SMARTWIZ

GRADE 7 CREATIVE ARTS EXAM

MARKS: 50 MARKS	
TIME: 1 hour	
SCHOOL	
CLASS (e.g. 4A)	
SURNAME	
NAME	
MYST PATHWORKS	
Instructions for Students:	
> Read all instructions carefully before beginning the exam.	
> Write your name and student ID clearly on the answer sheet/booklet.	
> Answer all questions unless otherwise stated.	
> Show all your work/calculations where applicable.	
> Write clearly and legibly.	
> Use blue or black ink only. * Do not use correction fluid/tape.	

> Any form of cheating will result in disqualification.

> Raise your hand if you have any questions.

> Do not talk to other students during the exam.

This test consists of 7 pages, excluding the cover page.

> No electronic devices (calculators, phones, etc.) are allowed unless explicitly permitted.

SECTION A: VISUAL ARTS – ART STYLES AND CREATIVE THINKING (25 MARKS)

Question 1: Art Movements and Styles (5 Marks)

1.1 Match the art style in Column A with its correct description in Column B. Write only the letter (A–E) next to the number. (5)

Column A	Column B
1. Realism	A. Bright colours and everyday objects
2. Abstract Art	B. Shows objects as they really are
3. Pop Art	C. Uses imagination and dreamlike scenes
4. Surrealism	D. Uses shapes, lines and colours without detail
5. Expressionism	E. Shows strong emotions through colours/lines

5. Expressionism E. Shows strong emotions through colours/lines
Answers:
2.
3. 4.
5.
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Question 2: Visual Storytelling (5 Marks)
2.1 What does the term visual storytelling mean? (2)
2.2 Imagine you are telling a story through a drawing with no words. List three things you can include to help the viewer understand the story. (3)
1. ————————————————————————————————————
2
3.
Question 3: Observational Drawing (10 Marks)
You are asked to draw a fruit bowl placed on a table.
3.1 List three drawing techniques that would help make your sketch realistic. (3)
1.
2. —
3

3.2 What is the purpose of a light source in a drawing? (2)
3.3 Sketch a rough fruit bowl composition in the space below using basic shapes. (5) [Space for sketch]
Question 4: Art Safety and Clean-Up (5 Marks)
4.1 List two safety rules to follow when working with paint. (2)1
4.2 Why is it important to clean your brushes properly after painting? (1)
4.3 What should you do with leftover paint water? (2)
SECTION B: PERFORMING ARTS – MOVEMENT, SOUND AND CHARACTER (25 MARKS)
Question 5: Movement in Performance (5 Marks) 5.1 Why is body language important in a play? (2)
5.2 Act out walking through sticky mud. What two body parts would you move differently? (2)
5.3 Name one drama game that uses movement and energy. (1)

Question 6: Role Play and Character (10 Marks)
6.1 Describe a character who is a school principal. Include:
 How they stand How they talk What facial expression they have (3)
6.2 List two ways you can change your voice to become a different character. (2)
1. ————————————————————————————————————
6.3 Complete the short monologue below. Imagine you are a learner on stage presenting to the class. (5)
"Good morning everyone. Today, I want to tell you about something that changed my life"
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Question 7: Music and Drama Connection (5 Marks)
7.1 How can music change the mood of a play scene? Give one example. (2)
7.2 Choose the correct musical term from the box below to complete the sentences. (3)
[pitch tempo volume melody timbre]
 a) The of a sound tells you how high or low it is. b) If the is too fast, the music may feel rushed. c) Whispering has a soft, while shouting has a loud one.
Answers: a) b) c)

TOTAL: 50 MARKS



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SECTION A: VISUAL ARTS – ART STYLES AND CREATIVE THINKING (25 MARKS)

Question 1: Art Movements and Styles (5 Marks)

(1 mark each)

- 1. Realism $-\mathbf{B}$
- 2. Abstract Art $-\mathbf{D}$
- 3. Pop Art \mathbf{A}
- 4. Surrealism C
- 5. Expressionism \mathbf{E}

Question 2: Visual Storytelling (5 Marks)

2.1 Definition (2 marks):

• Visual storytelling means telling a story through images or art without using words.

2.2 Things to include (1 mark each):

Accept any three of the following:

- Facial expressions
- Body language
- Background setting
- Symbols
- Colour choices
- Sequence of actions

Question 3: Observational Drawing (10 Marks)

3.1 Drawing techniques (3 marks):

Any of the following (1 mark each):

- Shading
- Contour lines
- Proportion
- Cross-hatching
- Use of light/dark tones

3.2 Purpose of light source (2 marks):

Helps to create highlights and shadows, adds depth and realism.

3.3 Sketch (5 marks):

- Mark according to effort, use of basic forms, planning:
 - \circ 5 = Clear and well-composed
 - \circ 3–4 = Some detail and structure
 - $0 ext{ } 1-2 = \text{Minimal effort or understanding}$

Question 4: Art Safety and Clean-Up (5 Marks)

4.1 Paint safety (2 marks):

Examples:

- Do not eat or drink near paints
- Use old clothing or aprons
- Wash hands after use

4.2 Brush cleaning (1 mark):

• So bristles don't get hard or damaged, or to keep tools clean.

4.3 Paint water disposal (2 marks):

- Don't pour down sinks; dispose in designated waste container or outside in soil (if safe).
- Prevents blockages or pollution.

SECTION B: PERFORMING ARTS – MOVEMENT, SOUND AND CHARACTER (25 MARKS)

Question 5: Movement in Performance (5 Marks)

5.1 Body language importance (2 marks):

• Shows emotion, personality or intent without words.

5.2 Body part changes in mud walk (2 marks):

Examples:

• Legs move slower/heavier, arms swing with more effort, facial expression may show frustration.

5.3 Drama game (1 mark):

Examples:

• Zip Zap Zop, Statues, Freeze Frame, Energy Ball

Question 6: Role Play and Character (10 Marks)

6.1 Character description (3 marks):

- Upright posture, serious tone of voice, stern or kind facial expression
- 1 mark for each category

6.2 Voice change techniques (2 marks):

Examples:

- Change pitch (high/low)
- Use accents
- Speak slower/faster
- Change volume

6.3 Monologue completion (5 marks):

- Award based on creativity, tone, and staying in character:
 - o 5 = Excellent, realistic, well-structured
 - \circ 3–4 = Clear and relevant
 - 1–2 = Attempt made, but minimal detail

Question 7: Music and Drama Connection (5 Marks)

7.1 Music mood (2 marks):

- Music can create suspense, sadness, happiness, etc.
- Example: Slow piano music during a sad scene

7.2 Musical terms (1 mark each):

- a) Pitch
- b) Tempo
- c) Volume

TOTAL: 50 MARKS