

# KENYA JUNIOR SCHOOL EDUCATION ASSESSMENT (KJSEA)

## CREATIVE ARTS AND SPORTS (CAS) (911/2)

Paper Code: 911/2 | Year: KJSEA 2025 | MARKING SCHEME

### SECTION A — Multiple Choice (40 marks, 1 mark each)

|       |       |       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|-------|-------|
| 1. C  | 2. B  | 3. B  | 4. D  | 5. B  | 6. B  | 7. D  | 8. B  |
| 9. C  | 10. C | 11. A | 12. B | 13. B | 14. D | 15. A | 16. D |
| 17. C | 18. C | 19. B | 20. A | 21. C | 22. A | 23. A | 24. C |
| 25. D | 26. C | 27. A | 28. C | 29. B | 30. A | 31. B | 32. A |
| 33. D | 34. B | 35. A | 36. B | 37. C | 38. B | 39. B | 40. D |

### SECTION B — Structured Questions (60 marks)

#### PART I: PERFORMING ARTS

| Q             | Expected Answer                                                                                                                                                         | Marks |
|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 41            | F major ascending scale on treble staff using semi-breves (no key signature); F G A Bb C D E F — each note correctly placed on the staff scores 0.5 marks × 8 = 4 marks | 4     |
| 42            | Award 4 marks for an answering phrase that: is in G major (1 mark); uses appropriate rhythm (1 mark); ends on the tonic/G (1 mark); is musically logical (1 mark)       | 4     |
| 43a(i) mf     | Mezzo forte — moderately loud (1 mark)                                                                                                                                  | 1     |
| 43a(i) p      | Piano — soft/quiet (1 mark)                                                                                                                                             | 1     |
| 43a(i) repeat | Repeat sign — repeat the section between the two signs (1 mark)                                                                                                         | 1     |
| 43a(ii)       | Bars 5 and 6 (or any two bars that are identical in pitch and rhythm) (1 mark)                                                                                          | 1     |
| 43a(iii)      | Lowest pitch: D (or Bb depending on key — accept the lowest note visible on the staff) (1 mark)                                                                         | 1     |
| 43b(i)        | Any THREE roles e.g.: builds team spirit/motivates players; sets tempo for the game; creates excitement among fans; signals scoring (1 mark each)                       | 3     |
| 43b(ii)       | Any TWO e.g.: improvises steps; varies rhythm; chooses own movements; varies tempo (1 mark each)                                                                        | 2     |
| 44a           | Any THREE story elements at the beginning: setting (time and place); characters introduced; conflict/problem introduced (1 mark each)                                   | 3     |
| 44b           | Any THREE reasons e.g.: prevents injury; warms up muscles/voice; improves flexibility; builds confidence; improves projection (1 mark each)                             | 3     |

#### PART II: SPORTS

| Q   | Expected Answer                                                                                                                                                                                             | Marks |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| 45  | Any FOUR strength-developing activities e.g.: weight lifting; push-ups; pull-ups; rope climbing; carrying heavy loads; wrestling (1 mark each)                                                              | 4     |
| 46a | Approach: the learner runs along the runway building up speed; steps are controlled and rhythmic; last few strides are longer (2 marks for clear description)                                               | 2     |
| 46b | Take off: learner takes off from one foot; the hop is performed; lands on the same foot (2 marks)                                                                                                           | 2     |
| 47a | Marking in netball: a defending player stays close to an opponent to intercept passes and prevent them from receiving the ball; player must remain within 0.9 m of the opponent (2 marks)                   | 2     |
| 47b | Any THREE strategies e.g.: maintain correct distance (0.9 m); watch ball and opponent simultaneously; move to intercept passes; anticipate opponent's movements (1 mark each)                               | 3     |
| 48a | Butterfly stroke: swimmer lies face down; both arms move simultaneously over the water in a circular motion; both legs perform dolphin kick simultaneously (2 marks for accurate description)               | 2     |
| 48b | Any THREE challenges e.g.: requires great strength/stamina; coordination of arm and leg movements difficult; tiring due to simultaneous limb movement; breathing technique complex (1 mark each)            | 3     |
| 49a | Any ONE Kenyan indigenous board game e.g.: Bao; Mancala; Ajua (1 mark)                                                                                                                                      | 1     |
| 49b | Award 2 marks for a logical description of how the named game is played (e.g. for Bao/Ajua: played on a board with holes/pits; seeds/stones used as playing pieces; players move pieces according to rules) | 2     |
| 49c | Any TWO benefits e.g.: develops critical thinking/strategy; promotes cultural heritage; social interaction; mathematical skills (1 mark each)                                                               | 2     |

#### PART III: VISUAL ARTS

| Q | Expected Answer | Marks |
|---|-----------------|-------|
|---|-----------------|-------|

|     |                                                                                                                                                                                                                                                                          |   |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| 50  | Steps for coil mat using old fabric — any FOUR logical steps e.g.: Step 1 — cut fabric into long strips; Step 2 — twist/roll strips into coils; Step 3 — stitch/sew coils together starting from centre; Step 4 — continue coiling outward to desired size (1 mark each) | 4 |
| 51  | Steps for paper stencil — any FOUR: Step 1 — select/draw design on paper; Step 2 — carefully cut out the design; Step 3 — place stencil on fabric; Step 4 — apply colour through the cut-out areas (1 mark each)                                                         | 4 |
| 52a | Award 2 marks for any reasonable title reflecting the painting content (sunset/silhouette/evening) plus brief justification                                                                                                                                              | 2 |
| 52b | Award 2 marks for identifying TWO forms present e.g.: tree (organic/natural form); human figure (organic form); sun/sky (organic/atmospheric forms)                                                                                                                      | 2 |
| 52c | Award up to 3 marks: warm colours (red, orange, yellow, purple) used in sky; cool dark colours (black/dark) for silhouette; contrast between warm background and dark foreground (1 mark each)                                                                           | 3 |
| 52d | Award up to 3 marks: positive space — tree and figure (foreground); negative space — sky (background); overlapping creates depth; foreground/background relationship creates illusion of distance (1 mark each)                                                          | 3 |

**Total: 100 marks**

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