



PRIMARY SCHOOL EDUCATION ASSESSMENT DECEMBER ASSIGNMENT 2026

GRADE 4 – CREATIVE ARTS

Time: 1 Hour 30 Minutes



LEARNER'S DETAILS

Name: _____ School: _____

Assessment Number: _____ Date: _____

School Code: _____ Signature: _____

Instructions for Learners

1. Write your name, school name, and assessment number in the spaces provided.
2. Check the question paper carefully to ensure all pages are printed and no questions are missing.
3. Answer all the questions in the spaces provided.
4. Answer **all questions**.
5. Write your answers clearly in the spaces provide.

FOR EXAMINER'S USE

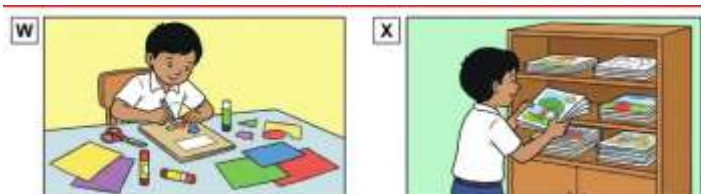
SECTION	TASK 1	TASK 2	% SCORE	EE1	EE2	ME1	ME2	AE1	AE2	BE1	BE2
SCORE RANGE	20 MARKS	30 MARKS		90-100	75-89	58-74	41-57	31-40	21-30	11-20	1-10
	POINTS			8 POINTS	7 POINTS	6 POINTS	5 POINTS	4 POINTS	3 POINTS	2 POINTS	1 POINT
LEARNER'S TOTAL SCORE											

1. The table below compares three floating techniques. Study it and fill in the missing information. (6 marks)

a) Complete the table by filling in the body shape and face position for each technique. (6 marks)

Floating Technique	Body Shape	Face Position
Mushroom float		
Back float		
Front float		

2. The pictures below show the steps of making a Creative Arts portfolio, but they are not in the correct order. (4 marks)



a) Arrange the pictures in the correct order by writing the letters. (2 marks)

b) State what is happening in Picture Z. (1 mark)

c) Give one reason why it is important to keep artworks in a portfolio. (1 mark)

3. Amina performed a mushroom float in the swimming pool, but she kept losing her balance. (3 marks)

a) Give one reason why Amina may have been losing her balance. (1 mark)

b) State two things Amina should do to perform the mushroom float correctly. (2 marks)

- i. _____
- ii. _____

4. Study the picture below showing a learner floating in a swimming pool. (4 marks)



a) Identify the floating technique shown in the picture. (1 mark)

b) Describe the position of the body in the picture. (2 marks)

c) State what the learner should do when they need to breathe. (1 mark)

5. A Creative Arts teacher combined the game *Nyama Nyama Nyama* with a musical rhythm. (3 marks)

a) Explain how a musical rhythm was added to this game. **(2 marks)**

b) Give one reason why combining indigenous games with musical rhythms is important. **(1 mark)**

6.

a) Describe three things a learner should do when performing the supine float. **(3 marks)**

- i.

- ii.

- iii.

b) How should a learner breathe during the supine float? **(1 mark)**

7. Fingering in Descant Recorder Playing (2 marks)

a) What is fingering in descant recorder playing? **(1 mark)**

b) Explain why correct fingering is important when playing a melody. **(1 mark)**

8. Describe the fingering for Note G on the descant recorder. (2 marks)

9. Grade 4 learners are preparing for a swimming lesson at the school pool. (4 marks)

a) State four safety measures learners should observe when floating in a swimming pool. **(4 marks)**

- i.

- ii.

- iii.

- iv.

10. Describe four steps of cleaning a descant recorder. (4 marks)

- i. _____
- ii. _____
- iii. _____
- iv. _____

11. Grade 4 learners are learning to play the song “Gently Sleep” on the descant recorder. (3 marks)

a) Which three notes are used to play this song? (1 mark)

b) State two things a learner should observe to play the song well. (2 marks)

- i. _____
- ii. _____

12. Grade 4 learners played the game *Lion Treasure* during games time. (4 marks)

a) Explain the roles of the following players in the game. (2 marks)

(i) The lions

(ii) The “mtu”

b) What happens when a lion tags one of the “mtu”? (1 mark)

c) Why are the lions blindfolded in this game? (1 mark)

13. The chart below shows part of the song “Babylon's Falling” for the descant recorder. (3 marks)

Song	Ba-by-lon's fal-ling •
Notes	G G G B B
Rhythm	ta - te taa taa taa

a) Name the three notes used in this song. (1 mark)

b) What do the red dots in the chart represent? (1 mark)

c) State the French rhythm name for the syllables “Ba-by” in the song. (1 mark)

14. Jane wants to learn how to perform the front float in a swimming pool. (3 marks)

a) Describe the body position during the prone float. (2 marks)

b) What should Jane do when she needs to breathe during the prone float? (1 mark)

15. The picture below shows Grade 4 learners playing an indigenous Kenyan animal game. Study it and answer the questions that follow. (4 marks)



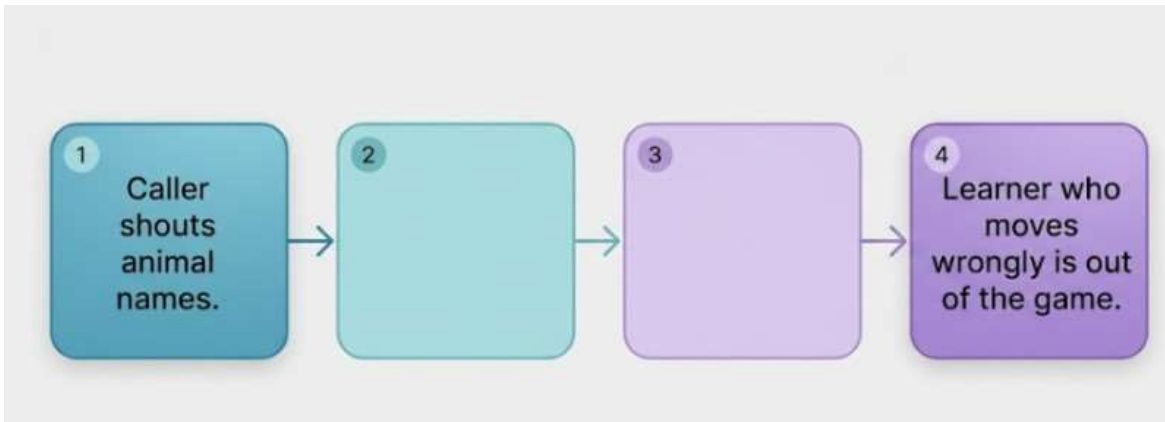
a) Name the game being played. (1 mark)

b) Why are the four learners in the centre blindfolded? (1 mark)

c) Explain what happens when a lion taps one of the other learners. (1 mark)

d) How does a learner win this game? (1 mark)

16. The flow chart below shows the steps of playing an indigenous Kenyan animal game. Study it and answer the questions that follow. (4 marks)



a) Name the game shown in the flow chart. (1 mark)

b) Fill in the two missing steps in the flow chart. (2 marks)

- i. _____
- ii. _____

c) Give one reason why this game requires good listening skills. (1 mark)

ANSWERS

1. Types of Floating Techniques (6 marks)

Floating Technique	Body Shape	Face Position
Mushroom float	Curled into a ball	In the water, facing down
Back float	Stretched out	Above the water, facing up
Front float	Stretched out	In the water, facing down

Total: 6 marks

2. Creative Arts Portfolio (4 marks)

a) Correct order:

X → Z → W → Y

- Collect artworks
- Select the best artworks
- Decorate the portfolio folder
- Display or present the portfolio

(2 marks)

b) Picture Z shows the learner **selecting the best artworks** for the portfolio. **(1 mark)**

c) A portfolio helps to **organise, preserve and keep track of a learner's progress in Creative Arts.** **(1 mark)**

3. Mushroom Float (3 marks)

a) Amina may have been losing her balance because she was **moving her head too much.** **(1 mark)**

b) She should:

1. Keep her body **relaxed and still.**
2. **Avoid moving her head** while floating.

(2 marks)

4. Identifying a Float (4 marks)

a) **Mushroom float.** **(1 mark)**

b) The body is **curled into a ball**, with the **knees pulled towards the chest** and the **hands holding the legs**. The head is in the water. **(2 marks)**

c) The learner should **stand up to breathe**. **(1 mark)**

5. Nyama Nyama Nyama with Musical Rhythm (3 marks)

a) The words “**nya-ma nya-ma nya-ma nya-ma**” are clapped to a rhythmic pattern using **ta-te**, while learners clap the rhythm as the caller says the words. **(2 marks)**

b) Combining games with rhythm makes learning **more enjoyable and helps learners develop musical rhythm skills**. **(1 mark)**

6. Supine Float (4 marks)

a) Any three:

1. **Lean back slowly** into the water.
2. **Lift the chest** and keep the back straight.
3. Let the **ears go under the water** while keeping the face above water.
4. Look **straight up**.
5. Keep the body **relaxed**.

(3 marks)

b) Breathe in through the **mouth** and breathe out through the **nose or mouth**. **(1 mark)**

7. Fingering in Descant Recorder Playing (2 marks)

a) Fingering is the way **fingers are placed on and removed from the holes of the recorder** when playing. **(1 mark)**

b) Correct fingering is important because it helps produce the **correct notes and pitch**. **(1 mark)**

8. Fingering for Note G (2 marks)

To play Note G, cover:

1. The **back hole** with the left thumb.
2. The **first front hole** with the left index finger.
3. The **second front hole** with the left middle finger.
4. The **third front hole** with the left ring finger.

Total: 2 marks

9. Safety Measures When Floating (4 marks)

Award **1 mark each** for any four:

1. Have a **swimming instructor or trusted adult** nearby.
2. Practise at the **shallow end**.
3. Wear a **clean and proper swimming costume**.
4. Know the **depth of the water**.
5. **Do not push** other learners.
6. Follow the **instructor's instructions**.

Total: 4 marks

10. Cleaning a Descant Recorder (4 marks)

1. **Separate** the recorder into its parts.
2. **Wash** the parts carefully with soap and warm water where appropriate.
3. **Clean the inside** using a soft cloth and cleaning rod.
4. **Dry all the parts completely** before reassembling.

Total: 4 marks

11. Playing “Gently Sleep” (3 marks)

a) The three notes are:

G, A and B. (1 mark)

b) Any two:

1. Use **correct fingering**.
2. Observe proper **breath control**.
3. Make smooth transitions between notes.
4. Follow the correct rhythm.

(2 marks)

12. Lion Treasure (4 marks)

a)

Lions: Blindfolded learners who stand in the centre to **guard the beanbags and tag learners who come close. (1 mark)**

“Mtu”: Learners who form a circle and try to **take the beanbags without being tagged.** (1 mark)

b) When a lion tags a learner, the learner **sits out and waits for the next game.** (1 mark)

c) Lions are blindfolded to make the game **challenging and exciting** and to make them rely on **hearing and touch.** (1 mark)

13. “Babylon's Falling” (3 marks)

a) The notes are:

G, A and B. (1 mark)

b) The red dots represent **breath marks.** (1 mark)

c) The French rhythm name for “**Ba-by**” is **ta-te.** (1 mark)

14. Prone Float / Front Float (3 marks)

a) The learner lies **face down in the water**, with the head in the water, arms stretched forward and the hips and legs at the water surface. The body should be **straight and relaxed.** (2 marks)

b) When breathing, Jane should gently **lift her head above the water, breathe in, then lower it back into the water.** (1 mark)

15. Lion Treasure Game (4 marks)

a) Lion Treasure. (1 mark)

b) The four learners are blindfolded so that they cannot see approaching players and must use their **sense of hearing.** (1 mark)

c) When a lion taps a learner, the learner is **out of the game** and sits out. (1 mark)

d) A learner wins by **taking a beanbag without being tapped by a lion.** (1 mark)

16. Nyama Nyama Nyama Flow Chart (4 marks)

a) Nyama Nyama Nyama. (1 mark)

b)

- **Box 2:** Learners listen carefully to the animal name called.
- **Box 3:** Learners jump only when the animal's meat is eaten in the community.

(2 marks)

c) The game requires good listening because learners must **hear the animal name correctly before deciding whether to jump or remain still.** (1 mark)