

STUDENT'S ID NO: \_\_\_\_\_ SIGNATURE: \_\_\_\_\_



UNIVERSITY OF GHANA

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DEPARTMENT OF TEACHER EDUCATION

SCHOOL OF EDUCATION AND LEADERSHIP

COLLEGES OF EDUCATION

END OF SEMESTER TWO EXAMINATIONS FOR LEVEL 200, 2022/2023

B.ED. PROGRAMME

COURSE CODE: **TEJS 294**

COURSE TITLE: **Idea Development**

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**Instruction:** Answer all questions in Section A and any three questions in Section B.

Time: 2 hours

**SECTION A**

[25 Marks]

Answer all the questions in this section.

1. Deriving different shapes from a form while retaining part of the original form is referred to as.....
  - A. Doodle making
  - B. Idea development
  - C. Item development
  - D. Pattern making

2. Which of the following statements best describes creativity?
- A. Bringing about something new
  - B. Conforming to the norm
  - C. Making a copy of a work
  - D. Reproducing an existing design
3. The following are basic techniques employed in idea development **except**.....
- A. Addition
  - B. Incision
  - C. Integration
  - D. Intersection
4. A 'Logo' is an example of a ..... idea development product.
- A. multi-dimensional
  - B. multi-task
  - C. three-dimensional
  - D. two-dimensional
5. The drawing of a group of shoes is termed as .....
- A. Integrated drawing
  - B. Life drawing
  - C. Still-life drawing
  - D. Natural drawing
6. The period of insight is where suddenly, the answer to a problem comes to the mind.
- A. True
  - B. False
7. The second stage of the design process is analysis/research.
- A. True
  - B. False
8. The design process begins with the identification of the problem.
- A. True
  - B. False
9. The following are basic idea development techniques **except** .....
- A. Addition
  - B. Subtraction
  - C. Multiplication
  - D. Intersection

10. In perspective drawing, some lines appear to converge at the .....  
A. Meeting point  
B. Vanishing point  
C. Vertical point  
D. Horizontal point
11. Which of the following media requires the use of a fixative?  
a. Charcoal  
b. Watercolour  
c. Crayon  
d. Poster colour
12. A category of things distinguished by common characteristics or quality is known as .....  
A. unity  
B. dominance  
C. opposition  
D. contrast
13. Greater development of one part of a composition is termed as .....  
A. unity  
B. dominance  
C. opposition  
D. contrast
14. A picture made in shades and tints of a particular colour is a .....  
A. Di-tone  
B. Mono-tone  
C. Di-chrome  
D. Mono-chrome
15. The act of distinguishing by comparing differences in a design is called .....  
A. unity  
B. dominance  
C. opposition  
D. variety

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16. Which of the following are two significant features of idea development?

- A. Brainstorming and prototyping
- B. Researching and sketching
- C. Evaluating and refining
- D. Testing and presenting

17. How is idea development different from preliminary designing?

- A. Idea development is more creative, while preliminary designing is more technical.
- B. Idea development is more abstract, while preliminary designing is more concrete.
- C. Idea development is more individual, while preliminary designing is more collaborative.
- D. Idea development is more general, while preliminary designing is more specific.

18. What are the two reasons that justify the importance of line in design?

- A. Line can create contrast and harmony in a design.
- B. Line can define shape and form in a design.
- C. Line can convey movement and emotion in a design.
- D. Line can show depth and perspective in a design.

19. How are a sketch model and a prototype similar and different in design?

- A. They are both low-fidelity models, but a sketch model is made of paper, while a prototype is made of cardboard.
- B. They are both high-fidelity models, but a sketch model is made of clay, while a prototype is made of plastic.
- C. They are both rough models, but a sketch model is used to explore ideas, while a prototype is used to test functionality.
- D. They are both final models, but a sketch model is used to present the design, while a prototype is used to produce the product.

20. What are two factors to consider when designing an artefact?

- A. The purpose and the audience of the artefact
- B. The materials and the tools of the artefact
- C. The aesthetics and the ergonomics of the artefact
- D. The functionality and the durability of the artefact

21. Solidity in drawing is created by.....

- A. Designing
- B. Flat colouring
- C. Perspective
- D. Still life

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22. According to the Copyright Act 2005, what is the term of protection for graphic art or visual art created by an individual in Ghana?

- A. 50 years after the death of the author
- B. 70 years after the death of the author
- C. The life of the author plus 70 years
- D. In perpetuity

23. What is the name of the legal exception that allows fair use of a work protected by copyright for purposes such as criticism, comment, education, or research?

- A. Creative commons
- B. Moral rights
- C. Public domain
- D. Permitted use

24. Which of the following is not a benefit of registering your graphic art or visual art with the Copyright Office in Ghana?

- A. It gives you a tax break.
- B. It provides you with a public record of your ownership of the copyright.
- C. It makes it easier to sue for copyright infringement.
- D. It gives you the exclusive right to reproduce, distribute, perform, display, and create derivative works of your work.

25. What is the fair use doctrine?

- A. A legal doctrine that allows limited use of copyrighted material without permission.
- B. A law that applies to graphic art or visual art.
- C. A law in Ghana.
- D. A Creative commons

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SECTION B

[75 Marks]

Answer any three questions in this section.

1. a. Explain the term creative process. (5 marks)
- b. Examine **five** qualities of a creative person. (20 marks)
2. a. Draw a circle of about 12cm, in the circle organize:
  - i. Variety of shapes
  - ii. Variety of colours
  - iii. Rhythm of texture
  - iv. Contrast of shapes(15 marks)
- b. Discuss **five** reasons why a product is considered creative. (10 marks)
3. Discuss **five** factors to be considered when composing a design. (25 marks)
4. Using the concept of idea development, design a basic school crest in **ten** steps. (25 marks)
5. Draw **FIVE** circles **A,B,C,D** and **E**, each measuring 5cm in diameter and organise the following colour schemes by colouring, using the guidelines below:
  - a. Circle **A** – Warm colour against Cool background
  - b. Circle **B** – Cool colour against Cool background
  - c. Circles **C** – Cool colour against its Complement
  - d. Circle **D** – Warm colour against Warm background
  - e. Cirsle **E** – Hot colour against Cool background(25 marks)