

GRADE 5 NOTES

ART AND CRAFT

PICTURE MAKING TECHNIQUES

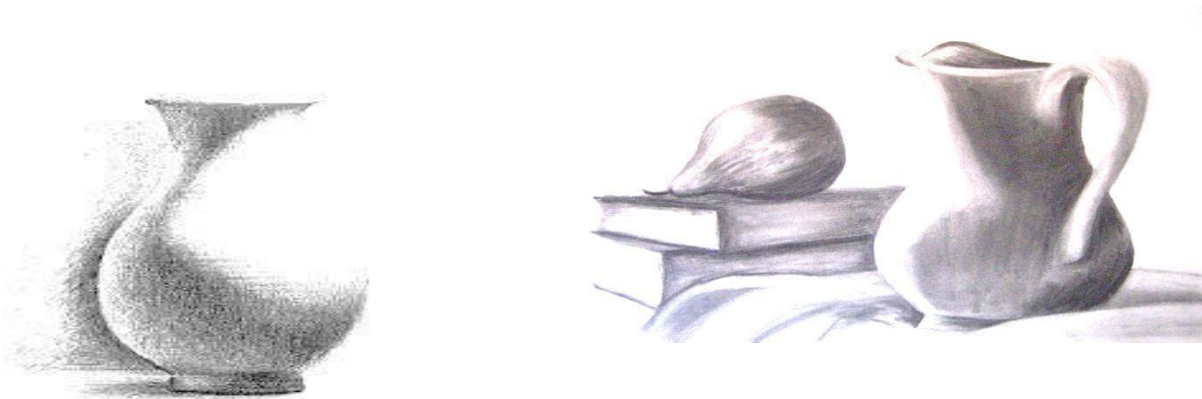
Drawing

a. Still-life drawing

- Drawing involves a lot of techniques which include: smudge technique, value gradation and composing images in still life. Pictorial.
- When drawing Images are arranged in landscape or portrait

In **landscape format** - objects are arranged in a horizontal layout within the pictorial space of an artwork.

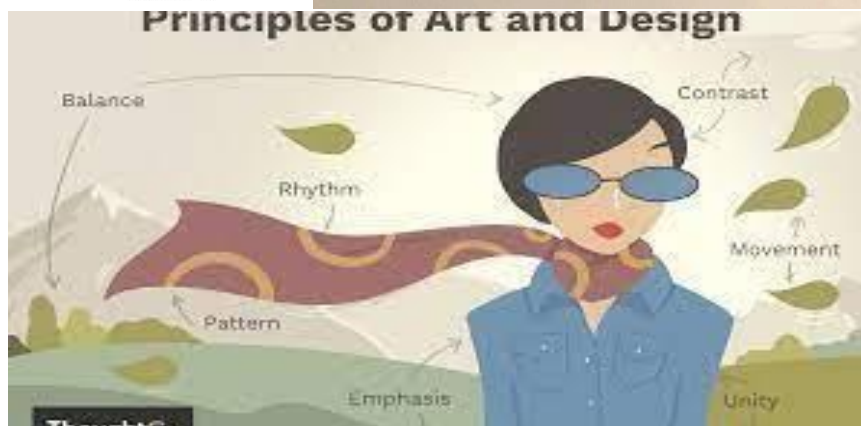
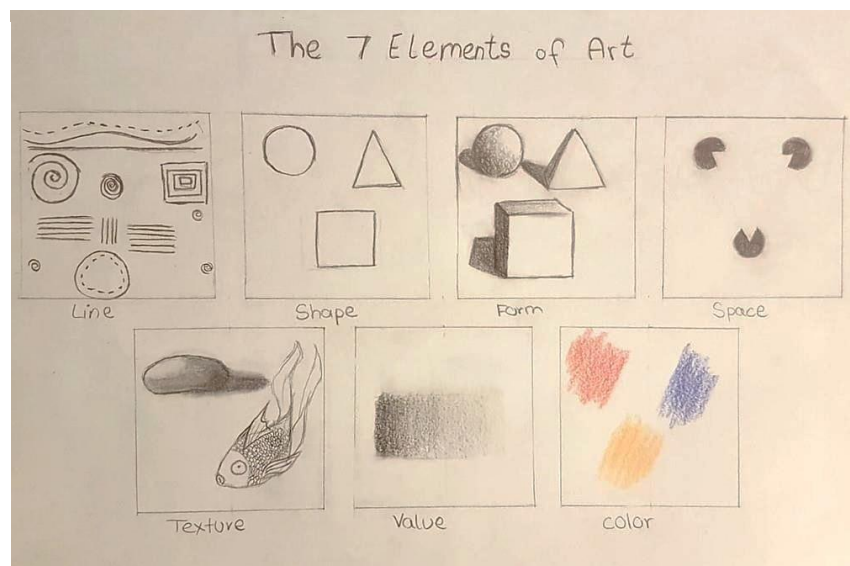
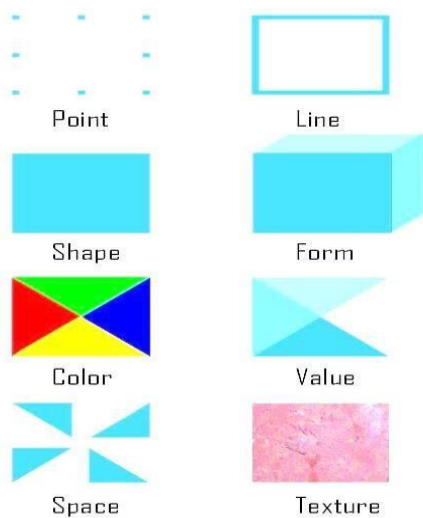
In **portrait format** - objects are arranged in a vertical layout within the pictorial space of an artwork.

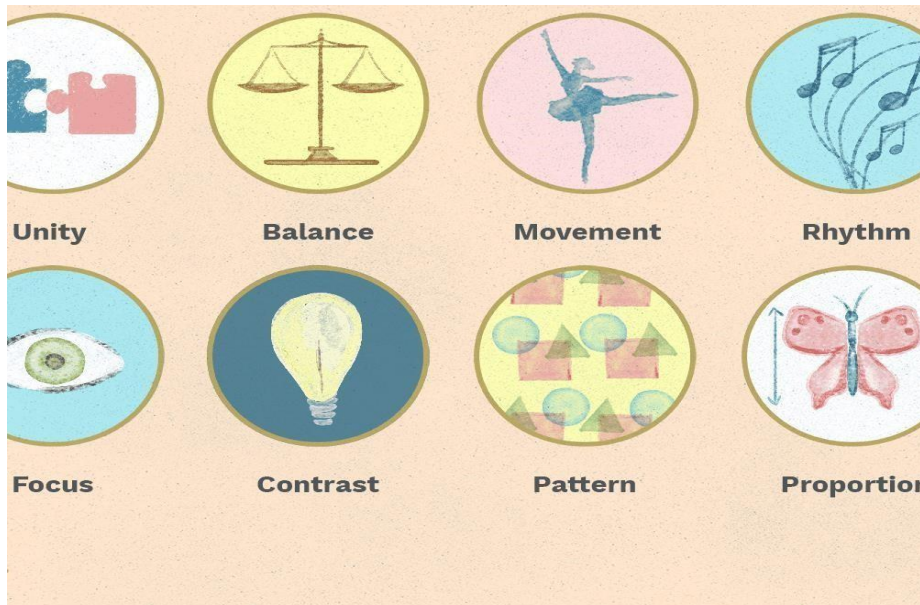


Elements of art applied while drawing pictorials include:

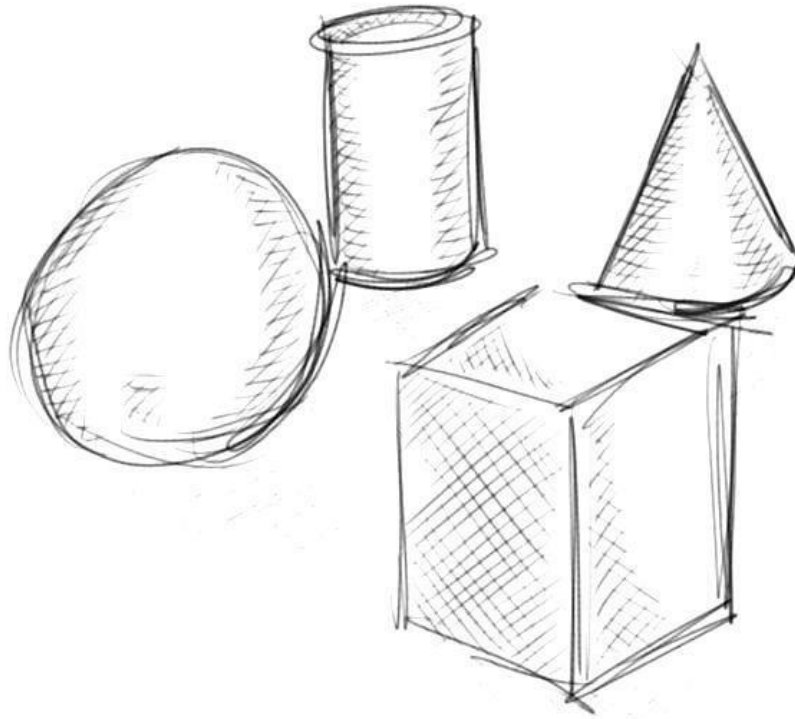
- **Line** - this is a mark made on the surface by a moving object, joined to create various shapes.
- **Value**- it is the light and dark areas on an object created by how light falls on the objects.

- **Texture** - this is the surface quality of an object described as either rough or smooth.
- **Form** - it is the detail within the boundaries of a shape that gives it volume and solidity.
- There are also principles of art that are used to organize the elements in the pictorial space when creating images. These principles are -
 - Rhythm and movement - it is the arrangement of objects to create distance and depth within an artwork.
 - Balance- It is a state of equilibrium of the visual weight in a composition
 - Proportion - it is the size relationship of objects within an artwork with each other and the whole composition.





- Remember that all these elements should be applied in still-life drawing.
 - **Cross-hatching technique**
 - This is a technique of shading where lines are drawn to cross over each other, sparsely in lighter areas and close together in dark areas.
 - **Cross-hatching** is another technique of showing value on forms.
 - **Value** is the effect of light and dark on objects shown as light falls on the objects.
 - In cross-hatching use of cylindrical forms will assist to create still life composition of cylindrical forms.
 - **Cylindrical forms** is an object having a circular cross section with straight parallel sides.



Still-life composition on cylindrical forms

- The following procedure is used:
 - a. Identify cylindrical objects such as cup and a jug. Use portrait layout. Draw the outlines of the cup and jug balancing it from the axis.
 - b. Place the cup in front of the jug such that the jug does not block the cup to create an overlap.
 - c. Ensure the cup and cylinder are drawn to occupy most of the working area.
 - d. Start by making straight or slanted lines from the edges of the objects towards the center areas receiving more light as shown.
 - e. Create the hatch lines as you move gradually to the lighter areas. Varied lines such as faint, thin or light are used to shade light areas and dark, thick and bold lines are used to shade dark areas. Use closely packed lines to create dark areas and sparsely packed lines to show the light areas.
 - f. Draw hatch lines to crisscross the earlier lines. This is called cross hatching. Create a shadow to show the base of the two items. Complete the drawing and prepare for display.

Refer to bookmark art and craft grade 5 teachers book for images

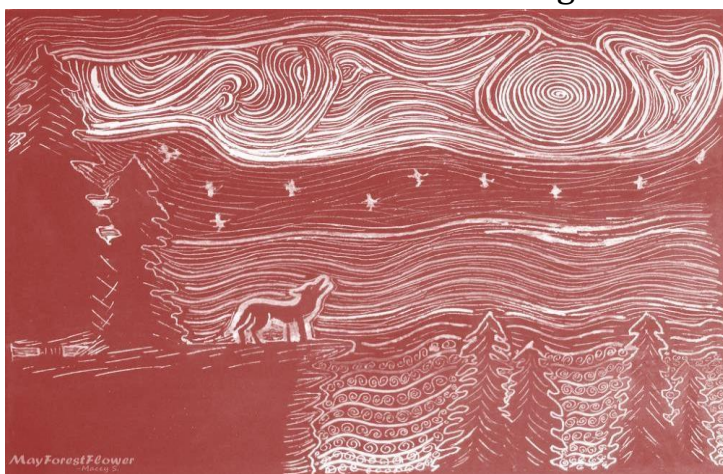
- **Crayon** - is a tool for making a composition that is found in numerous shades of colour that is rubbed on a surface to create interesting patterns, features and compositions.
- Wax will be used in crayon etching where etching is the scratching through a layer to reveal another layer that creates an image and overlaying is applying a layer of material on top of another.
- The following procedure is used in making wax.
 - a. Cut the bees or paraffin wax in small pieces and put it in a metal container. The amount of wax used should be equal to the amount of crayons you intend to make.
 - b. Heat the wax in a container on low heat in a double container. It should not be direct heat but inside hot water. This is to prevent wax from overheating hence producing harmful fumes.
 - c. Prepare your mold by rolling stiff paper in tubes. Place modelling clay on one end of the rolled-up paper tubes and place them on the working surface in an upright position.
 - d. Add dry powder paints in a color of your choice to the melted wax and stir to obtain uniform colouration. Do not use liquid since it won't mix.
 - e. Press the rim of the metallic tin to form a spout.
 - f. Remove your tin from the heat and carefully pour the mixture into the rolled paper mould.
 - g. Leave the wax to harden. Using a cutting tool such as a knife or razor blade, cut the side of the rolled paper mould to remove the wax crayon.
 - h. Wash your hands with soap and water. Clean the working area after completing the work. Taste the work to see how it works.

How to make a crayon etched pictorial composition

- You will require the following: paper, coloured crayons, black Indian ink or black powder paint, soap, soft rags, paint, brushes, scratching tools and masking tape.
 - a. Rub patches all over a piece of paper using the bright coloured crayons you made. Rub on each patch several times, press down on the crayon to make sure the patch is fully coloured.
 - b. Mix black powder paint with a little soap and water. The soap helps the powder paint adhere on the surface as shown below.
 - c. Use a paintbrush to apply the mixed black powder paint on top of the surface covered with bright coloured crayons. Ensure you cover all the areas to create a black overlay.

This creates a top layer that will be scratched off to reveal the coloured crayons beneath.

- d. Use a sharp tool to scratch through the black overlay to reveal your pictorial composition.
- e. Scratch more lines to reveal light areas and less lines to reveal dark areas.



Painting

Colour classification

- Colours are classified into the following categories
 - a. **Primary colours** - these are pure colours that are mixed to obtain other colours. They include red, blue and yellow.
 - b. **Secondary colours** - they are colours obtained when you mix two primary colours in equal proportional.

c. **Tertiary colours** - they are colours obtained when you mix a primary and a secondary colour in equal proportion. They are also called intermediate colours.

- **Colour Wheel** - a chart showing the primary, secondary and tertiary colours.
- Colours are graded using black and white and colour toning will help in the mixing of colour to get the best.



How to draw and paint on a colour wheel

- Draw a circular shape using a pair of compass or a protractor and pencil.
- Divide the circle into twelve parts as shown. Label the parts so that you can identify which part to paint a specific colour as shown.
- Paint the primary colours on the places marked red, blue and yellow on the colour wheel.
- Mix two primary colours in equal amounts to obtain a secondary colour and paint on the sections marked green, orange and violet on the colour wheel.

- e. Mix a primary colour and secondary colour in equal amounts to obtain a tertiary colour and paint on the sections marked red-orange, red-violet, blue-violet, blue-green, yellow-orange and yellow-green.

Collage

Pictorial composition

- **Montage** is a technique used in creating an image by pasting pictures. In this method it involves cutting photographs, sorting and pasting them on a surface to create a composite image.
- **Collage** - is a technique of creating pictures by pasting different materials on a surface to create a pictorial composition.
- This method involves pasting which is the act of sticking objects on a surface using glue to create the collage.
- The objects are stuck together using adhesives such as glue.
- Materials for collage should be improvised as much as possible and re-used to avoid wastage.



Samples of collage

Making mixed media collage landscape composition Collecting and preparing materials.

1. Collect the materials and tools for their project from their local environment as follows.
 - a. Stiff support surface e.g. plywood, cardboard, carton box that will carry the weight of the materials.

- b. Adhesives like office glue or plant glue. It should be strong enough to hold the materials in place.
- c. Assorted materials e.g. leaves, grass, sand, tree barks and inedible seeds

2. Cut and sort the materials according to size and type.

Making the collage pictorial composition

- a. Draw the landscape composition on paper. Outline of the landscape showing the main features like trees, sky, houses and anything else of interest.
- b. Identify and mark the areas they want to paste each material on the sketched composition.
- c. Cut and arrange the materials in the marked areas to check how they fit.
- d. Remove the materials and using a brush, apply glue in sections of the cardboard. Paste the cut materials on the cardboard. Continue pasting until the surface is covered.
- e. Leave the work to dry then paint over some parts if they desire.

INDIGENOUS KENYAN CRAFT

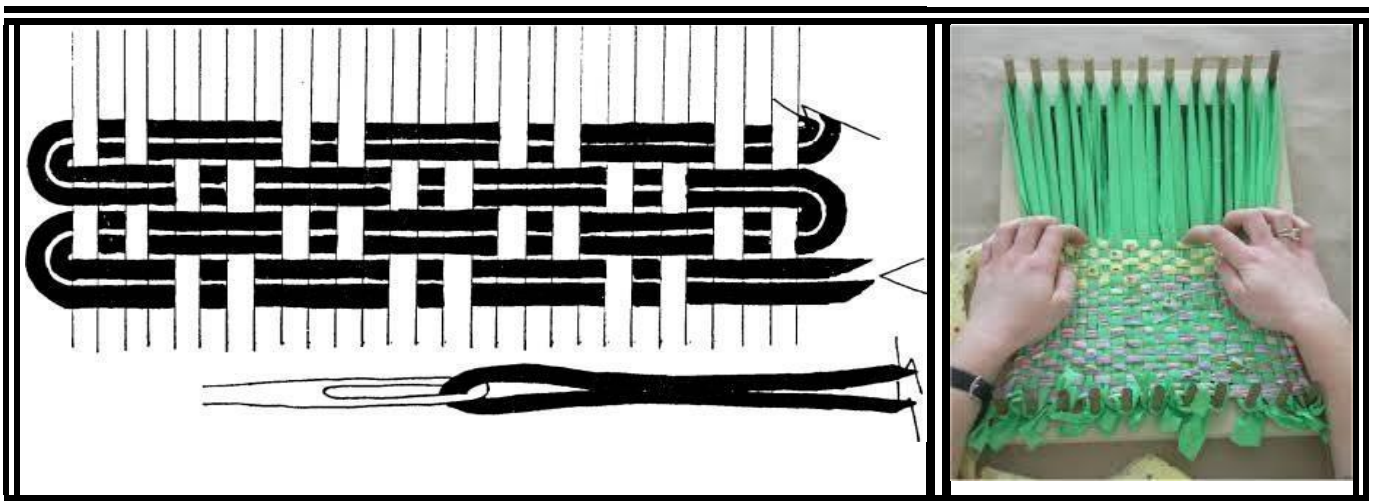
Weaving - plain and twine techniques.

- The weaving process involves interlacing two sets of thread. The two sets are known as
 - a. **Warp** - threads that form the framework of a woven article. The warp are the threads fixed on a loom during the weaving process.
 - b. **Weft** - the threads that interlace over and under the warp.
- The warps are the threads that form the framework on the woven item.
- The wefts are threads that interlace over and under the warp. To interlace means to pass one set of weaving material over and under another.
- The weaving technique can be used to make different items such as clothes, mats, curtains and wall hangings.

- The weaving process takes place in a machine called **loom**- this is a machine used for weaving.
- The process by which weft threads close together during the weaving process is called Beating. The purpose of beating is to compact weft so as to make the woven article firm and tight.
- There are two methods of weaving:
 - a. **Plain weave** - a weaving technique where the weft interlace over one under one warp across a fabric.
 - b. **Twine technique** - a weaving technique where two sets of weft interlace by warping around a warp thread.
- Weaving materials are categorized into two:
 - a. **Flexible weaving** materials which are easy to bend - they include bamboo, maize stalk, millet stalk, reeds and twigs.
 - b. **Stiff weaving materials** - are the ones that are relatively hard to bend - they include bamboo, maize stalk, millet stalk, reeds and twigs.

Weaving Loom

- This is a device or tool used to weave an article
- A loom is used to hold warp in place and thereby speeds up the weaving process.
- There are many types of loom. They include:
 - ✓ *Frame loom* ✓
 - Serrated card loom* ✓
 - Back strap loom.*
- The easiest type of loom to make is the dowel loom. A dowel loom is made up of 4 posts or sticks tied to form a frame shape.





Weaving a mat in two colours using plain and twine technique.

To start weaving you need to tie the warp on the loom.

Use the procedure below to start.

- a. Identify strong weaving materials for the warp,.
- b. Tie the warp on one end of the dowel loom and then wind it across the loom as shown.

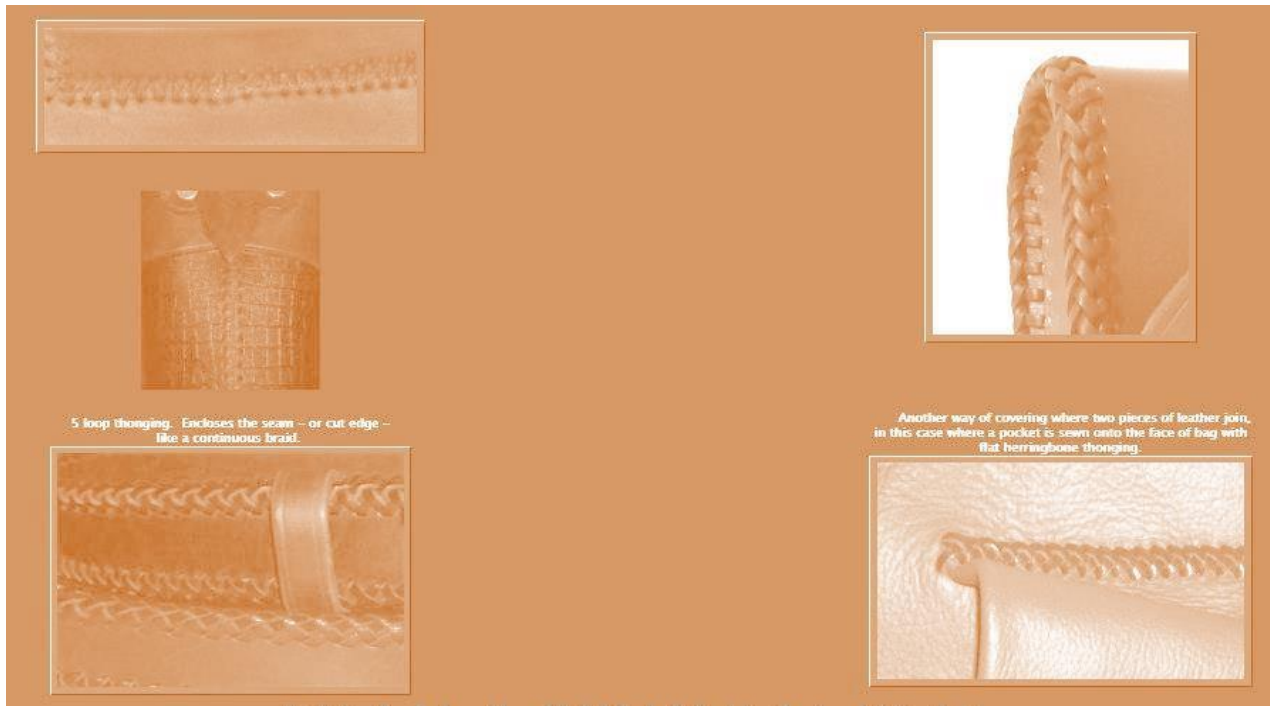
Procedure of weaving a mat

- a. Sketch the design of the two colour floor mat showing how plain and twine weave will be used. Select two colours you will use to weave.
- b. Select weaving materials of two colours of their choice. These will be used as the weft.
- c. Interlace the weft over and under threads to make a plain weave.
- d. Press the weft threads close together after weaving each line. Use the fingers or stick to press the wefts close together. This process of pressing the wefts close together is known as beating.
- e. Fold the weft to pass behind and in front of the warp and then twist it before the next warp. Keep repeating the process until they reach the end. Once at the end of the first row, return back with the same process.

Leather work

Thonging method.

- Many communities in Kenya use leather to make functional and decorative items such as belts, sandals, shoes, bags, hats, quivers, drums, ornaments, sleeping mats and clothes.
- Leather, which is the basic material, is obtained from animal hides and skins.
- These hides and skin undergo a process known as tanning to prevent them from decomposing, rotting and removes bad smell.
- The tanning process also makes the leather soft and improves its texture. Colour can also be added in the process/
- Thonging is one of the techniques used in leather work. In this technique strips of cut leather are used to lace or join two or more pieces of leather together. Thonging method can also be used to decorate an item made out of leather.
- Therefore thonging - is the process of lacing or tying leather pieces together using thongs. And thongs are narrow strips of cut leather used to lace or tie pieces of leather together.
- The tool used for making holes on the leather is known as Awl.



Making a pencil case using the thonging technique

- a. Draw a sketch of a pencil case to be made out of leather.
- b. Make a paper cut out to show how the parts of the pencil will look like as shown below.
- c. Trace the template on the leather and cut out the desired shape.
- d. Cut out thonging strips of even thickness from leather as shown below. The thonging strips will be used to lace or join the parts of the pencil case.
- e. Fold the leather according to your design and make holes on the sides. Make sure the holes are evenly spaced. The holes can be made using a nail and a hammer.
- f. Join the pieces of leather using the overcast stitch. Start by tying a knot at the hole at the edge, pass the leather strip into the hole on the second piece and back through the next hole. Continue until the whole side is held on the second piece and back through the next hole. Continue until the whole side is held in place with the thongs. Make sure they are tightly held.

Decorating the pencil case

There two methods that can be used to decorate the pencil case:

a) Decorating by stitching

b) Decorating by pasting

a. Decorating by stitching

- Decide on the beads to use and choose their colour. Place the beads on the pencil case to check their fit.
- Thread the needle, push through the leather from the inside and tie a knot on the inside.
- Push the needle from the back of the leather to the front and a few more beads before making another stitch.
- Push the needle through to the underside of the leather. Secure the thread with a knot and trim the excess thread.
- Continue stitching with the beads until the end.

b. Decorating by pasting

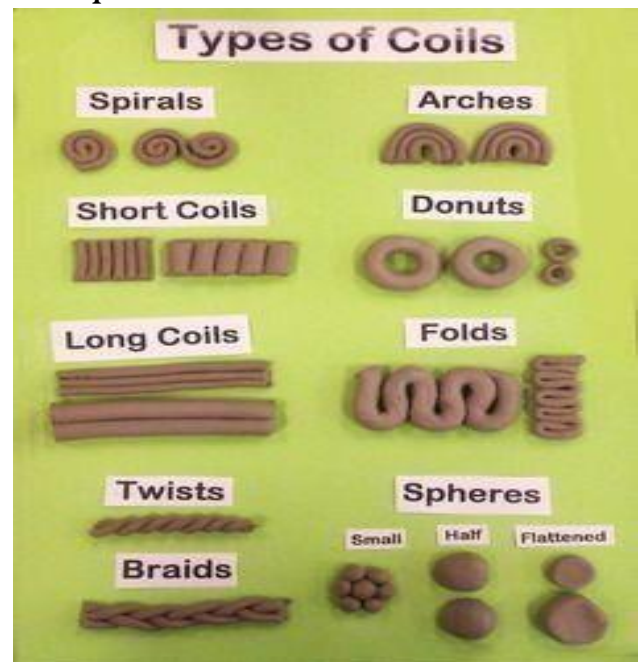
- ✓ Decide on the beads to use and choose their colour. Place the beads on the pencil case to check their fit.
- ✓ Apply glue on the marked areas of the pencil case.
- ✓ Place the beads on the pencil case according to your design.
- ✓ Leave the pencil case to dry.

Pottery

Coil method.

- Pottery is the art of modelling functional articles and containers using clay. Articles that can be modelled are items such as pots, cups, spoons, flower vases and plates.
- Clay is mixed thoroughly in order to make it even and to remove air bubbles through a process called kneading.
- In order to apply decoration in pottery in some sections of the modelled container is cut out through the Incising method

Modelling pottery items using coil technique.



Procedure

- Make a drawing sketch of the coil pot you want to model.
- Take a little clay from the lump of clay and roll it on a flat surface or in between the palms of their hands to make a coil.
- Continue rolling more clay coils. To ensure that the coils are of even thickness, they should not apply pressure at the same place of even thickness, do not apply pressure at the same place continuously. Move your hand in different areas of the clay as they roll the coils. Keep the coils moist by covering them with a damp cloth.
- Add successive coils to the required shape and size. To join one coil to another, press two ends of the coils and smoothen the coils with their fingers.

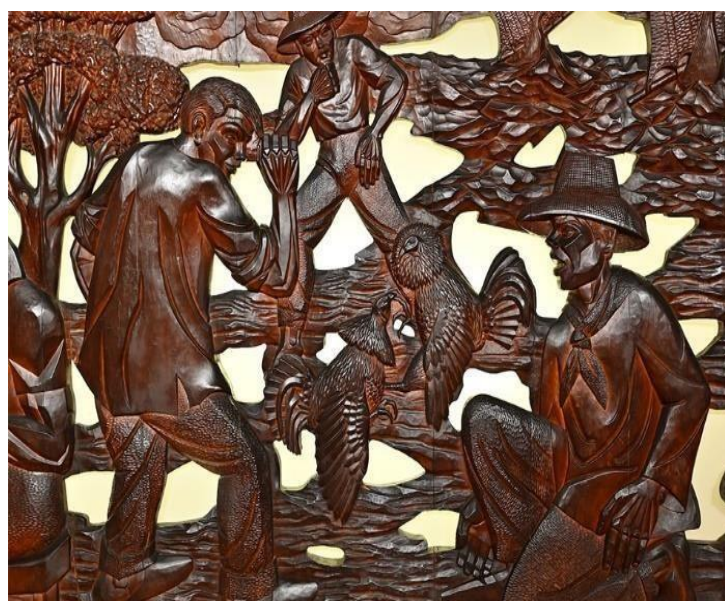
To decorate the pot use the method below.

Stamping/embossing - is the pottery decoration technique now being used where an object with a pattern is pressed firmly on leather hard clay. The pattern is then transferred to the walls of the modelled article.

Sculpture Carving

- Sculpture involves three dimensional forms or figures. Some common techniques used to make sculptural work include modelling, casting and carving.
- Modelling technique involves shaping forms using malleable materials such as clay or plasticine.
- In casting a liquid material that can solidify is poured into a mould. The material takes the shape of the mould when it solidifies.
- Carving refers to cutting away or chopping off parts from a solid material. This is done until the shape you want is formed.
- Materials that can be carved include: wood, stones, styrofoam, rubber and clay. Slab.

to carve the materials you will need sharp cutting tools like the knife, pangas, axe or blades.



Materials and tools used in sculpture

Some common softwood that can be used to carve wooden sticks include; cypress, pine, podo, grevillea and cedar.

How to carve wooden stick or ladle

Use the following procedure to carve cooking stick or ladle

- a. Cut the piece of wood to the length of the cooking stick.

- b. Mark the position where the handle of the cooking stick or ladle will be as shown below.
- c. Cut the unwanted parts to form the general shape of the cooking stick
- d. Refine the shape of the cooking stick or ladle.
- e. Sand the cooking stick or ladle to make it smooth. E.g. by using sand paper.

Decorating a wooden cooking stick

A variety of techniques can be used to decorate the cooking sticks. They include:

- a. **Smoking** - this involves placing the cooking stick over a lit flame from a candle or burning stick. You can then move the stick over the flame to create patterns as shown below. Be careful to avoid burns.
- b. **Polishing** - this can be done by rubbing the carved wood using sandpaper, a sharp blade or broken piece of glass. This should be done repeatedly until the cooking gets a smooth polished finish. You can add wax and rub or buff with a soft cloth. This will leave the wood smooth and shiny.
- c. **Texturing** - this involves creating different textures on the wooden cooking stick. This can be done by scratching or engraving into the cooking stick with a sharp object or tool as shown.
- d. **Burning** - this involves placing a hot metal rod over the cooking stick or ladle. The metal rod can be placed repeatedly in different ways to create interesting patterns on the cooking stick as shown in the picture.
- e. **Incising** - this involves cutting out lines to form shapes lines or grooves on the wooden sticks.
- f. **Embossing** - this process involves pressing an object firmly on the cooking stick. The pattern on the object is then transferred onto the cooking stick by stamping as shown.

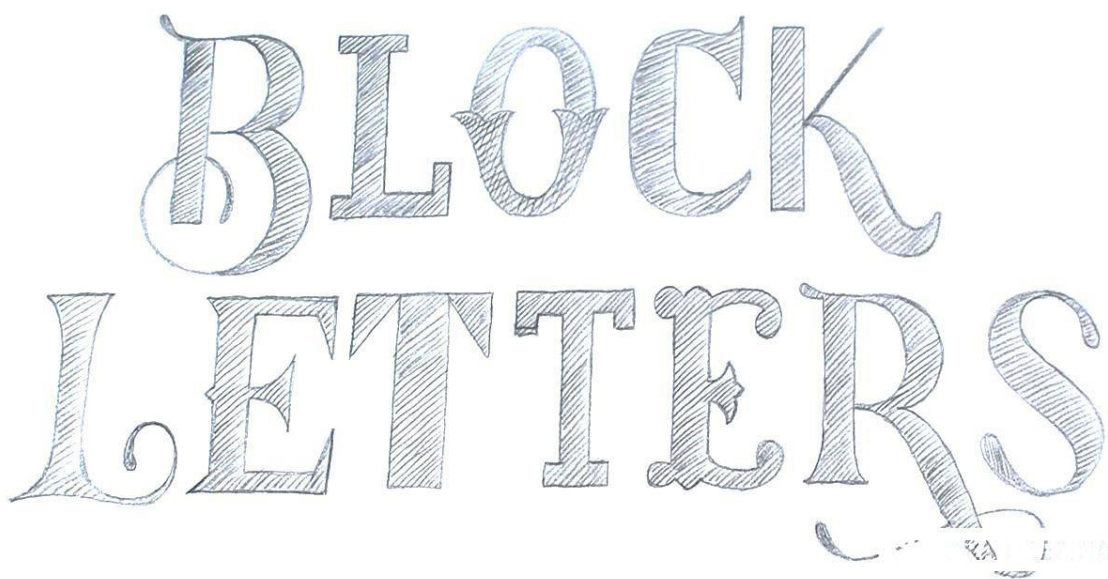
DESIGN, MIXED MEDIA AND TECHNOLOGY

GRAPHIC DESIGN

Letter construction

- Graphic design is the art of combining words and pictures to pass a message.
- Roman letters are letters based on the Roman alphabet. E.g. A B C D E F G H
- Block letters refers to straight letters constructed individually, with no letters joining.
- 3 Dimensional - this is having length, height and depth. Raised from the surface.

Construction of 3 Dimensional letters



- a. Draw guidelines in the drawing book using a ruler and a pencil
- b. Write the alphabetical letters using a pencil.
- c. Draw an outline around using freehand or a ruler. Rub the inner lines after drawing the outline. These will now be two dimensional letters.
- d. Draw small projected lines to represent the shadows as they would appear. They can choose to use freehand or a ruler.
- e. Connect the ends of the projected lines using freehand or with a ruler.

Practice constructing simple words like Baraka, Pendo, Amani, NEEMA

Decorating 3 Dimensional roman letters

- a. Decide on the decoration method to use.
- b. Prepare or acquire the tools and materials
- c. Decorate the face of the letters
- d. Decorate the shadow
- e. Finish by erasing any unwanted pencil marks

Book craft

Book jacket - is a removable cover made of paper used to protect the cover of a book

A book jacket contains the following:

- **Illustration** - which is a picture showing what the book is about.
- **Author** - this is the writer of the book
- **Title of the book.**

Measuring and cutting the book jacket

1. Place the book on the manila paper to get the right measurement.
2. Draw the measurement on the book jacket on the hard paper then trim off the
3. excess paper. Mark the flaps, front , spine and back
4. Write the title of the book and author's name on the front cover using block letters.
5. Fold out the two flaps and the spine as shown below.

Making the applique and attaching to the book cover

- **Applique** - decorative designs in which pieces of fabric are sewn or stuck on to a large piece of fabric to form a picture or pattern.
- The following are the steps to decorate the book jacket with applique

- a. Make a sketch design that goes with the title and then draw their desired shape on a hard paper.
- b. Cut out the shape and place it on a fabric of their choice.
- c. Cut out the shape on the fabric
- d. Place the cut-out shape of fabric on larger fabric.
- e. Attach the cut out fabric to the larger fabric using running stitches.
- f. Arrange the beads on the fabric to see how they fit.
- g. Apply glue on the beads, then rearrange the beads on the fabric and allow them to dry.
- h. Use glue to attach the applique onto the book jacket and allow it to dry before folding.

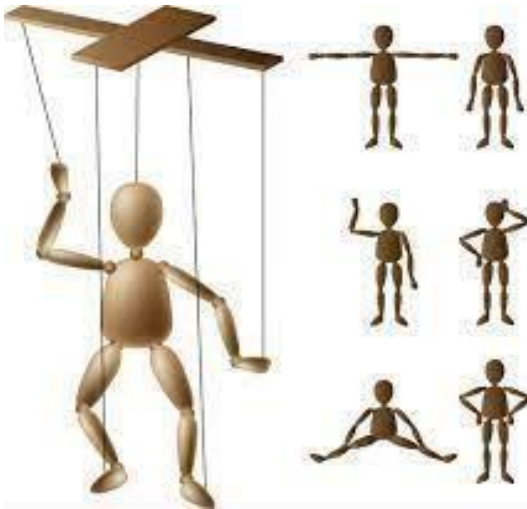
Puppetry

- It is the art of making and manipulating puppets in a performance. A puppet is a toy or figure in the shape of a human or animal that is moved by a human to make them appear like they are alive.
- There are several types of puppet. They include:
 - Glove puppets
 - Stick and rod puppets
 - Marionettes



Marionettes

- A marionette is a toy of a person or animal, controlled from above by strings attached to its movable body parts.
- Marionettes are used as characters in performances in entertainment. The person manipulating a marionette is known as a marionettist. They may be hidden or seen by the audience.



- A marionette has 3 parts
 - a. **Model** - this is the main puppet that may be of human or animal figure with movable body parts.
 - b. **Handle** - this is the part the puppeteer uses to control the marionette. The most common one is a horizontal bar with others attached to it at right angle it is connected to the marionette using strings.
 - c. **Strings** - these are attached from the handle to different body parts of the marionette. They are used to control the movement of the body parts during a performance.
- A marionette can be made from different materials ranging from wood, cloth, paper and even clay.
- The main techniques of making a marionette are **construction** and **assemblage**.

Making a marionette

- a. Draw and colour the full figure of the puppet on paper as they would want it to look like.
- b. Collect pieces of timber for each part of the body, two arms, two legs, the main body section and the head. The pieces should look very close to the parts of the body to minimize carving.
- c. Measure each piece of timber according to the body part it will form.
- d. Cut and carve using a knife or adze the piece of timber to look like the parts of the body. Follow the steps they used while carving the cooling stick or ladle in sculpture.

- e. Assemble the carved pieces by laying out the torso piece down first, then arrange the arms and legs on the marionette so that a section of each overlaps with the torso (the trunk or the part of the human body that doesn't include the head, arms or leg) piece.
- f. **Creating the joints and dressing the puppet:** drill holes using nails or any sharp object and push a wire through each joint in the puppet as shown. The joints should remain loose and flexible enough for the limbs to move easily.
- g. **Dressing the puppet.** Sew simple clothing, dress the puppet and attach other details such as the hair using sound materials and objects such as buttons or seed to fix eyes.
- h. **Creating the handle or control bar** - lay down two sticks or pencils to form a cross. Tie the sticks together where they intersect using strong strings.
- i. **Attaching the strings** - thread a needle with a string (fishing line is best because it is transparent). Knot and cut the string after making each attachment. The length of the string extending from each section needs to be long enough to reach the sticks.
- j. **Connecting the strings** - knot the fishing line extending from the puppet's shoulders to the centre of the cross. Knot each of the four strings connected to the puppet's limbs to an individual arm of the cross.
- k. Perform for a friend to test the marionette by manipulating the control bars at intervals.

Photography

- Photography is the art of taking pictures with a camera. Cameras range from digital camera and mobile phone camera.
- In photography certain elements need to be taken into consideration. They include:

a. **Focus** - which includes: background, image quality, center of interest viewpoint, 3 views perspective lightning.

I. Focus is very important in photography. A focused image is sharp and clear. It involves adjusting the camera lens and the distance from the subject, that is the object being photographed. In digital cameras this can be done automatically



Blurred image



Background - refers to what is behind the main subject being photographed.

Choose a background that will make the subject stand out

Tell where the background is standing out

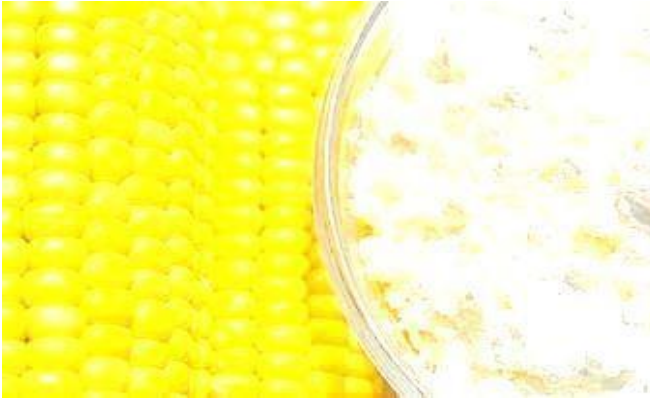
Image quality - refers to the sharpness and the brightness of a photograph.

Make sure your photograph is well focused, hold your camera firmly to avoid shaking.

Take time until the image looks clear on the screen.



Good image quality



Poor Quality image

Centre of interest - is the most outstanding part or object in a photograph.

Choose one center of interest where possible. This should be the main subject in the picture.

No centre of interest



Clear Centre of interest



Viewpoint - in photography or point of view is the position of the camera in relation to that of the subject being photographed.

There are three most common points of seeing objects. These are

When the camera is at the same level with what is being photographed. This is called **Eye level**.

When the camera is above what is being photographed. This is called **Bird's eye view**.

The camera can be below what is being photographed and that is called **Worm's eye view**.

Lighting - lighting is important in photography as you cannot see without light.

One should consider the following when taking photographs.

- ❖ Avoid bright light behind your subject
- ❖ Avoid very dark shadows
- ❖ Where possible avoid taking photographs when the sun is very bright like at noon. Mornings and evenings have better light for taking photography.

a. Framing (placement of forms within the frame) Framing is the placement of forms within the photograph.

- Choose the object to include in the picture carefully making sure the subject is clearly seen and well placed within the frame.
- The main subject of the photograph should be the center of interest.
- Avoid having too many objects in the photograph.

b. composition

This refers to making something by arranging several things to form a whole. The composition of your photograph is done by combining different things to make the whole photograph.

These includes the lines, shapes and object such as people or animals

PRESENTATION AND EXHIBITION

Mounting artwork -window mounting

- Artworks are mounted for the following reasons:
 - ✓ *To make them look better*
 - ✓ *Protect and make them last longer*
 - ✓ *To make them stiff while hanging on a wall*
 - ✓ *To prevent them from bending, wrinkling or creasing.*
- Artworks that can be mounted include drawings, paintings, crayon etching, fabric decoration, mosaic and collage. These types of artwork are referred to as “two dimensional” (2 D) artwork.
- They are artwork that can be done on a flat surface such as paper, board or cloth.
- Mounting - is the process of attaching a drawing, photograph or other work art done on paper to a cardboard or other backing by using adhesive.
- There are surfaces for mounting which include conventional and unconventional surfaces used for mounting 2D artwork. It includes:
 - a. **Conventional** - refers to commonly used surfaces e.g. various papers
 - b. **Unconventional** - surfaces manufactured for a given use but re-use for another purpose e.g. Hessian, plastic, hardboard, soft board or canvas.



Mounting artwork

Window mounting using conventional and unconventional surfaces.

Mounting art using a conventional surface

- a. Identify and select your paper. Ensure the paper is strong to withstand the weight of your artwork.
- b. Select the artwork that they would like to mount.
- c. Use a blade or pair of scissors to trim and cut the edges of the artwork so that they are neat and straight.
- d. Creating the window place artwork on the mounting surfaces and mark at the edges as illustrated.

Place other marks inside from the first set of marks that you had made. Make sure they are just inside enough not to cover any important part of the artwork as shown.

- e. Draw a margin around the second set of marks that you have made, then cut the margin line you have drawn. This will create a window on the mounting surface. The window should be slightly smaller than the artwork to be mounted.
- f. Flip the mounting surface on the reverse side then apply adhesive along the window space as shown.
- g. Fix the artwork using glue on each mounting surface and press it firmly in place as shown.

Mounting artwork using unconventional surface

Procedure

- a. Identify an old fabric and cartons from the environment. Ensure the fabric is larger than the carton by at least 5 cm on each side by measurement.
- b. Select the artwork that they would like to mount
- c. Use a blade or pair of scissors to trim and cut the edges of the artwork so that they are neat and straight.
- d. Create the window on the carton surface.
- e. Apply glue on their cut-out window and attach it to the fabric as shown.
- f. Draw marks at the four corners and two diagonal lines across the window as shown below. Using scissors, trim off the small square marks at each of the four corners. Cut through the diagonal lines you made using a sharp blade then apply glue on the carton.
- g. Start by folding the outer flaps of the fabric to cover the carton as shown. Then fold the middle pieces fabric over to completely cover the carton.



- h. Apply glue on the created window frame then attach the artwork.

Exhibition skills - 2D and 3D artwork exhibition.

- To a greater extent and exhibition is a culmination of artwork done over a period of time.
- To exhibit is to display items so that they are clearly seen by others. The main reason for exhibiting items are to enable people to have a clear view of the items, appreciate and admire them and also to buy the item.

Exhibition skills

→ Skills required to exhibit include:

- Use of space
- Placement of the artwork
- Colour and contrast of background • Labelling of 2D and 3D artwork.