

Rhema Ejiroghene Jss1 Governor Basic Technology.

1. State how we can care for drawing Instrument and materials? We can take care of our drawing Instrument by keeping all drawing Instrument in their kits when not use, by handling all drawing Instrument with care when using, by not exposing them to chemical or liquid substances.

2. What do you understand by Freehand Sketching? Freehand Sketching Is something where we don't use any grip method or tracing scale. It is done freely moving the hands with high degree of observation.

3. What is technical drawing? Technical drawing is a drawing or plan, rendered to scale, that is used to communicate direction and specifies to a group of people who are creating something to explain how something works or how to build something.

4. Describe the following drawing Instrument: a) French curves b) Compass

a) French curves: French curves are used for drawing curves other than circular arc. To use them, some points of the required curve is stretched by hand.

b) Compass: A large compass is used to draw circles and areas of radii. The small compass is used to draw circles and small arcs of up to 25mm radii.

5. State and describe 2 common building materials?

a) Sand: Sand is obtained from the earth surface. It is also mixed with cement for constructing buildings.

b) Glass: This is gotten from the mixture of lime, potash, lead oxide, and sand.

6. What are the uses of various building materials mention 5

1.) It is used to construct doors, windows, frames, poles.

2.) It is used in road construction when mixed with Asphalt.

3.) It is used to construct farm barn.

4.) It is mixed with cement for building and plastering.

7.) Mention 2 uses of drawing Instrument and materials?

1.) They are used to construct angles

2.) They are used to draw arcs.

8.)

9.) State 2 properties of metal

1.)Metals are good conductors of electricity and heat.

2.) Metals have high melting and boiling points.

10)What is construction line? Construction line(also known as xlines) are temporary lineworks entities that can be used as reference when creating and positioning other objects or lineworks