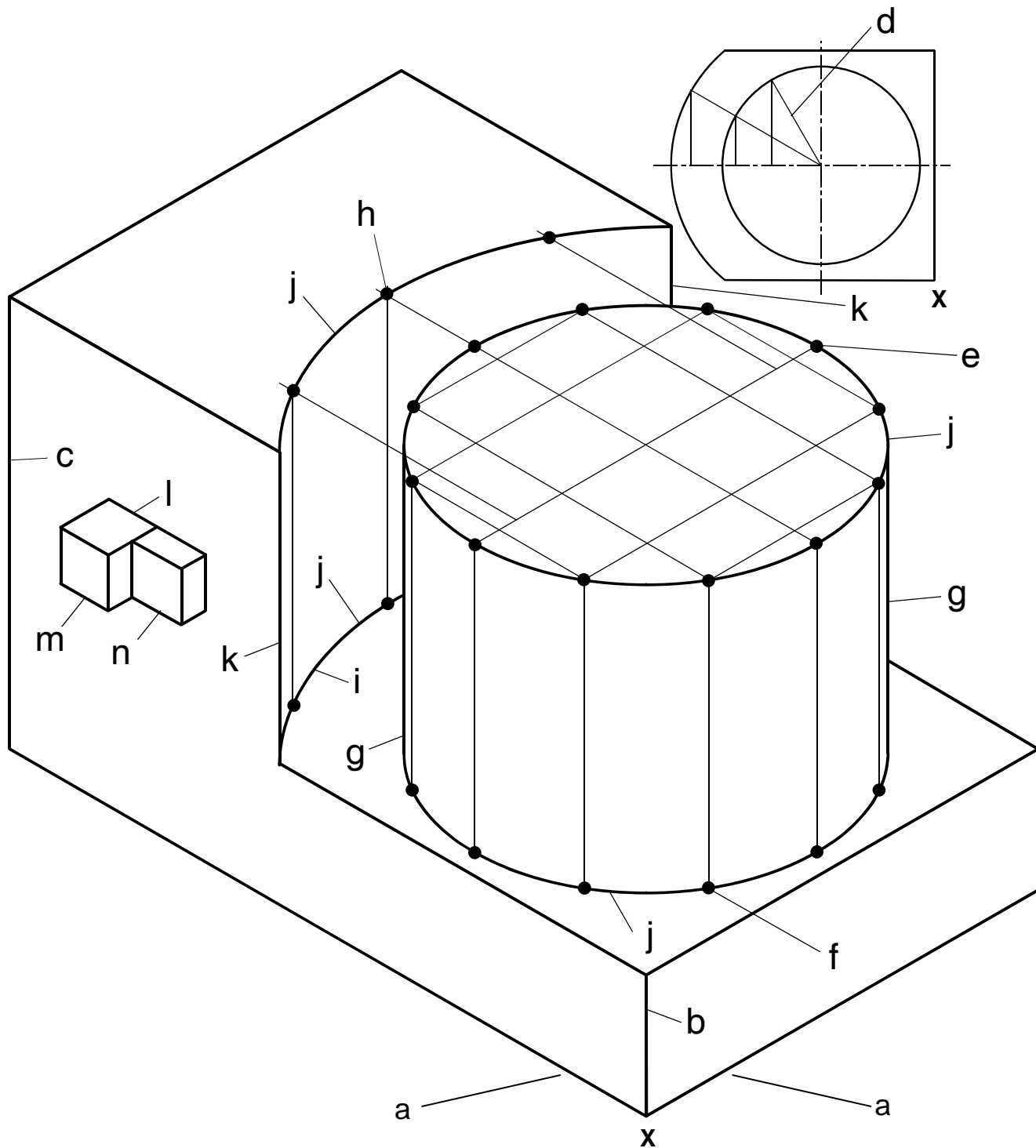
Question 6 (b)

- (g) True length used to draw arc 1
- (h) 12 div; correct length 12 1
- (i) Establish points on curve (8 points for 1; 12 for 2) 2
- (j) Good free hand curve 1
- (k) Semi circle 1
- (l) Outline 1

DA 7

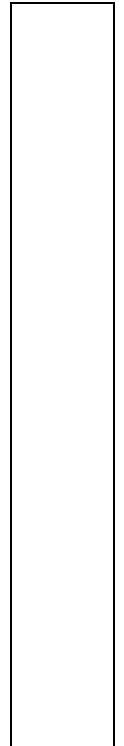


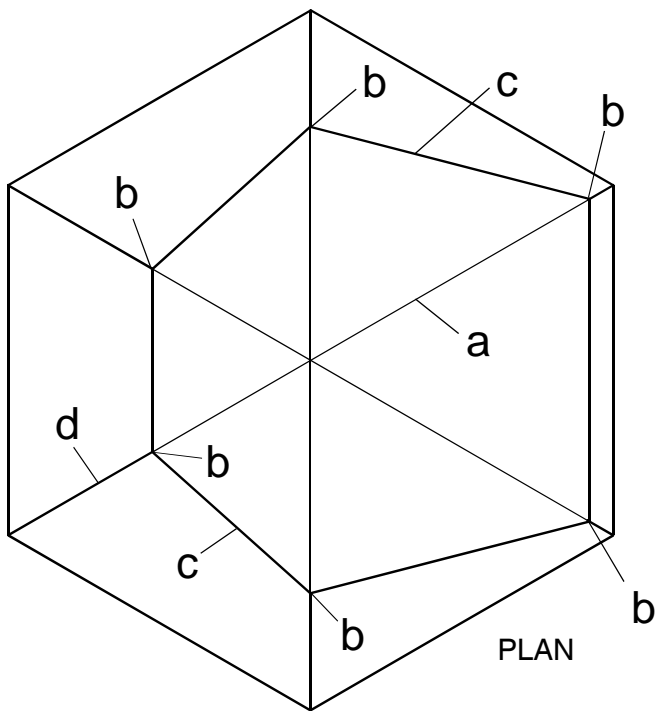
SURFACE DEVELOPMENT



Question 7

- | | | |
|-----|--|-----------|
| (a) | Length + breadth of crate | 1 |
| (b) | Height | 1 |
| (c) | Height | 1 |
| (d) | Construction for full circle | 1 |
| (e) | Establish points for circle (8 points for 1; 12 for 2) | 2 |
| (f) | Establish part curve | 1 |
| (g) | Tangent lines (both) | 1 |
| (h) | Establish points on curve | 1 |
| (i) | Establish part curve | 1 |
| (j) | Good freehand curves (2/4 for 1; 4/4 for 2) | 2 |
| (k) | Lines (both) | 1 |
| (l) | Buttons as surface detail + pos | 1 |
| (m) | Button 10 mm depth | 1 |
| (n) | Button 5 mm depth | 1 |
| | DA | 16 |

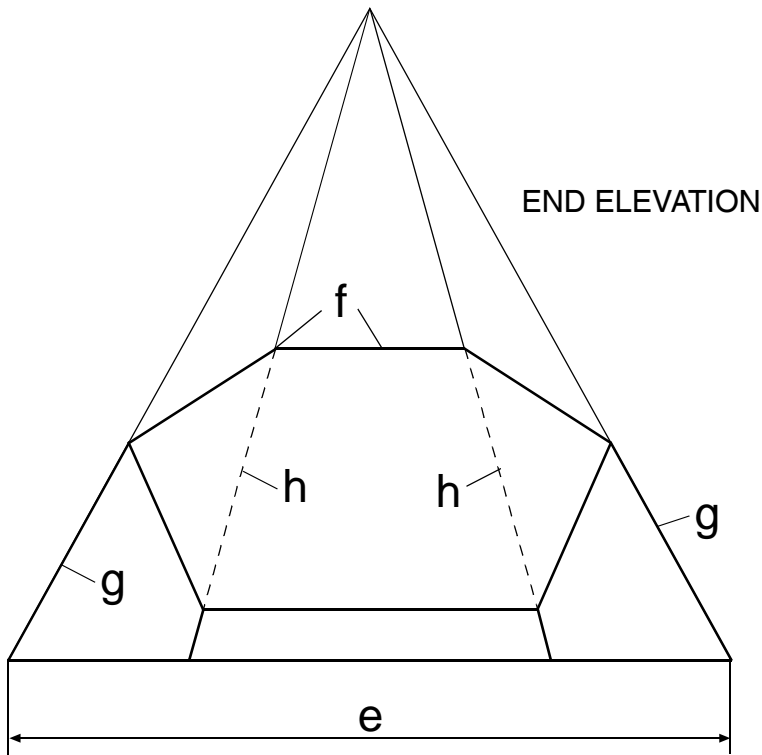




PLAN

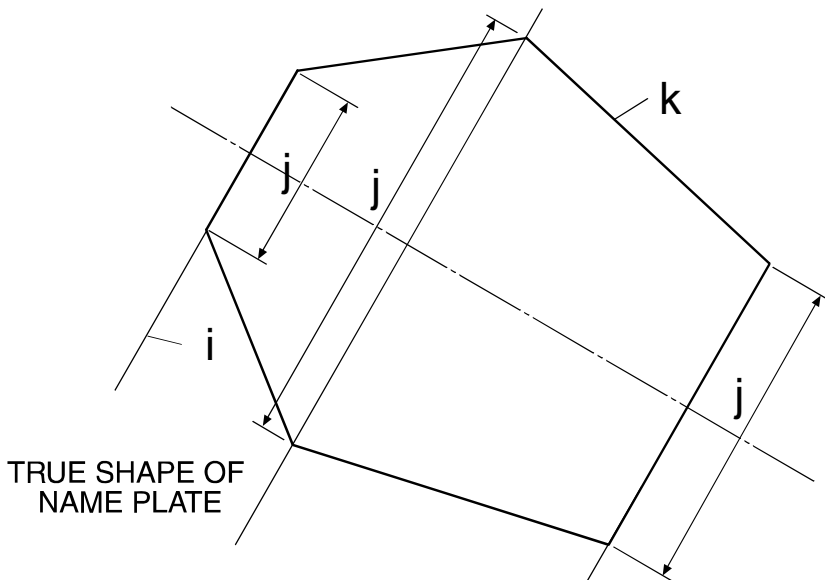
Question 8

- (a) Construction to apex 1
 - (b) Establish corners of cut (4 points for 1; 6 for 2) 2
 - (c) Outline of cut 1
 - (d) Edges to cut 1
- DA 5**



END ELEVATION

- (e) Correct width + apex 1
 - (f) Establish corners of cut and outline 1
 - (g) Outline edges (visible) 1
 - (h) Hidden detail 1
- DA 4**

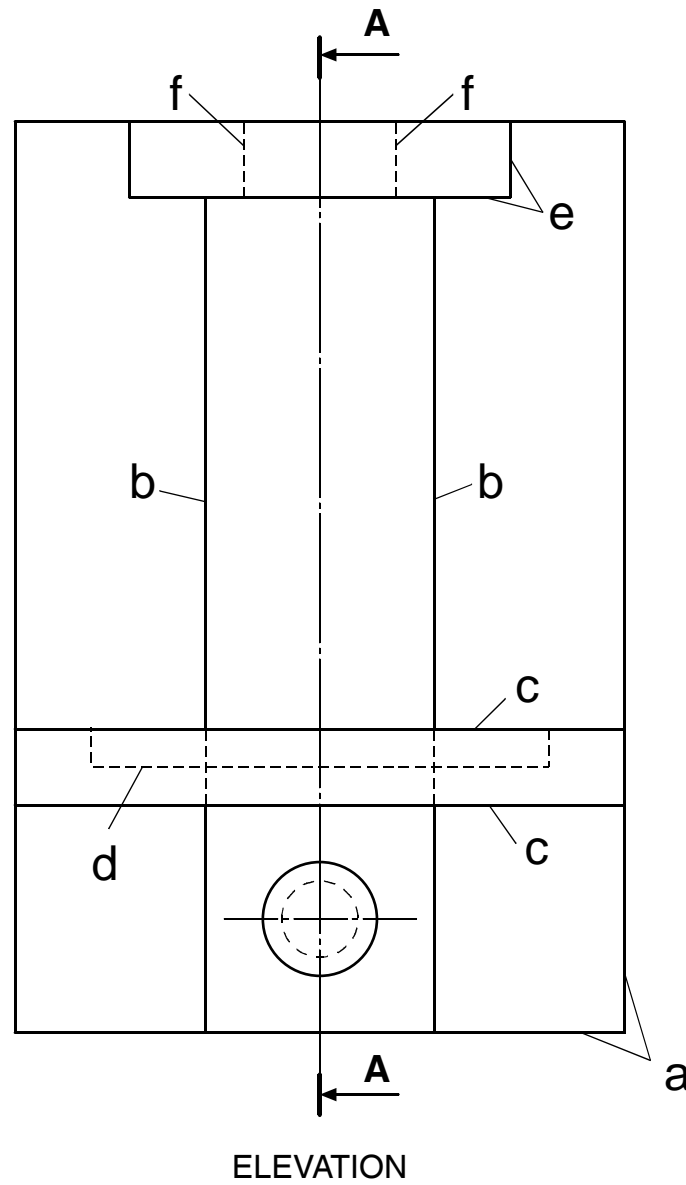


TRUE SHAPE OF NAME PLATE

- (i) Project from surface at 90° 1
 - (j) Correct widths of all 3 1
 - (k) Outline of true shape 1
- DA 3**

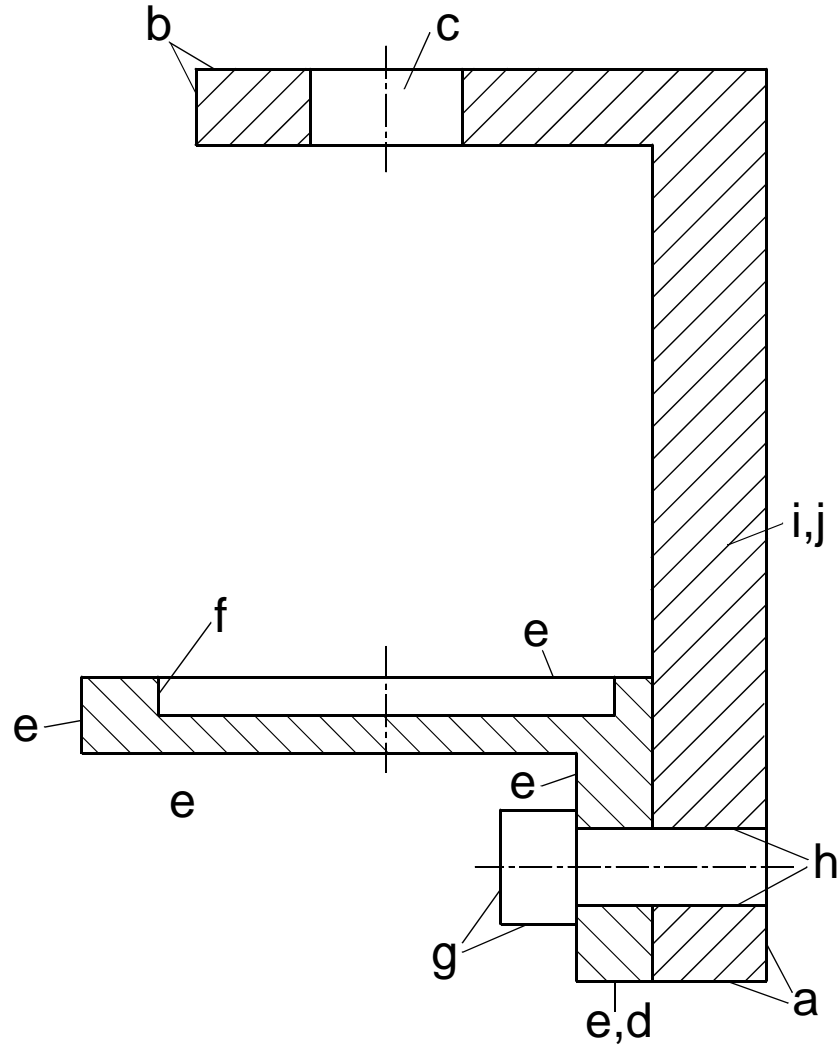
Question 9 (a)

- (a) Length + height **1**
 - (b) Two vertical lines (part hidden) **1**
 - (c) Lines (2 of) **1**
 - (d) Hidden detail of recess **1**
 - (e) Rectangle length + height **1**
 - (f) Hidden detail (2 of) **1**
- DA 6**



Question 9 (b)

- | | | |
|-----|--------------------------------------|-----------|
| (a) | Height + width | 1 |
| (b) | Height + width | 1 |
| (c) | Hole (outline and correct position) | 1 |
| (d) | Support in correct position | 1 |
| (e) | Support outline (5 lines) | 1 |
| (f) | Recess (all 3 lines; outline) | 1 |
| (g) | Pin head (correct size and position) | 1 |
| (h) | Lines | 1 |
| (i) | Hatching shown | 1 |
| (j) | Hatching correct to BS conv | 1 |
| | DA | 10 |



SECTIONAL END ELEVATION ON A-A

[END OF MARKING INSTRUCTIONS]