**CREATIVEAND SPORTS**

1. **- By Drawing**
   * + **By Painting**
   * **Making a Sculpture**
     + **Creating Montage**
     + **Creating collage**
     + **Observation**
2. **- Enables one to acquire new information about the area**
   * + **Enables you to get different views and what people think about an issue**
     + **Enables you to find out about the wide area in the arts**
     + **Enables you to discover many things about yourself early (Any 3 points)**
3. **- Advertising-Architecture**

**Computer graphics**

**Education**

* + - * + **Fashion**
    - **Fine Arts**
      * **museum/Gallery**
    - **photography/film**
    - **Decorator-**
    - **Music**
      * **cake decorator**
    - **event planner**
    - **food stylist**
    - **industrial artist**

1. **(a) Architecture- Refers to the practice of designing and constructing buildings and other physical structures**
2. **Education- Refers to the structured learning and teaching processes aimed at imparting knowledge, skills and understanding of artistic principles, techniques and history.**

**5. - Relevance of the content** **- Oral presentation**

* + **Team work**

1. **Photography refers to taking pictures using a camera**

**Film making refers to the process of creating films or movies.**

**7.** **2D artworks** **3D artworks**

**- Drawing** **- Pottery**

**- Painting** **- Sculpture**

**- Montage** **- Basketry and ornaments**

1. **(i) Hue- Differentiates one colour from the other**
   1. **Value- Refers to the lightness or darkness of a colour**
2. **Learners to draw based on still-life rules**
3. **When used together, complementary colours create contrast, vibrancy and visual interest**
4. **Is a symbol placed before a note in a score to alter its pitch from the key signature’s usual pitch.**
5. **(a) Milestone- It is a significant stage or event in the development of something. Is the main event that gives the narrative direction, forward movement and flow**
   * 1. **Plot- Are the main events of a play, novel, film, or similar work devised and presented by the writer as an interrelated sequence.**
6. **Contemporary issues, Pertinent issues, Conflict, Identity**
7. **Avoid shouting, Speak loudly and clearly, Avoid monotone Pronounce and project every word in the verse.**

**Project voice in order to be heard clearly. Use pauses appropriately.**

1. **Refers to the central or main idea/topic/issue that is to be communicated and has meaning.**
2. **Mouthpiece, Head joint, Fingerhole, Foot joint,Body.**
3. **Soloist introduces the singers.**

**To cue the participants on the change of body movements. Addressing the audience.**

1. **Rhythm, Melody, Harmony**
2. **(a) Body-Controlled and appropriate use of facial expressions.**
   * 1. **Voice-appropriate voice projection, tone and intonation.**
     2. **Movement-performers should be well directed, positioned and have well directed movements in order to pass their message effectively.**
     3. **Theme- The text should be relevant to the theme.**
     4. **Poetic language- appropriate use of language.**
3. **Medium spirint start, Elongated start, standing start, Bunch bullet start**
4. **Sail technique, Hang technique, Hitch/ kick technique**
5. **- Use protective gear when playing a game of hockey**

**- Keep all extra sticks and other equipment away from the play area - Always use the correct technique at all times**

**- Ensure that the play area is safe**

1. **- Right corner player - Left corner player**
2. **Backstroke technique**
3. **- Allows a player to advance with the ball**

**- Allows a player to go past a defender to take a shot.**

1. **- Forward stick pass - Reverse stick pass**
2. **- Helps to prevent injuries and fainting - Helps to relief stress and relax the body - Helps to regulate one’s heart beat**

**- It reduces the build up of lactic acid**

**- Helps to prepare the body for the next activity**

1. **- Block tackles, Chain tackles**

|  |  |  |  |
| --- | --- | --- | --- |
| **29.** | **X - Toe** | **Y- Heel** | **Z- Handle/grip** |
| **30.** | **(i) Flexibility (ii) Cordination** | | |

1. **Jump pass, side pass, flick pass**
2. **Drop and finish technique**
3. **Done by faking to more towards one side and then moving to the opposite direction**
4. **Flexibility**
5. **- Avoid running or playing near the swimming pool**
   * **Avoid body shaming others**
   * **Do not dive near the shallow ends of the pool**
   * **Ensure there is a lifesaver on standby around the pool**
   * **Swim in appropriate swimming costume**
6. **Physical Eductaion teaches, sport therapists, sport lawyer, coaches referees, sport journalists etc.**
7. **Dribbling**
8. **Spreading the fingers on each side of the ball with your thumbs behind the ball with fingers spread forming ‘W’ formation.**
9. **Wounded duck technique**