

MARKING SCHEME

SECTION A (30 MARKS)

1. (a) Corner Kick.
(b) Kick-off.
(c) Both feet on ground, ball from behind head.
(d) True. (6 mks)
2. (a) Flip pass.
(b) Running pass.
(c) X-Elbow, Y-Wrist.
(d) Maintain momentum/score while moving. (6 mks)
3. (a) Crossover dribble.
(b) Lay-up is close/off backboard; Jump shot is from distance/vertical leap.
(c) Faking: body move; Feinting: ball move to deceive.
(d) Low center of gravity. (6 mks)
4. (a) S-Lead leg, T-Trail leg.
(b) 800m, 1500m.
(c) Conserving energy for the final kick. (6 mks)
5. (a) portable toilet.
(b) Drainage, security, water source.
(c) Prevent wild fires/safety. (6 mks)

SECTION B (50 MARKS)

6. (a) Side-on stance, stay between goal and opponent.
(b) Stance, Contact, Follow-through.
(c) Organizing the wall/marketing targets.
(d) Protect head, land on soft parts. (12 mks)
7. (a) Feet too narrow, lack of focus on rim.
(b) Using eyes/shoulders to pull defender out of position.

- (c) "Cookie jar" flick/downward snap.
- (d) Crossover requires lower, wider hand switch. (12 mks)
8. (a) Lean forward, pump arms, shorten stride.
- (b) Curved start.
- (c) Landing: on ball of foot; Recovery: trail leg snaps forward.
- (d) Length: distance per step; Frequency: speed of steps. (13 mks)
9. (a) 1. Sleeping bag, 2. First aid kit, 3. Stove.
- (b) Clearing site, spreading tent, inserting poles, pegging.
- (c) Understanding biodiversity and conservation.
- (d) Requires resourcefulness and coordination under pressure. (13 mks)

