

# MAASAI MARA UNIVERSITY

## REGULAR UNIVERSITY EXAMINATIONS 2018/2019 ACADEMIC YEAR THIRD YEAR SECOND SEMESTER

## SCHOOL OF EDUCATION

## BACHELOR OF EDUCATION (EARLY CHILDHOOD DEVELOPMENT)

## COURSE CODE: ECDE 3224 COURSE TITLE: METHODS OF TEACHING CREATIVE AND PSYCHOMOTOR EDUCATION

This paper consists of

#### **INSTRUCTIONS TO CANDIDATES**

## Answer question one(COMPULSORY) and any other two questions

two printed pages. Please turn over.

#### **QUESTION ONE**

- a. Define the following terms in relation to creative activities.
  - (i) Arts (1 mark) (ii) Craft (1
    - mark)
  - (iii) Plaiting (1 mark) (1
- **b.** Describe the steps you would follow when teaching young children modelling by the coil method.

#### (6marks)

c. State any five materials that children need in learning creative activities.

#### (5marks)

d. Discuss any four objectives of teaching creative activities.

#### (8marks)

e. Discuss any four methods of teaching creative and psychomotor skills.

#### (8marks) OUESTION TWO

a. As a professional teacher explain five reasons why you should display children's work.

### (10marks)

- b. What is a lesson plan?(2 marks)
- c. Discuss the importance of a lesson plan to an ECDE class (3 marks)

d. Using illustrations, outline and describe the components of a creative and psychomotor skills lesson plan
 (5marks)

## QUESTION THREE

- a. Discuss any five reasons why physical and psychomotor activities is in ECDE centers.
  (10marks)
- b. As an ECDE teacher, describe the strategies that you would use to actively involve children with special needs in a creative and psychomotor lesson.

## (10marks)

### **QUESTION FOUR**

**a.** Analyze the importance of a scheme of work to a teacher giving specific examples.

## (10marks)

b. Select a theme and make a scheme of work for one week for physical and psychomotor activities for a pre-school class.
 (10marks)

## QUESTION FIVE

a. Explain any five methods used in evaluation.

## (10marks)

b. Discuss the importance of keeping a progress record of work, for an ECDE class

### (10 marks)

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