

21ST CENTURY EXAMS CONSULT
 CREATIVE ART AND DESIGN SUPER MOCK 1 2024
OBJECTIVE ANSWERS
[40 Marks]

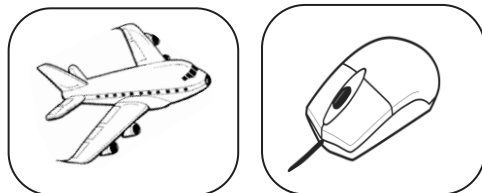


1. A	7. B	13. A	19. C	25. C	31. D	37. C
2. D	8. C	14. B	20. B	26. C	32. B	38. B
3. D	9. A	15. A	21. D	27. B	33. C	39. C
4. D	10. A	16. C	22. A	28. A	34. B	40. D
5. D	11. B	17. C	23. D	29. A	35. A	
6. C	12. D	18. B	24. D	30. B	36. D	

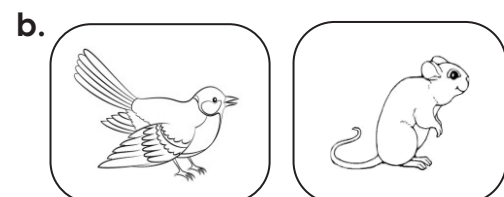
Candidates are to answer question 1, any other question in section A, and one question EACH from Sections B and C each.

ANSWER 1

a. Learners are expected to be creative and innovative. That is they are expected to draw or design an artwork depicting a machine, device or structure that originate from **natural environment**. **Example is shown below;**



[8 marks]



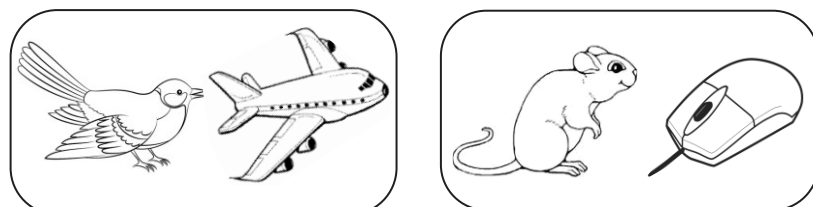
[5 marks]

c. They are to state the use of the artwork.

Aeroplane for traveling
Mouse is used as an input device.

ii. Clicking, selecting and pointing items on computer system.

Creativity to invention



[2 marks]

ANSWER 2



a. The artworks depict

A- No littering, Do not litter here

B- No open defecation,
 No not defecate here

C- Do not cut trees,
 Preserve forest.

[3 marks]

b. Topical problem the pictures seek to address is environmental issues.

[3 marks]

c. Suitable places that each artwork could be stationed or put are;

i. **A**– Street, School compound, office, church premises.

ii. **B**– Coast, Bushy area near residence

iii. **C**– Forest reserved, forest etc

[3 marks]

d. Learners are to draw any two of the images and give suitable title such as

A- No littering, Do not litter here

B- No open defecation,
 No not defecate here

C- Do not cut trees,
 Preserve forest.

[6 marks]

ANSWER 3

a. Visual arts are art forms such as painting, drawing, printmaking, sculpture, ceramics, photography, video, film making, design, crafts, and architecture. OR

Visual art refers to any art that can be visually perceived and interpreted, such as paintings, sculptures, and drawings.

[3 marks]

b. i. Forms of visual art.

- Painting. - Mosaic art. - Papier mâché. - Carving. - Drawing.

[4 marks]

c. Man-made elements of design

i. Divergent lines

ii. Zigzag

iii. Convergent lines



[6 marks]

ANSWER 4

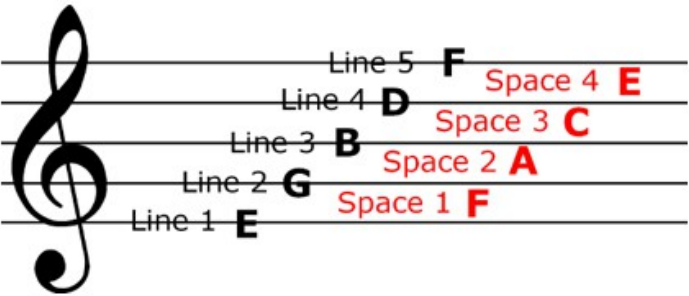
a. The names of the notational symbols are

- I - Quaver
- II - G clef
- III - Bass clef
- IV - Minim
- V - Semibreve
- VI - Sharp
- VII - Flat
- VIII - Crotchet

- b. 8
- c. 1 full clap and three waves

ANSWER 5

a. Treble Staff and names of line and space.



b. A **time signature** in music is a written notation that indicates the pattern or rhythmic structure of a musical piece. The time signature provides information about the number of beats in each measure and the type of note that receives one beat. It consists of two numbers placed at the beginning of a musical staff, typically near the clef.

c.

Wind	String	Percussion
Flute	Guitar	Drum

ANSWER 6

6.a **Dance drama** is a type of dance that combines acting and dance movement to reach an audience.

- b. **Performing artworks include** music, dance, drama and poetry.
- c. Learners are to draw or make artworks depicting some one performing any of the following;

I. Dancing

ii. Singing

iii. Acting

iv. Playing musical instruments

v. Reciting poetry

ANSWER 7

Studying creative arts and design offers several valuable benefits, including:

- Cultivating Creativity:** Creative arts and design programs encourage students to think outside the box, explore new ideas, and develop innovative solutions to problems, fostering creativity and originality.
- Expression and Communication:** Through various mediums such as visual arts, music, theater, and design, students learn to express themselves effectively, communicate ideas, emotions, and messages, and engage with diverse audiences.
- Critical Thinking and Problem-Solving:** Creative arts and design education promotes critical thinking skills by challenging students to analyze, evaluate, and interpret artistic concepts, techniques, and aesthetics, as well as solve complex design problems.
- Cultural and Historical Understanding:** Studying creative arts and design provides insights into cultural diversity, traditions, and historical contexts, fostering appreciation for different artistic movements, styles, and influences across time and cultures.
- Personal Development:** Engaging in creative activities promotes personal growth, self-expression, and self-discovery, helping students develop confidence, resilience, and a sense of identity and purpose.
- Professional Opportunities:** Creative arts and design skills are highly valued in various industries, including advertising, marketing, media, entertainment, fashion, architecture, and technology, offering diverse career opportunities and pathways.
- Collaboration and Teamwork:** Creative arts and design projects often involve collaboration with peers, instructors, and professionals from different disciplines, fostering teamwork, communication skills, and the ability to work effectively in interdisciplinary settings.
- Innovation and Entrepreneurship:** Creative arts and design education encourages entrepreneurial thinking and innovation by empowering students to explore new ideas, develop unique products and services, and pursue entrepreneurial ventures or creative careers.
- b. Steps involved in planning a good events are**

Define Objectives: Clarify the purpose and goals of the event. Determine what you want to achieve, whether it's raising awareness, generating leads, fundraising, celebrating, or networking.

Set a Budget: Establish a realistic budget that covers all expenses, including venue rental, catering, decorations, marketing, staff, and any other necessary resources.

Choose a Date and Venue: Select a date that is suitable for your target audience and aligns with the event's goals. Choose a venue that can accommodate your expected attendance, fits your budget, and offers the necessary facilities and amenities.

Create a Timeline:

Develop a Theme and Concept:

Organize Logistics:

[9 marks]

[8 marks]