

correction cards
cut along the thick lines

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

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correction cards

cut along the thick lines

1	2	3	4
a round face it has wide cheeks	shaders are always in powder form	a triangle face has not a wide forehead	a long face is the perfect face shape
5	6	7	8
a long face is narrow with a long chin and high forehead.	a triangle face has a wide forehead and tapers to a pointed chin	you can use shaders to draw attention to a facial feature	a blusher are a product which adds warmth and a touch of colour to the face
9	10	11	12
a round face is narrow with a soft jawline	to contour a triangle face, you should apply highlighter to the sides of the jawline	a square face have an angular jawline	to contour a long face, you should apply shader below the chin and along the hairline
13	14	15	16
a oval face does not normally need contouring	face contouring tries creates the optical illusion of a perfect oval face	Angelina Jolie has an inverted triangle face shape	You could also use shader and highlighter to improve the shape of a wide nose
17	18	19	20

you must blend
highlighters and
shaders very good

it is the structure of the
facial bones which
determines you're face
shape

It is very easy to
determine a client's
face shape

highlighters are used to
give depth to an area of
the face

answer key to correction cards

	CARD	type of mistake Content/Language	CORRECTION
1	a round face it has wide cheeks	L	a round face has wide cheeks
2	shaders are always in powder form	C	shaders can also be in liquid or cream form
3	a triangle face has not a wide forehead	L	a triangle face doesn't have a wide forehead
4	a long face is the perfect face shape	C	an oval face is the perfect face shape
5	a long face is narrow with a long chin and high forehead.	CORRECT	a long face is narrow with a long chin and high forehead.
6	a triangle face has a wide forehead and tapers to a pointed chin	C	an inverted triangle face has a wide forehead and tapers to a pointed chin
7	you can use shaders to draw attention to a facial feature	C	you can use highlighters to draw attention to a facial feature
8	a blusher are a product which adds warmth and a touch of colour to the face	L	a blusher is a product which adds warmth and a touch of colour to the face
9	a round face is narrow with a soft jawline	C	a round face is wide with a soft jawline
10	to contour a triangle face, you should apply highlighter to the sides of the jawline	C	to contour a triangle face, you should apply highlighter to the temples and shader to the sides of the jawline
11	a square face have an angular jawline	L	a square face has an angular jawline
12	to contour a long face, you should apply shader below the chin and along the hairline	CORRECT	to contour a long face, you should apply shader below the chin and along the hairline
13	a oval face does not normally need contouring	CORRECT	a oval face does not normally need contouring
14	face contouring tries creates the optical illusion of a perfect oval face	L	face contouring tries to create the optical illusion of a perfect oval face
15	Angelina Jolie has an inverted triangle face shape	C	Angelina Jolie has a square face shape
16	You could also use shader and highlighter to improve the shape of a wide nose	CORRECT	You could also use shader and highlighter to improve the shape of a wide nose
17	you must blend highlighters and shaders very good	L	you must blend highlighters and shaders very well
18	it is the structure of the facial bones which determines you're face shape	L	it is the structure of the facial bones which determines your face shape
19	It is very easy to determine a client's face shape	C	It is not so easy to determine a client's face shape because often there is a mixture
20	highlighters are used to give depth to an area of the face	C	shaders are used to give depth to an area of the face

decide if the card is correct or how it should be corrected

CARD	CORRECT	CONTENT MISTAKE	LANGUAGE MISTAKE
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