

# Indian School Al Wadi Al Kabir

# Mid-term Examination (2025-2026)

## **Subject: Skill Education**

Class: X Design Thinking and Innovation (422) Max. marks: 50 Date:25/09/2025 Set- I Time: 2 hrs.

#### **GENERAL INSTRUCTIONS:**

- 1. Please read the instructions carefully.
- 2. This Question Paper consists of 22 questions in two sections: Section A & Section B.
- 3. Section A has Objective type questions whereas Section B contains Subjective type questions.
- 4. Out of the given (5 + 17 =) 22 questions, a candidate has to answer (5 + 10 =) 15 questions in the allotted (maximum) time of 2 hours.
- 5. All questions of a particular section must be attempted in the correct order.

#### 6. SECTION A - OBJECTIVE TYPE QUESTIONS (24 MARKS):

- i. This section has 05 questions.
- ii. Marks allotted are mentioned against each question/part.
- iii. There is no negative marking.
- iv. Do as per the instructions given.

#### 7. SECTION B – SUBJECTIVE TYPE QUESTIONS (26 MARKS):

- i. This section has 17 questions.
- ii. A candidate has to do 10 questions.
- iii. Do as per the instructions given.
- iv. Marks allotted are mentioned against each question/part.

#### **SECTION – A: OBJECTIVE TYPE QUESTIONS**

| Q.1 | Answer any 4 out of the given 6 questions on Employability Skills                | $(1 \times 4 = 4)$ |
|-----|--|--------------------|
| i.  | A person who is hard of hearing struggles to understand verbal instructions in a | 1                  |
|     | noisy environment. This situation is an example of                               |                    |
|     | (a) Interpersonal Barrier  |                    |
|     | (b) Cultural Barrier   |                    |
|     | (c) Physical Barrier   |                    |
|     | (d) Technological Barrier  |                    |
| ii. | Keys labeled from F1 to F12 are called as  | 1                  |
|     | (a) control keys   |                    |
|     | (b) navigation keys  |                    |
|     | (c) command keys   |                    |
|     | (d) function keys  |                    |
|     |  |                    |

| Which aspect of SMART goals is most clearly demonstrated in Arathi's plants  (a) Measurable (b) Realistic (c) Relevant (d) Timely  iv. What is the term used when you press and hold the left mouse key and mov the mouse around?  (a) Highlighting (b) Dragging (c) Selecting (d) Moving  v. The feeling of self-awareness enhances our  (a) Self-confidence (b) Self-monitoring (c) Self-monitoring (c) Self-Regulation (d) All of the above  vi. If a person is aware that they tend to procrastinate when faced with difficult tasks but if he takes steps to improve their time management, this self-awareness is best described as: | 1 |
|--|---|
| (b) Realistic (c) Relevant (d) Timely  iv. What is the term used when you press and hold the left mouse key and mov the mouse around?  (a) Highlighting (b) Dragging (c) Selecting (d) Moving  v. The feeling of self-awareness enhances our (a) Self-confidence (b) Self-monitoring (c) Self-Regulation (d) All of the above  vi. If a person is aware that they tend to procrastinate when faced with difficult tasks but if he takes steps to improve their time management, this self-   |   |
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| tasks but if he takes steps to improve their time management, this self-   |   |
| tasks but if he takes steps to improve their time management, this self-   |   |
| 1 1  | 1 |
|  |   |
| (a) A strangth in amotional intelligence   |   |
| <ul><li>(a) A strength in emotional intelligence.</li><li>(b) A weakness in decision-making.</li></ul>   |   |
| (c) A weakness in decision-making.   |   |
| (d) A strength in recognizing weakness and taking action.  |   |
| (a) 11 strength in recognizing weakness and taking action.   |   |

| Q.2 | Answer any 5 out of the given 6 questions                                    | $(1 \times 5 = 5)$ |
|-----|--|--------------------|
| i.  | 'Mahabharata' is an example of story narrative structure.  (a) chronological | 1                  |
|     | (a) Chronological (b) fractured  |                    |
|     | (c) circular   |                    |
|     | (d) parallel   |                    |
|     |  |                    |
| ii. | When considering SCAMPER's 'combine action', which approach would most       | 1                  |
|     | effectively generate novel ideas for a product' development?                 |                    |

|      | (a) Combining multiple similar products to increase efficiency.                   |   |
|------|---|---|
|      | (b) Integrating features from different product categories to address diverse     |   |
|      | needs.  |   |
|      | (c) Replacing one component with another to see if it improves performance.       |   |
|      | (d) Removing unnecessary elements to simplify the product.                        |   |
| iii. | Fable: "The Fox and the Grapes". In the Fable, a hungry fox comes across a        | 1 |
|      | vine with a bunch of ripe grapes hanging high. Despite his best efforts to reach  |   |
|      | them, the fox cannot get the grapes. He eventually walks away, muttering that     |   |
|      | the grapes are probably sour anyway. This story highlights the theme of           |   |
|      | rationalizing failure. Here, the fox is best described as a sly.                  |   |
|      | Which statement best explains why the fox is considered a sly?                    |   |
|      | (a) The fox contrasts with the grapes to highlight his inability to reach them.   |   |
|      | showing how people rationalize their failure.                                     |   |
|      | (b) The fox provides assistance to the grapes, helping them grow.                 |   |
|      | (c) The fox is the main character who directly seeks to obtain the grapes for his |   |
|      | benefits.   |   |
|      | (d) The fox supports the grapes by enhancing their visibility to others.          |   |
| iv.  | Stop motion animation does not use  | 1 |
|      | (a) puppets   |   |
|      | (b) live actors   |   |
|      | (c) drawings  |   |
|      | (d) cut outs  |   |
| v.   | Read the following statements and choose the correct option.                      | 1 |
|      | I. Emoji is a visual form of communication  |   |
|      | II. Sign language is a verbal form of communication                               |   |
|      | III. Traffic signs are a visual form of communication                             |   |
|      | IV. Theatre is a verbal, visual and gestural form of communication                |   |
|      | (a) Options I, II and III are correct while IV is incorrect                       |   |
|      | (b) Options II and IV are correct while I and III are incorrect                   |   |
|      | (c) Options I, III and IV are correct while II is incorrect                       |   |
|      | (d) All the options are correct   |   |
| vi.  | The animation principle of squash and stretch help in                             | 1 |
|      | (a) flexibility and adding more life and energy in the motion.                    |   |
|      | (b) establishing a character's nature, and personality.                           |   |
|      | (c) mood and emotion in the animation.  |   |
|      | (d) making the action slower/faster.  |   |

| Q.3 | Answer any 5 out of the given 6 questions  | $(1 \times 5 = 5)$ |
|-----|--|--------------------|
| i.  | Which type of creativity would be most characteristic of someone who   | 1                  |
|     | experiences a sudden flash of insight leading to a creative breakthrough in science, similar to Newton's discovery of gravity? |                    |

|         | (a) Deliberate cognitive creativity  |   |
|---------|--|---|
|         | (b) Deliberate emotional creativity  |   |
|         | (c) Spontaneous cognitive creativity   |   |
|         |  |   |
| <b></b> | (d) Spontaneous emotional creativity   | 1 |
| ii.     | Pixilation involves use of:  | 1 |
|         |  |   |
|         | (a) paper, cloth and other 2D Materials                                      |   |
|         | (b) animating text, drawings, graphics and photos                            |   |
|         | (c) clay and plasticine  |   |
|         | (d) live actors  |   |
| iii.    | Innovation occurs in a spontaneous, free-flowing manner while exploring many | 1 |
|         | possibilities is referred to as:   |   |
|         |  |   |
|         | (a) Lateral Thinking   |   |
|         | (b) Design Thinking  |   |
|         | (c) Divergent Thinking   |   |
|         | (d) Analogical Thinking  |   |
| iv.     | Which of the following is another name for Flipbook Animation?               | 1 |
|         | (a) Pixilation   |   |
|         | (b) Squash and Stretch   |   |
|         | (c) Straight ahead animation   |   |
|         | (d) Stop motion animation  |   |
| v.      | <b>Assertion:</b> Stories are used to preserve and carry forward culture and | 1 |
|         | information.   |   |
|         | <b>Reason</b> : Observation is key to writing relatable stories.             |   |
|         | (a) Both Assertion and Reason are true and Reason is the correct             |   |
|         | explanation of   |   |
|         | Assertion.   |   |
|         | (b) Both Assertion and Reason are true, but Reason is not the correct        |   |
|         | explanation  |   |
|         | of Assertion.  |   |
|         | (c) Assertion is true, but Reason is false.                                  |   |
|         | (d) Assertion is false, but Reason is true.                                  |   |
| vi.     | Among the following, which step is not necessary when creating animatics?    | 1 |
|         | (a) Drawing sequential image or key frames.                                  |   |
|         | (b) Scanning or photographing the images.                                    |   |
|         | (c) Playing the images sequentially on a screen.                             |   |
|         | (d) Adding complex visual effects.   |   |
|         | (a) Mains complex visual effects.  | 1 |

| <b>Q.4</b> | Answer any 5 out of the given 6 questions  | $(1 \times 5 = 5)$ |
|------------|--|--------------------|
| i.         | During a field trip organized by her school, Angel collected various natural       | 1                  |
|            | objects from a nearby park, including leaves, seeds and twigs. After returning,    |                    |
|            | she wanted to find creative ways to use these items rather than just storing them. |                    |
|            | Which of the following is an example of a creative use for the collected natural   |                    |
|            | items, as Angel intended?  |                    |

|      | (a) Using leaves as bookmarks or coasters.                                 |   |
|------|--|---|
|      | (b) Simply storing the collected items without modification.               |   |
|      | (c) Discarding the items after collection.                                 |   |
|      | (d) Using the items only for scientific analysis.                          |   |
| ii.  | What are the three components of the end or outcome in a story?            | 1 |
| 11.  | (a) Objective, obstacles and outcome                                       | 1 |
|      | (b) Crisis, climax and conclusion  |   |
|      | (c) Beginning, middle and end  |   |
|      | (d) Exposition, rising action and resolution                               |   |
| iii. | Shaking hand, Bowing, Namaste – these are different forms of which type of | 1 |
| 111. | communication?   | 1 |
|      | communication.   |   |
|      | (a) Gestural   |   |
|      | (b) Verbal   |   |
|      | (c) Visual   |   |
|      | (d) Fundamental  |   |
|      | (a) I within the   |   |
| iv.  | Which of the following is not a type of creativity?                        | 1 |
|      |  |   |
|      | (a) Deliberate cognitive creativity  |   |
|      | (b) Deliberate emotional creativity  |   |
|      | (c) Spontaneous cognitive creativity                                       |   |
|      | (d) Deliberate spontaneous creativity                                      |   |
| v.   | Bouncing ball is an example of:  | 1 |
|      | (a) Squash and stretch   |   |
|      | (b) Timing and spacing   |   |
|      | (c) Stop motion Animation  |   |
|      | (d) Claymation   |   |
|      | is not an effective way to improve verbal communication skills.            | 1 |
| vi.  | (a) Active listening   |   |
|      | (b) Speaking clearly and concisely   |   |
|      | (c) Asking for clarification   |   |
|      | (d) Asking questions in the middle of the conversation                     |   |
|      |  |   |
|      |  |   |

| Q.5 | Answer any 5 out of the given 6 questions           | $(1 \times 5 = 5)$ |
|-----|---|--------------------|
| i.  | What does the term "divergent thinking" refer to?   | 1                  |
|     | (a) Generating a single solution to a problem       |                    |
|     | (b) Generating many possible solutions to a problem |                    |
|     | (c) Focusing on the most common solution            |                    |
|     | (d) Choosing the easiest solution                   |                    |

| ii.  | In creativity, "thinking outside the box" means:  (a) Sticking to conventional methods  (b) Creating original and unconventional solutions  (c) Repeating solutions from others  (d) Using only available resources | 1 |
|------|---|---|
| iii. | SCAMPER is a tool used in ideation. What does the "E" in SCAMPER stand for?  (a)Examine (b)Eliminate (c)Explore (d)Evaluate   | 1 |
| iv.  | What is the main objective of using mind maps in the ideation process?  (a) To structure detailed project reports  (b) To generate and connect ideas visually  (c) To assess the budget  (d) To finalize the design | 1 |
| V.   | Which principle of animation deals with the speed and timing of motion?  (a) Staging (b) Exaggeration (c) Timing and spacing (d) Solid drawing  | 1 |
| vi.  | What is a storyboard in animation?  (a) A script for voice actors  (b) A timeline for editing  (c) A sequence of drawings representing scenes  (d) A type of camera movement  | 1 |

### **SECTION B: SUBJECTIVE TYPE QUESTIONS**

Answer any 3 out of the given 5 questions on Employability Skills ( $2 \times 3 = 6$  marks) Answer each question in 20 - 30 words.

| Q.6  | What is effective communication? List two best practices for effective communication.  | 2 |
|------|--|---|
| Q.7  | In SMART goals, what does 'S' stand for? Explain   | 2 |
| Q.8  | List the ABC of stress management.   | 2 |
| Q.9  | "The Trojan Horse was a wooden horse said to have been used by the Greeks during the Trojan War to enter the city of Troy and win the war". What does Trojan horse mean in computer terminology? | 2 |
| Q.10 | What are the measures that we can follow to protect our data from theft and viruses?   | 2 |

### Answer any 4 out of the given 6 questions in 20 - 30 words each $(2 \times 4 = 8 \text{ marks})$

| Q.11 | How do crisscrossing lines and shapes differ from horizontal lines and flat shapes | 2 |
|------|--|---|
|      | in terms of the emotions they evoke, according to the task guidelines?             |   |
| Q.12 | Explain why it is important to draw a character in multiple poses and expressions. | 2 |
| Q.13 | In the context of creating animatics for a short film project, how would adding    | 2 |
|      | voiceover, music and sound effects improve the effectiveness of your animatics?    |   |
|      | Provide an example of how each element might enhance the project.                  |   |
| Q.14 | Rita went to see a puppet show. Identify and briefly explain the type of animation | 2 |
|      | medium it represents.  |   |
| Q.15 | Define story and explain the different genres of stories?                          | 2 |
| Q.16 | How can a learner ensure that the process to telling their story is enjoyable both | 2 |
|      | for themselves and their audience?   |   |

## Answer any 3 out of the given 6 questions in 50-80 words each $(4 \times 3 = 12 \text{ marks})$

| Q.17 | In the process of redesigning a vendor cart, explain how you would approach the study of the cart's existing functions and features. What factors would you consider to extend its usefulness and convenience? Provide an example of a | 4 |
|------|--|---|
|      | redesign that improves portability or functionality.   |   |
| Q.18 | You have been given an assignment to deliver a presentation in front of the whole class. What are the key communication skills that you should maintain and why?   | 4 |
| Q.19 | Why is character design a key element in an animated film? Imagining an alien character standing by the door of your examination hall/room, mention any three important features as required in character design.                      | 4 |
| Q.20 | Explain the four types of creativity in detail with examples.  | 4 |
| Q.21 | Mention any two principles of animation and explain them briefly.  | 4 |
| Q.22 | What is 'SCAMPER', explain SCAMPER technique in detail with an everyday object.  | 4 |