

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.
- > No electronic devices (calculators, phones, etc.) are allowed unless explicitly permitted.
- > Raise your hand if you have any questions.
- > Do not talk to other students during the exam.
- > Any form of cheating will result in disqualification.

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

SECTION A: VISUAL ARTS – TEXTURE, PATTERN AND SYMBOLISM (25 MARKS)

Question 1: Understanding Texture (5 Marks)

1.1 What is **texture** in art? (2)



1.2 Give one example each of:

a) Real texture: _____

b) Simulated (drawn) texture: _____ (1 mark each)

1.3 Why is texture important in art? (1)

Question 2: Patterns Around Us (5 Marks)

2.1 Name one traditional African pattern and where it can be found. (1)

2.2 List two design elements that are commonly used to create patterns. (2)

1. _____
2. _____

2.3 Create your own simple decorative pattern in the space below. (2)

Question 3: Symbolism in Art (5 Marks)

3.1 What is a symbol in visual art? (2)

3.2 Match the symbols below to what they represent. (1 mark each)

Symbol	Meaning
a) Dove	A. Strength
b) Broken chain	B. Freedom
c) Lion	C. Peace

Your answers:

a) _____ b) _____ c) _____

Question 4: Creative Poster Plan (10 Marks)

Design a poster to promote “**Reading Week**” at your school.

4.1 What message or slogan will you use? (1)

4.2 List three images or symbols you will include. (3)

1.

2.

3.

4.3 What colours will you use and why? (3)

4.4 Sketch the layout of your poster below. (3)



SECTION B: PERFORMING ARTS – IMPROVISATION, MUSIC AND COSTUME (25 MARKS)

Question 5: Improvisation in Drama (5 Marks)

5.1 What is **improvisation**? (2)

5.2 Give two reasons why improvisation is important in drama. (2)

1. _____
2. _____

5.3 Name one game or exercise that helps actors practise improvisation. (1)

Question 6: Exploring Costume (5 Marks)

6.1 Why are costumes important in theatre? (2)

6.2 List three things a designer considers when making a costume. (3)

1. _____
2. _____
3. _____

Question 7: Music and Emotions (10 Marks)

7.1 Match each emotion with a musical description. (1 mark each)

Emotion	Music Description
a) Joy	A. Fast tempo, light melody
b) Fear	B. Low pitch, slow tempo
c) Anger	C. Loud volume, sharp rhythm
d) Sadness	D. Soft harmony, gentle rhythm
e) Calm	E. Dark tones, building tension

Your answers:

a) _____ b) _____ c) _____ d) _____ e) _____

7.2 Name two instruments used to express soft or calm emotions. (2)

1. _____
2. _____

7.3 What is a **musical ensemble**? (2)

TOTAL : 50 MARKS



SECTION A: VISUAL ARTS – TEXTURE, PATTERN AND SYMBOLISM (25 MARKS)

Question 1: Understanding Texture (5 Marks)

1.1 What is texture in art? (2 marks)

- Texture is the surface quality of an artwork that can be felt (real texture) or looks like it can be felt (simulated texture).

1.2 Examples (1 mark each):

- Real texture: Rough tree bark, fabric, sandpaper, fur, etc.
- Simulated texture: Cross-hatching, dots, lines, patterns drawn to look like texture.

1.3 Importance of texture (1 mark):

- It adds interest, realism, and can create mood or feeling in artwork.
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Question 2: Patterns Around Us (5 Marks)

2.1 Traditional African pattern example (1 mark):

- Examples: Ndebele geometric patterns, Shweshwe fabric prints, Zulu beadwork patterns.

2.2 Design elements for patterns (1 mark each):

- Shape
- Line
- Colour
- Repetition
- Rhythm

2.3 Pattern creation (2 marks):

- Mark based on neatness, repetition, creativity in the simple pattern.
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Question 3: Symbolism in Art (5 Marks)

3.1 Symbol definition (2 marks):

- A symbol is an image or object that represents an idea, feeling, or concept.

3.2 Match symbols to meanings (1 mark each):

- a) Dove – **C (Peace)**
- b) Broken chain – **B (Freedom)**
- c) Lion – **A (Strength)**

Question 4: Creative Poster Plan (10 Marks)

4.1 Message or slogan (1 mark):

- Accept any relevant slogan promoting reading, e.g., “Discover the world in books!”, “Reading is fun!”, “Open a book, open your mind!”

4.2 Images or symbols (1 mark each):

- Examples: Books, glasses, open book with letters flying out, smiling children, reading lamp.

4.3 Colours and reasons (3 marks):

- Examples:
 - Bright colours (yellow, red) to attract attention
 - Blue or green for calmness and focus
 - Warm colours to create excitement about reading

4.4 Sketch (3 marks):

- Award marks based on layout creativity, use of space, inclusion of slogan and images, clarity of design.

SECTION B: PERFORMING ARTS – IMPROVISATION, MUSIC AND COSTUME (25 MARKS)

Question 5: Improvisation in Drama (5 Marks)

5.1 Definition (2 marks):

- Improvisation is acting or creating drama without a script, making it up as you go.

5.2 Reasons for importance (1 mark each):

- Helps actors think quickly
- Builds creativity and confidence
- Makes performances more spontaneous and natural

5.3 Drama game or exercise (1 mark):

- Examples: Freeze, Zip Zap Zop, One Word Story, Role Swap
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Question 6: Exploring Costume (5 Marks)

6.1 Importance of costumes (2 marks):

- Costumes help show who the character is, their status, time period, and personality.

6.2 Designer considerations (1 mark each):

- Comfort and fit
 - Colours to match character or mood
 - Fabric type and texture
 - Cultural or historical accuracy
 - Budget and durability
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Question 7: Music and Emotions (10 Marks)

7.1 Match emotions and music descriptions (1 mark each):

- a) Joy – **A** (Fast tempo, light melody)
- b) Fear – **E** (Dark tones, building tension)
- c) Anger – **C** (Loud volume, sharp rhythm)
- d) Sadness – **B** (Low pitch, slow tempo)
- e) Calm – **D** (Soft harmony, gentle rhythm)

7.2 Instruments for soft/calm emotions (1 mark each):

- Examples: Flute, harp, violin, piano, acoustic guitar

7.3 Musical ensemble definition (2 marks):

- A group of musicians who perform together, such as a band, orchestra, or choir.
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TOTAL: 50 MARKS