**CREATIVE ARTS AND SPORTS**

**G7 MIDTERM 2 MARKING SCHEME**

1.  Visual arts,

 Music and dance

 Film and sports

1.  They help to increase the range of motion

 They help to relieve the pain after exercise



3.

1.  Sharp,

 Flat,

 Natural

1.  G major,

 D major,

 A major

1.  Color,

 Form,

 Line,

 Shape

1.  Setting,

 Character,

 Theme

1. Overarm serve
2.  Elbow stand,

 Fence vault

 Dive forward roll into squat stand

 Partner balances

1.  Siiriri-luhya

 Litungu- kuria

 Adeudeu- Teso

1.  Semibreve - taa-aa-aa-aa

 Crotchet - taa

 Two quavers -ta- te

1.  Approach,

 Take-off,

 Sail or flight,

 Landing

1. back stroke
2. a. Chivoti,
	1. Nzumari
3.  Hitting,

 Shaking,

 Striking

1.  Positioning,

 Number of forms

 Perspective

1.  Repetition of note values

 Variation of note values

1.  Glue,

 Surface such as cardboard

 Scissors

1. Scissors technique
2. For efficiency

For psychological benefits

It is sometimes used as a race strategy Reinforces proper technique

Helps in maintenance of endurance

1. It is easily portable
2. Helps in development of skill
3. Used for historical significance
4. It Is affordable
5. Its versality is high
6. Creates musical diversity
7. Portrays expressiveness
8. Gives dynamic contrast
9. Enhances cultural exploration
10. Promotes technical development
11. Let the learner indicate the following; Sound hole
12. Fingering holes Headstock Nut
13. Strings Body
14. Evoking our emotional connection
15. Improves identity formation
16. Helps in copping up mechanism
17. Improves social connection
18. Enhances self-expression (asses)
19. Musical context
20. Musical expression and creativity
21. Type of accompaniment
22. Level of skill development
23. Posture
24. It expresses cultural expression
25. Enhances personal expression
26. Contributes in bringing people together.
27. It enriches education and enlightens
28. Promotes inspiration and innovation
29. Positively impacts economy
30. Promotes global understanding
31. Promotes visual continuity
32. Provides temporal compression
33. Creates visual depth and texture
34. Promotes narrative complexity



1. A handball game is played in 2 30-minute halves with a 10 minute break in between. Youth or tournament games are shorter, played in 2 15-minute or 20-minute halves instead
2. There are many ways to commit a rule violation. If one team commits a violation, then that means that the other team is awarded the ball, either as a throw-in, free-throw, or goalie-throw. Here are the different violations:
3. Passive play. This means keeping the ball within one team's possession without trying to attack or to score. This basically means stalling with the ball.
4. Endangering an opponent with the ball.
5. Pulling, hitting, or punching the ball of the hands of an opponent.
6. Making contact with the ball below the knee.
7. Diving on the floor for a ball that is rolling or not moving.
8. Outstretching your arms or legs to push, hold, obstruct, trip, or hit the opponent or to charge into a defensive player
9. A-Warning B-disqualification
10. *A warning/yellow card.* Each player can only receive one warning for a rule violation, and each team can only receive a total of three warnings.
11. *A 2-minute suspension.* This is given for serious and repeated rule violations, illegal substitution, and unsportsmanlike conduct. You do not need a warning first to get a 2-minute violation. For this violation, the player sits out for 2 minutes and is not replaced, so his team has to play one player short.
12. *Disqualification/red card.* A player is given this as an equivalent of three suspensions that last 2 minutes each. After the first 2-minute suspension, the player can be replaced.
13. *Exclusion.* The exclusion is given for assault and the player is excluded for the rest of the game. This is a serious offense and this player's team is at a huge disadvantage because it has to play one player short for the rest of the game
14. Character

Setting

Plot

Theme

1. Visual arts
2. Performing arts
3. Literary arts
4. Fine arts
5. Brings unity and cohesion
6. Creates emphasis on focal point
7. It brings communication ideas
8. Creates melodies
9. Promotes harmony (asses)
10. Convey movement
11. Build blocks of visual arts Adds vibrancy to the art work (asses)