



Skill India
कौशल भारत - कुशल भारत



Sample Test Project

District / Zonal Skill Competitions

Skill – Painting and Decorating

Category: Construction and Building Technology

Table of Contents

A. Preface	3
B. Test Project.....	4
C. Marking Scheme.....	5
D. Infrastructure List.....	9
E. Instructions for candidates	11
F. Health, Safety, and Environment	12

Section - A

A. Preface

Skill Explained:

A painter and decorator works in the commercial and public sectors and is responsible for the external and internal appearance of a building and its protection from water, rust, mould, and insects. There is a direct relationship between the nature and quality of the service required and the payment made by the client. Therefore, the painter and decorator have a continuing responsibility to work professionally and interactively with the client in order to give satisfaction and thus maintain and grow the business.

The painter and decorator works internally and externally in very diverse environments, for example in companies, factories, schools, hotels, the homes of clients, and on building sites in all weather conditions.

Work organization and self-management, communication and interpersonal skills, problem solving, innovation, creativity, and the ability to prepare surfaces thoroughly with meticulous care and work accurately are the universal attributes of the outstanding painter and decorator. In a mobile labour market, the painter and decorator may work in teams, or alone, or in both from time to time.

Whatever the structure of the work, the trained and experienced painter and decorator takes on a high level of personal responsibility and autonomy. From carefully determining the requirements of the client, working safely and tidily, exceptional planning and scheduling, precision and attention to details, every process matters, and mistakes are largely irreversible and costly.

With the international mobility of people, the painter and decorator faces rapidly expanding opportunities and challenges. For the talented painter and decorator there are many commercial and international opportunities; however, these carry with them the need to understand and work with diverse cultures, trends, and fashions. The diversity of skills associated with painting and decorating is therefore likely to expand.

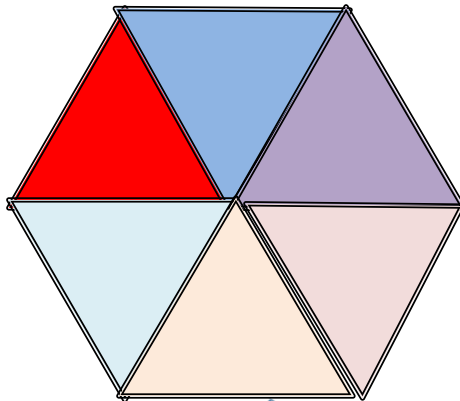
Eligibility Criteria (for IndiaSkills 2018 and WorldSkills 2019):

Competitors born on or after 01 Jan 1997 are eligible to attend the Competition.

Total Duration: 5 Hrs

Section - B

B. Test Project



- The dimensions of the above will be informed after deciding the size of the board for the competition.
- A border will need to be formed with the provided masking tape. (White paint underneath should be visible after the tape is removed.)
- Masking tape cannot be used for forming the design. Only drawing pencil and painter's scale can be used.
- Stencil will be provided for the letters and numbers.
- Reference points, pencils marks should not be seen.
- Assessment will be for dimensional accuracy, colour, clean straight lines, clear letters and numbers, visible reference marks and lines.
- The colour will be provided.

Section – C

C. Marking Scheme

The Assessment is done by awarding points by adopting two methods, Measurement and Judgments

- Measurement – One which is measurable
- Judgments - Based on Industry expectations

Aspects are criteria's which are judged for assessment

Measurement is used to assess accuracy, precision, and other performance which can be measured in unambiguous way.

Three Experts will be used to assess each aspect. Unless otherwise stated only the maximum mark (for a dimension within the specified tolerance) or zero (for out of the specified tolerance) will be awarded. Where they are used, the benchmarks for awarding partial marks will be clearly defined within the Aspect.

For the dimensional accuracy tests, a deviation of ± 1 mm from the required measurement will be tolerated and deviations of more than 1 mm from the required measurement will be given 0 marks:

Maximum 1 mark will be awarded per measurement point.

Judgment uses a scale of 0-3. To apply the scale with rigour and consistency, judgement must be conducted using:

- benchmarks (criteria) for detailed guidance for each Aspect
- the 0-3 scale to indicate:
 - 0: performance below industry standard
 - 1: performance meets industry standard
 - 2: performance meets and, in specific respects, exceeds industry standard
 - 3: performance wholly exceeds industry standard and is judged as excellent

Three Experts will judge each Aspect.

Example-Judgment Marking

If maximum marks for Judgment criteria is 1 and if all 3 Experts (Juries) give 3 points to a candidate, the candidate will get 1 mark for that aspect. If 2 Experts give 3 and 1 Expert gives 2 points, then candidate will get $(3+3+2)/9 \times 1 = 0.89$ marks for that aspect out of 1 mark.

Marking: Measurement

Competitor Name -

Sub Criterion - Lettering

Aspect ID	Aspect of Sub Criterion	Max Mark	Aspect of Sub Criterion – Description	Requirement	Result or Actual Value	Mark Awarded
A1	All completed	2	As drawing	Yes or No		
A2	Lettering Correct Colour	1	Check that all areas are coated with correct colour	Deduct 0.25 marks for each error		
A3	Lettering - Straight Lines and clean corners, 16 alphabets	4	Lines are straight within specification and no edge creep. Deduct 0.25 mark for errors in each letter	Edge Creep area 1 mm x 10mm		
A4	Lettering Opacity, 16 alphabets	2	Check Opacity of the Lettering viewed at a distance of 1 metre. Deduct 0.25 marks for poor opacity in each letter.	Opacity area 20mm x 20mm		
A5	Lettering Opacity, 4 Numerals (2018)	1	Check Opacity of the Lettering viewed at a distance of 1 metre. Deduct 0.25 marks for poor opacity in each letter.	Opacity area 20mm x 20mm		
A6	Lettering - Reference Points (no visible reference lines or marks) Abu Dhabi 2017	4	Check surface area for reference marks including cut and pencil marks viewed from 1m . Deduct 0.25 marks for each reference point found	Per 20mm		

Marking: Measurement

Competitor Name -

Sub Criterion - Design

Aspect ID	Aspect of Sub Criterion	Max Mark	Aspect of Sub Criterion – Description	Requirement	Result or Actual Value	Mark Awarded
A1	All completed	2	As drawing	Yes or No		
A2	Design Correct Colour	2	Check that all areas are coated with correct colour	Deduct 0.25 marks for each error		
A3	Design - Straight Lines and curves, 3 positions	14	Lines are straight, no heavy brush marks, viewed at a distance of 1m. Deduct 0.25 mark for errors in each letter	± 1 mm per 100 mm error		
A4	Design Opacity, 3 positions	14	Check Opacity of the Design viewed at a distance of 1 metre. Deduct 0.25 marks for poor opacity in each letter.	Opacity area 20mm x 20mm		
A5	Clean corners, 3 positions	14	Check for sharply painted corners 20mm from point to point viewed from a distance of 1 metre. Deduct 0.25 marks for poor opacity in each letter.	± 1 mm		
A6	Design - Reference Points (no visible reference lines or marks)	5	Check surface area for reference marks including cut and pencil marks viewed from 1m. Deduct 0.25 marks for each reference point found	Per 20mm		
A7	Surrounding areas clean	2	Check for paint spots, dirty marks	Deduct 0.25 per error		
	Total Marks	70				

Marking: Judgment				
Competitor Name:				
Sub Criterion: Lettering				
Aspect ID	Aspect Of Sub Criterion	Max Mark	Aspect of Sub Criterion - Description	Mark Awarded
J1	Overall impression of lettering	15	Horizontal and complete with no faults	
		2	Does not meet the industry standard. Incomplete and not horizontal	
		5	Meets the industry standard. Horizontal and complete with faults	
		10	Meets the industry standard and exceeds it in some respects. Horizontal and complete with less than 80% of minor faults	
		15	Is excellent relative to the industry standard. Horizontal and complete with no faults	

Marking: Judgment				
Competitor Name:				
Sub Criterion: Design				
Aspect ID	Aspect Of Sub Criterion	Max Mark	Aspect of Sub Criterion - Description	Mark Awarded
J1	Overall impression of the design	15	Is excellent relative to the industry standard. Complete with no faults	
		2	Does not meet the industry standard. Incomplete	
		5	Meets the industry standard. Complete with faults	
		10	Meets the industry standard and exceeds it in some respects. Complete with minor faults	
		15	Is excellent relative to the industry standard. Complete with no faults	
	Total Marks	30		

Section - D

D. Infrastructure List

- Workshop Installation-Tools & Equipment positioned by Organizers
- Tool Kit-Tool & Equipment allowed to be brought by competitors for competitions

Infrastructure List – Painting and Decorating	
Workshop Installation	Quantity per participant
MDF board fixed on a suitable stand (filled, sanded, primed, and given an opaque coat of matt white, water-based paint of a quality suitable for walls (dispersion paint) before the beginning of the competition	1
Workshop Installation - Tools	Quantity
Working table	2
Ladder	1
Water Bucket	1
Paint Trays	8
Measuring Tape	1
Folding Ruler 2 m	1
Painting brush	3
Painting Roller	3
Masking Tape 25mm	1
Floor covering/ Masking sheet	1
Pencil	1
Lettering and Number stencil sticker	1
Materials/ Consumables	Quantity
Acrylic Emulsion Paint (Reputed brand) – 6 ready made colours and White	500 ml each colour
Sand Paper grades 120, 180, 200 and 400	5 each
Scrubbing Brush for cleaning	1
Broom	1
Dustpan	1
Sponge	2
Rags	1 bundle
Clean up wipes/ paper towel	25 nos
Liquid Soap	1

Health & Safety Instruments	Quantity
Dust mask	1
Goggle	1
Safety Shoes	1 pair
Disposable Hand Gloves	10 pairs
Sweeping brush	1
Dust Pan	1
Dust Bin	1
Stationary	Quantity
Note pad	1
Pen	1
Protractor Small	1
Geometric Compass box	1

Section – E

E. Instructions for candidates

1. **Time:** Drawing Reading – 30 minutes before competition
2. **Working Time** – 5 Hours.
3. **Cleaning of work area and tools** – 30 minutes after working time
4. **Drawing:** Read the drawing carefully. Understand Dimensions.
5. **Health and Safety:** All participants must follow health and safety measures, suggested to wear the issued protection equipment such as goggles and safety shoes

Section – F

F. Health, Safety, and Environment

1. All accredited participants, and supporting volunteers will abide by rules and regulations with regards to Health, Safety, and Environment of the Competition venue.
2. All participants, technicians and supporting staff will wear the required protective Personnel clothing. The Competitors must wear proper dress suiting the task and wear goggles while performing wood work
3. All participants will assume liability for all risks of injury and damage to property, loss of property, which might be associated with or result from participation in the event. The organizers will not be liable for any damage, however in case of Injury the competitor will immediately inform the immediate organizer for medical attention.