

Ausi M.

UNNASEMOCKEXAMINATIONS

Uganda Certificate of Education

208/1 Literature

SCORING GUIDE

SECTION A

ITEM 1. EXTRACTED PROSE FROM DOWN SECOND 2ND AVENUE by Es'Kla Mphahlele.

- a) Through their works, writers creatively share their ideas and express the ones that are timeless and universal. These themes can be understood by people regardless of age, gender, geography or culture. Use the above passage to explain its main themes.

BASIS OF EVALUATION

- Identify the themes in the passage.
- Explain with illustration how the themes are shown.

Expected themes

- Poverty
- Domestic violence
- Male chauvinism
- Suffering
- Alcoholism

- Disillusionment
(Accept any others if they are relevant and convincingly presented)

SCORING

4 or more themes identified (3 scores) *4 or more*

2 to 3 themes identified (2 scores) *2 to three*

1 theme identified (1 score) *1 theme*

No theme identified (0 score)

4 or more themes explained/illustrated well. (3 scores)

2 to 3 themes explained/illustrated well (2 scores)

1 theme explained/illustrated well (1 score)

No theme explained/illustrated (0 score)

*Id: 03 scores
IU: 03 scores*

N-B. Ignore explanations of a wrong theme.

Sub-total(3x2=06scores)

- b) Writers construct their piece of work to show feelings, emotions and mood to the reader. The reader feels as if they are witnessing the events of the story first hand. Describe the kind of atmosphere in the passage and the effect it has to your understanding of the story.

BASIS OF EVALUATION

- Identify the atmosphere and explain with illustration how it is developed.
- Explain how this atmosphere helps in developing the story.

Expected shades of atmosphere.

The atmosphere is;

- a) Tense/cold
 - Develops the character of Moses.
 - Develops the major themes.
 - Reveals important lessons.
- b) Scary/threatening/fearsome
 - Develops character
 - Develops important themes
 - Reveals important lessons.
- c) Violent/terrifying
 - Develops themes
 - Develops characters
 - Lessons
- d) Hopeless/nightmarish/insidious
 - Develops themes and ideas
 - Reveals important lessons.

(Accept any other that is relevant)

SCORING

3 or more shades of atmosphere identified (03 scores)

1 to 2 shades identified (02 scores)

0 shades identified (00 score)

→ Identification with explanation.

a) Fear / terrifying

b) Scary / worrying

c) Tense

d) Cold

e) Violent / chaotic

f) Hopeless / pessimistic

g) Nightmarish / insidious / sad

3 or more shades illustrated with effects	(03 scores)
1 to 2 illustrations	(02 scores)
No effect illustrated	(00 scores)

Subtotal (3x2=06 scores)

- c) In Literature, prose is a product of devices that are purposely created by authors to enhance the meaning and even intensify the feelings of the readers. Refer to the passage and explain how effective some narrative techniques have helped you to enjoy it.**

BASIS OF EVALUATION

- Identify the techniques.
- Illustrate/explain their effectiveness.

Expected techniques.

1. Vivid description;
 - Develop the character
 - Create the mood/atmosphere
 - Develop the themes.
2. First person narrator;
 - Arouse sympathy
 - Develop character
 - Clearly illustrate the events because he is one of the conflicts.
 - The speaker is believable.
3. Dialogue;
 - Intensify the conflict
 - Develop the character
 - Develop the themes
 - Develop the plot
 - Create the atmosphere
4. Comparison;
 - Develop character
 - Make conclusions on the themes

5. Setting;
 - Developsthecharacter
 - Developsthetemes
6. Characterisation;
 - Developstheteme
 - Developsothercharacters

7. Similarities
8. Informal language / use of local language
9. Simple English
10. ~~characterisation~~

(Acceptanyotherthat isrelevant)

SCORING

4ormoretechniques (03scores)

2to3techniquesidentified (02scores)

1techniqueidentified (01score)

0techniqueidentified (00score)

4ormoreillustrationsofthetechniqueseffect (03score)

2to3effects (02scores)

1effect (01score)

Noeffectillustrated (00score)

Sub-total (3x2=06)

TOTALSCORES 6X3=18

(d) In lit, char is determined by what one does, says and believe in. This is in addition to how this character relates with others and what others say about this person. Refers to the passage, how would you describe Eva's character?

SECTION B

ITEM 2.

Accordingtowriterspeoplebecomewhattheyarebecauseof theircharacter.Tothemcharacterisdestinyanddestinyischaracte r.Usehetextyouhavestudiedtoexplainhowthechoicesthemainc haractermakesdirectlyaffectthemandthepeoplearoundthem.

BASISOFEVALUATION

- Selectaspecificbook. - Introd, and mention the author.
- Identifythemaincharacter.
- Pointoutadecisionmadebyacharacterandmentiontheconsequences.

- Explain with illustration each of the consequences by showing how they affect the character. *and people around it*

EXPECTED DECISIONS MADE BY CHARACTERS

- Becoming selfish
- Cheating on their spouses.
- Taking selfish decisions
- Marrying a wrong partner
- Refusing social ideas and beliefs
- Indulging in acts of indiscipline.
- Refusing well-intended advice
- e.t.c

SCORING

5 or more	(03 scores)
3 to 4	(02 scores)
1 to 2	(01 score)
No consequence	(00 score)

5 or more illustrations	(3 score)
3 to 4 illustrations	(2 score)
1 to 2 illustrations	(1 score)
No illustration	(0 score)
Total for item 3	(3 x 2 = 06)

TOTAL SCORES = 30

*- Good English
- Explanation
- Illustration
- Analysis*

*27
13
140*

ITEM 2:

Literature is a mere imitation of life. There is a high correlation between Literature and real life. Referring to the text on study, explain how the events in the text book relate to your society.

BASIS OF EVALUATION

- Select a specific set book.
- Explain with **specific examples** and illustration on each of the similarities mentioned.

Similarities

- Themes, concerns, issues, ideas, conflicts.
- Character, status, personalities.
- Settings, places
- Incidents, episodes, occurrences
- Consequences, ending

(Accept any other ideas if they are relevant and constantly presented)

SCORING

5 or more relevant similarities (03 scores) *6 or more 06*

3 to 4 similarities (02 scores) *4 - 5 - 04*

1 to 2 similarities (01 score) *3 - 3 - 03*

No similarity (00 score)

Sub-total (3x2=06 score)

Total mark = 18 + 6 = 24 scores

END