Sport and Art

Standard Two

Pupil's Book



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Sport and Art
Standard Two
Pupil's Book



THE UNITED REPUBLIC OF TANZANIA
MINISTRY OF EDUCATION,
SCIENCE AND TECHNOLOGY

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Dr. Lyabwene M. Mtahabwa
Commissioner for Education

Tanzania Institute of Education

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Introduction

This is the second book in a series of two books for Sport and Art for primary schools. The book is prepared according to the 2016 Basic Education Syllabus for Standard two issued by the Ministry of Education, Science and Technology. The book introduces the subject areas of Sports, Games and Arts. Sports and Games covered in this book include physical exercises, simple games and traditional games. There are also athletics and ball games. Artistic activities include drawing, colouring, moulding of letters, objects and numbers. Other artistic activities are printing, singing, storytelling and acting. The book allows you to participate in sports and games and perform various artistic activities. The book consists of questions and exercises which will enable you to learn more about sport and art.

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CHAPTER ONE

Simple games

In this chapter you will learn two simple games

1. The Fierce Lion
2. Musical Chairs

1 The Fierce Lion



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A lion is a very dangerous animal. The song accompanying this game is about a lion that can harm and kill people. The game was designed to show the habits exhibited by lions. It informs the children about the harm that the lion can cause to their families. It warns them not to get too close to lions. Children sing and play this game to have fun and take responsibility for protecting themselves from danger. They have to avoid being caught by a fierce lion.

How to play the game of the Fierce Lion

1. One child acts as a father or mother and stands on one side of the playground.
2. The rest of the children form a group on the other side of the playground.
3. One child acts as a lion and stands at the middle of the playground, between the children and the mother or father.
4. After the boundaries of the game are set, the father or mother stands alone. He or she sings the solo part of the song while clapping hands and the children respond.

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Song for Lion and Children

Mother	Children
Oh! my children	Yeah
I, your mother	Yeah
I am no longer strong enough	Yeah
To kill the lion	Yeah
The lion is fierce	Yeah
The lion killed my father	Yeah
The lion killed my mother	Yeah
You must all come and join me	Okay……!

4. As the mother sings "come and join me" the children run across the playground trying to get past the lion to join their mother. They do so while screaming – Yeeeeeeeees……yeaaaah!.

5. The lion tries to catch the children as they run to their mother.

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6. Any child who is caught by the lion becomes a lion too. Together they hunt to catch more children.

7. Once all the children join their mother or father the game restarts.

8. The game is repeated until all the children are caught except one.

9. The winner is the one who has not been caught by a lion up to the end of the game.

Rules of the game

1. All players must keep within the boundaries of the playground.
2. Whoever crosses the boundaries is out of the game.
3. Children should work as a team to distract the lion. They should try to stop him from catching any of them.

Exercise 1

1. What is the importance of the game of "The Fierce Lion"?
2. Who are the players in the game of "The Fierce Lion"?
3. At the beginning of the game there is only one lion. At the end there are many lions. Why?

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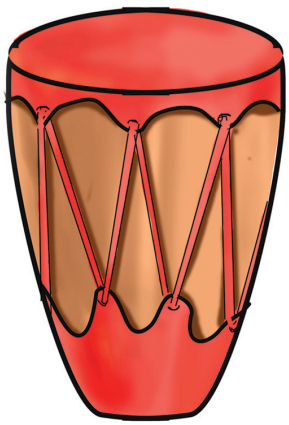
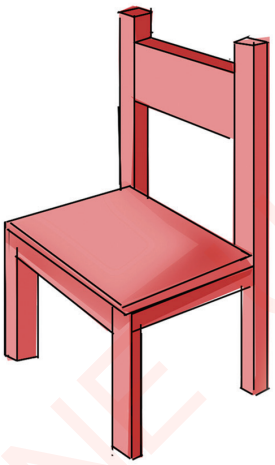
2 Musical Chairs

1. Have you ever played Musical Chairs?
2. Musical chairs can be played by both girls and boys.

Requirements for the game



Drum



Chair



Whistle

Steps for playing Musical Chairs Game

1. Players gather in a circle around the chairs.

2. The number of chairs is one less than the number of players. If there are no chairs, you can use stools or plastic buckets.

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3. To begin, the leader beats a drum (or blows a whistle or plays some music). Then players run or walk around the chairs (all the chairs are in the middle of the circle).
4. When the drumming (or whistle or music) stops players run to sit on chairs.
5. The player who misses a chair to sit on a is taken out of the game.
6. Remove one of the chairs.

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7. *Repeat the drumming. Each time the drumming stops, players run to sit on the chairs. The one who misses a chair to sit on is taken out of the game. Remove the player and one chair until only two players and one chair remain.*



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8. Beat the drum for the last time. The player that sits on the last chair is the winner.

Learning activities

Play Musical Chairs with your fellow pupils.

Exercise 2

Answer the following questions

1. What is the role of the drum in Musical Chairs?
2. If there are four players, how many chairs will be required for the game?
3. If the player misses a _____ to sit on she or he will be taken out of the game.
4. How do players move around the chairs?

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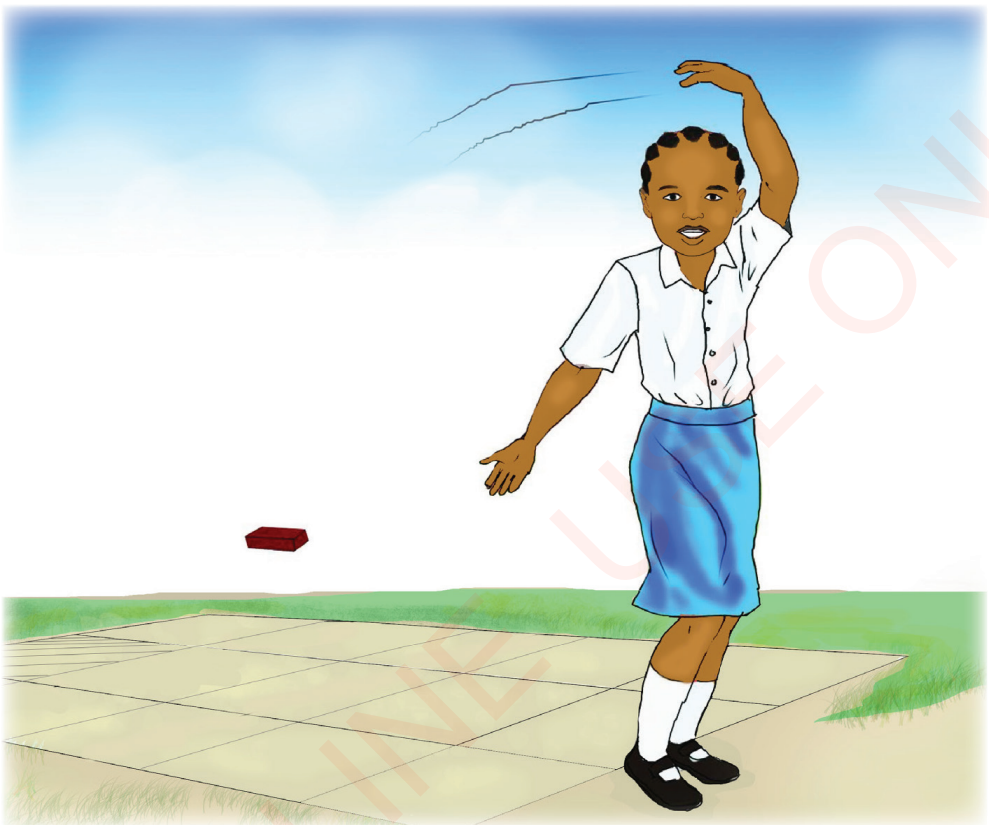
Chapter Two

Traditional games



In this chapter you will learn how to play the following traditional games

1. Bao game
2. Hopscotch
3. Rugs (Dice Rug)

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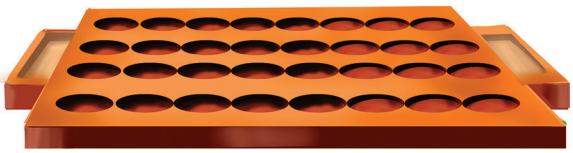
1 Bao Game

1. Bao game is one of the very popular traditional board games in Tanzania. The game is played by both children and adults.

Requirements for the game



Playing bao



Marbles or small stones

2. Bao game is played by two people, one person on each side. It is played on a board with 32 holes (pits). Holes are arranged in 4 rows. The fifth hole from the left in each front row is called the 'nyumba' (house). On some boards the house is shaped differently from the other holes.



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Rules of the Game

1. *The game is played on a board that has four rows of eight holes.*
2. *Two people can play at a time.*
3. *Each player has 32 marbles or stones.*
4. *Each player owns 16 holes on one side.*
5. *If one of the players succeeds in taking all the opponent's marbles in the front row, she or he is the winner.*
6. *The overall winner is the one who wins two out of three games.*
7. *The game ends when a player is left without any marble in his or her inner row.*

Playing Bao game

1. *Prepare the game board and 64 marbles or stones.*
2. *Each player should have ten marbles at the start. The other 22 marbles are kept off the board. These will be brought into play one by one.*



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3. *The other player plays when the first player has no more moves.*
4. *The winner is the player who collects all the marbles of the opponent.*

Importance of playing Bao

1. *Enhance arithmetic skills*
2. *Develop reasonable thinking*
3. *Develop competitive skills*

Learning activities

1. *Draw a picture of a playing board with marbles.*
2. *Make small holes for playing the Bao game on the ground.*
3. *Play the Bao game with your friend.*

Exercise 1

Choose and write the letter of the most correct answer in the box provided against each question

1. *What is the total number of marbles used in playing Bao?*

   (a) 32
   (b) 64
   (c) 46

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2. *The Bao game helps pupils to develop which of the following skills?*

   (a) Arithmetical
   (b) Writing
   (c) Reading

3. *What is the total number of holes on the playing board?*

   (a) 25
   (b) 40
   (c) 32

4. *Each hole holds of _____ marbles*

   (a) 2
   (b) 3
   (c) 4

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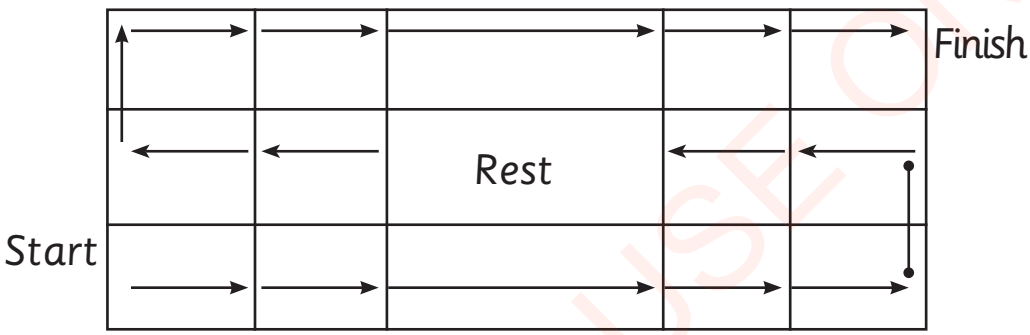
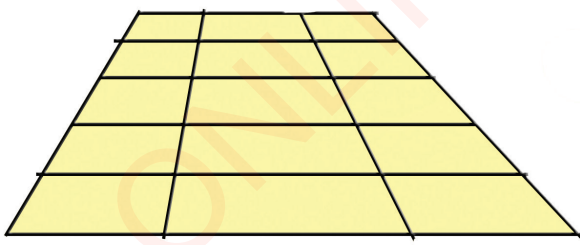
2 Hopscotch

There are different ways of playing hopscotch. In this section you will learn how to play hopscotch by jumping on fifteen squares.

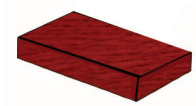
Requirements for the game



Grid with fifteen squares.



Playground with fifteen squares.



Wooden block.

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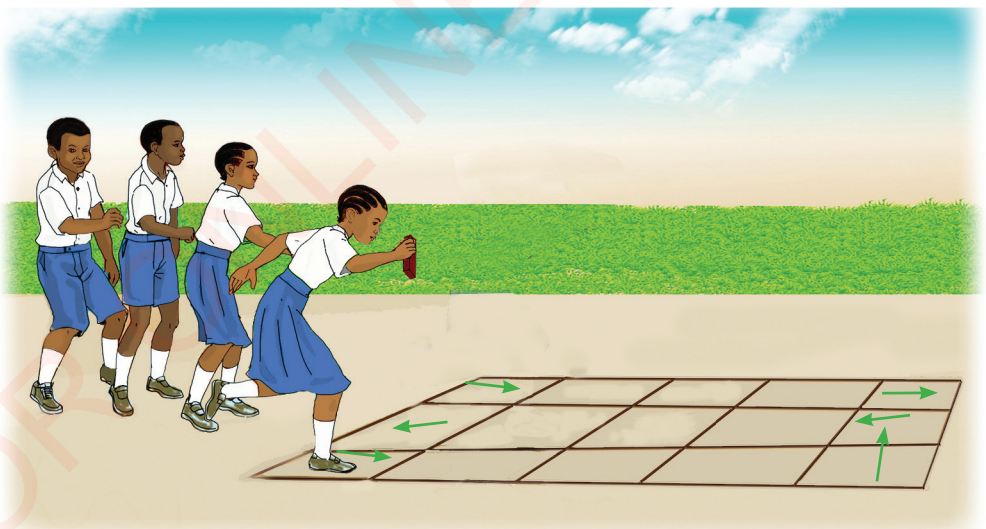
Rules of the game

1. The player is not allowed to step on the grid lines
2. The player is not allowed to land in a square with two legs.
3. The player is not allowed to throw her or his wooden block into the shaded squares.
4. A player committing any mistake stops playing. Another player takes over.

How to play Fifteen Squares Hopscotch

1. Players line up at the starting line. The first player starts playing after a whistle is blown. The others wait before taking their turn.



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2. Each player has to land in every square, starting with the first square up to the last one (see the grid above).
3. Players are not allowed to step on the lines. They should not land on two feet. If they do so they are out of the game.





4. The player must hop and step in each square, one after the other until she or he reaches the last square.
5. When the player finishes all the squares she or he picks the wooden block.
6. The player throws the wooden block backwards over her or his shoulder without turning round.



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7. The squre in which the block landed is marked or shaded.



8. Once a square is marked, another player should not throw blocks into or land that square.
9. The winner is the one with the most marked squares.

Importance of hopscotch

1. Enhances reasonable thinking
2. Draws attention and arouses curiosity
3. Promotes health and physical fitness
4. Builds teamwork spirit
5. Strengthens accurate aiming
6. Develops competetiveness
7. Provides amusement

Learning activities

1. Draw a 15 hopscotch playgrid on the ground.
2. Play fifteen squares hopscotch with your fellow pupils.

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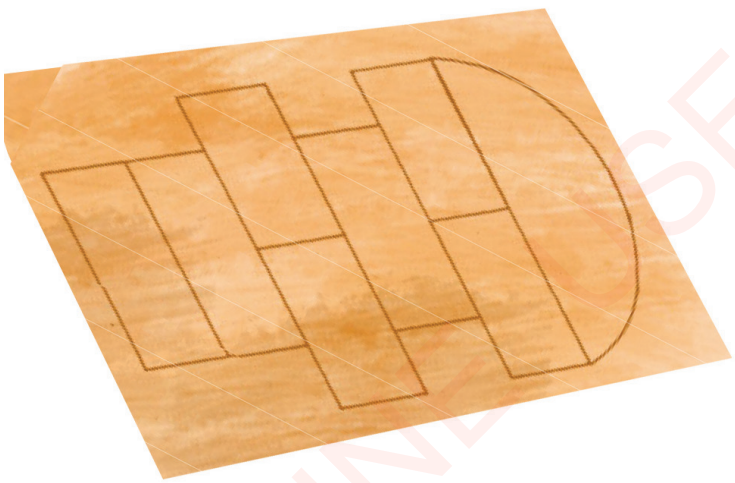
Exercise 2

Answer the following questions:

Mention five advantages of playing hopscotch.

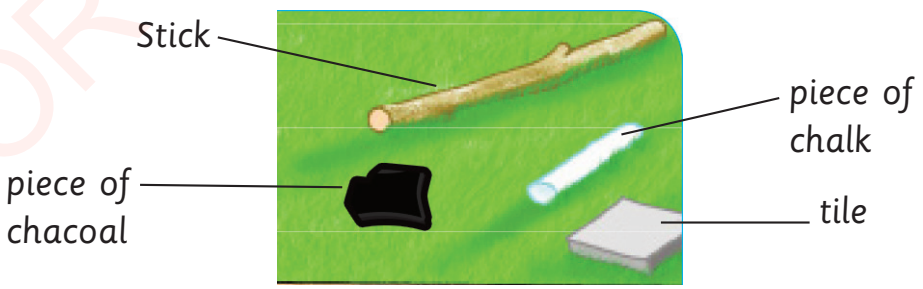
Hopscotch by both legs

In this section you will learn how to play hopscotch by using both legs.



Requirements for the game

Stick, piece of chalk, tile and piece of chacoal



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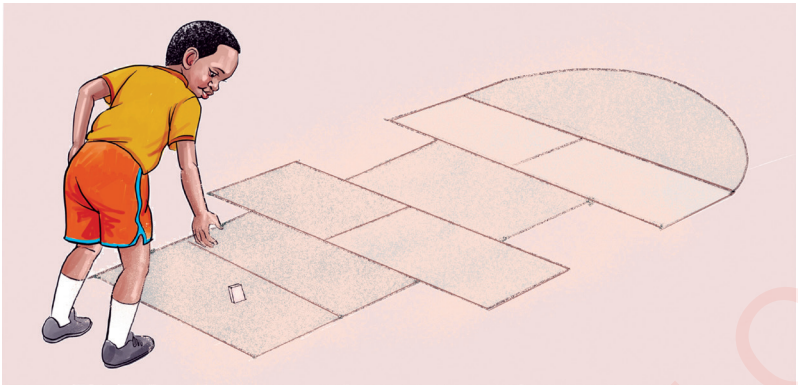
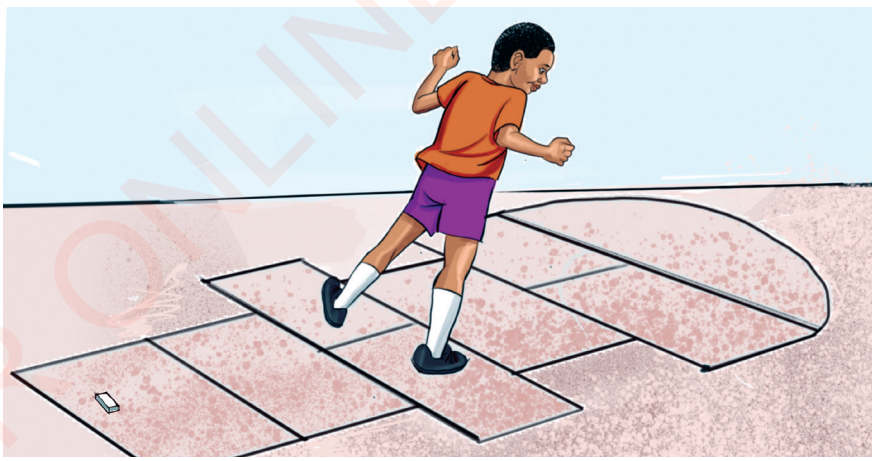
How to play hopscotch on two legs

1. Students line up at the starting line. One player starts playing by throwing a tile into the first square.



2. Jump over the first square (with a tile) and land on one leg on the next square.
3. Jump to the next squares and land on both legs. Go on jumping to the next square by landing on one leg. Then jump to the next squares and land on both legs. Then jump to the last square and land on both legs.



4. When you are in the last square turn round.
5. Jump to the next square and land on both legs. Then jump to the next square and land on one leg.

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Go on jumping and landing on both legs. Then, to the square next to the one with a tile.

6. Bend and pick up the tile then jump over the square to the starting line.
7. Turn round and throw a tile into the second square. Then, jump over the first square, and the one with a tile. Land on both legs. Go on jumping up to the square.
8. Repeat the process of jumping and marking the squares. Another player should not jump or throw a tile into the marked squares.
9. A player commits a mistake if she or he:
   (a) throws a tile into the wrong square,
   (b) lands on both legs in a one-leg-landing square, or
   (c) lands on one leg in a two-legs-landing square.
   (d) If a player commits any of these mistakes she or he will be out of the game.
10. The game will continue until all the quares are marked. The winner will have the most shaded squares.

Importance of hopscotch

1. To promote health
2. To promote self confidence
3. To promote arithmetical skills
4. To promote cautiousness or attentiveness

Exercise 3

Play hopscotch with your fellow pupils

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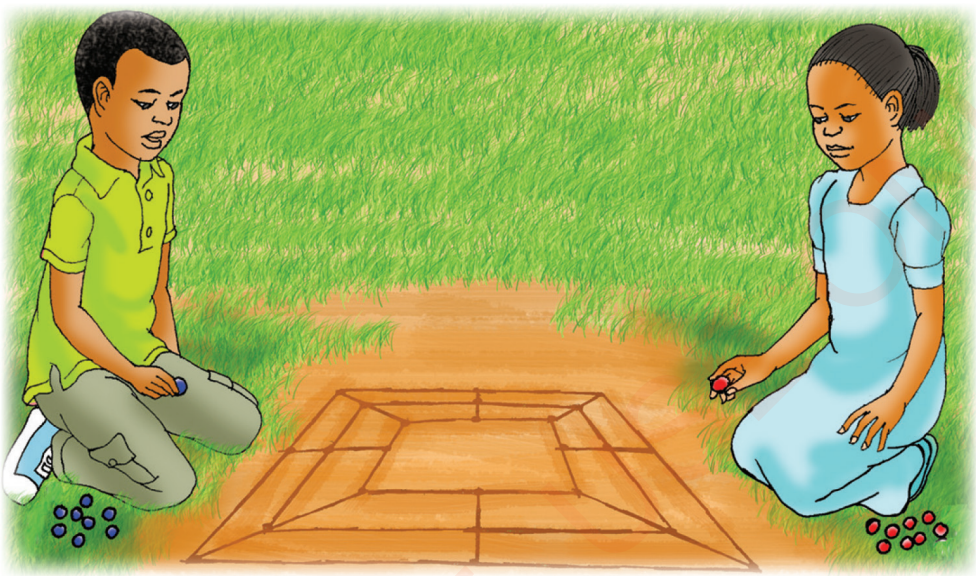
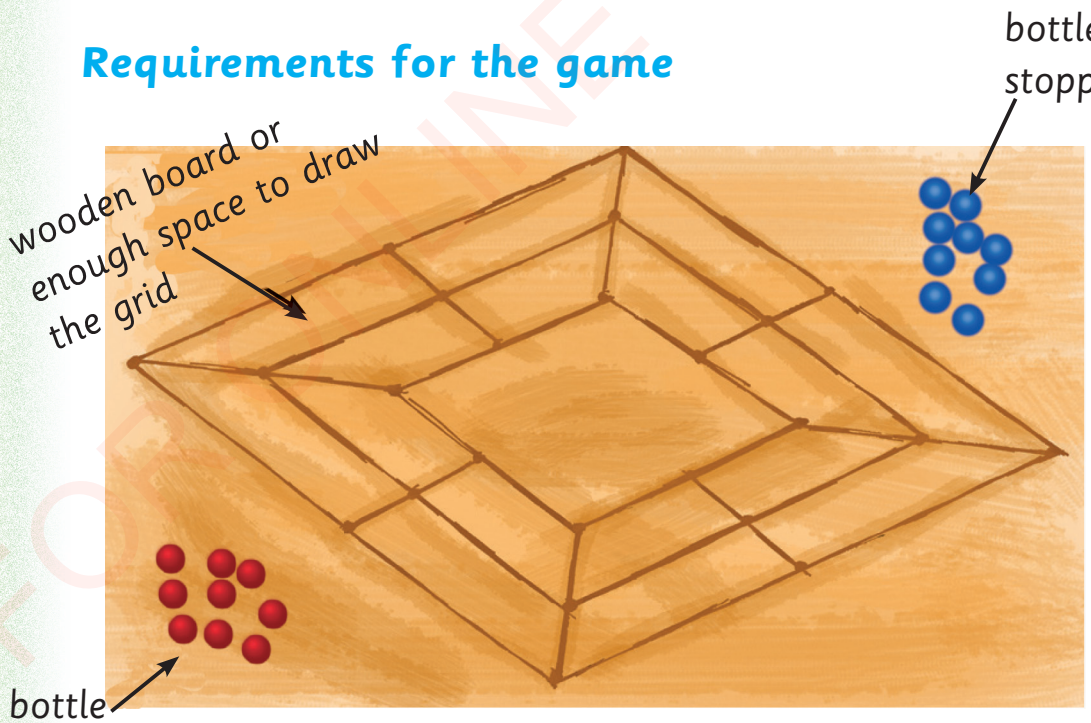
3 Rugs with Eighteen Bottle Stoppers

Rugs are played on a board or on the ground. Rugs are played using bottle stoppers. The bottle stoppers are of two different colours.



Requirements for the game



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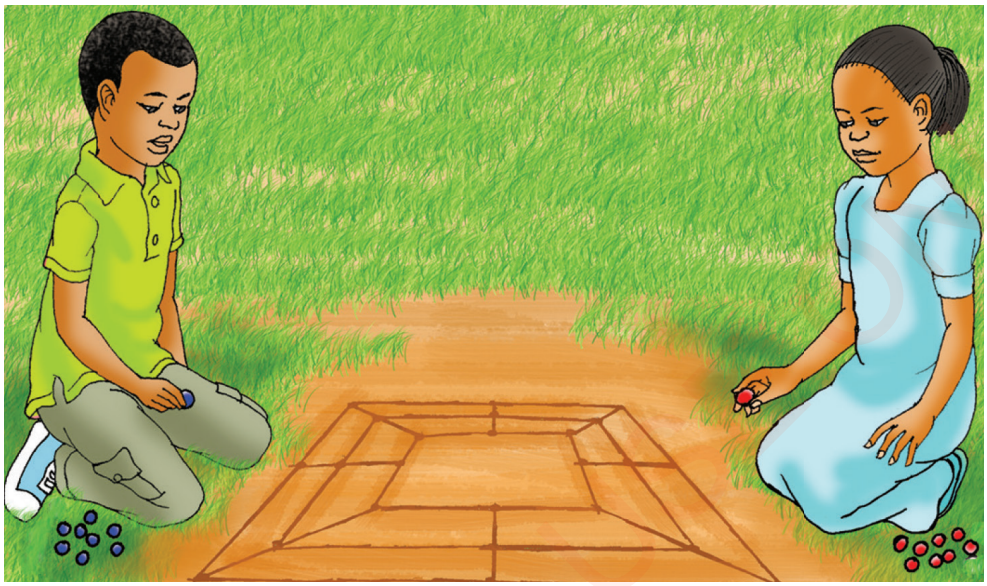
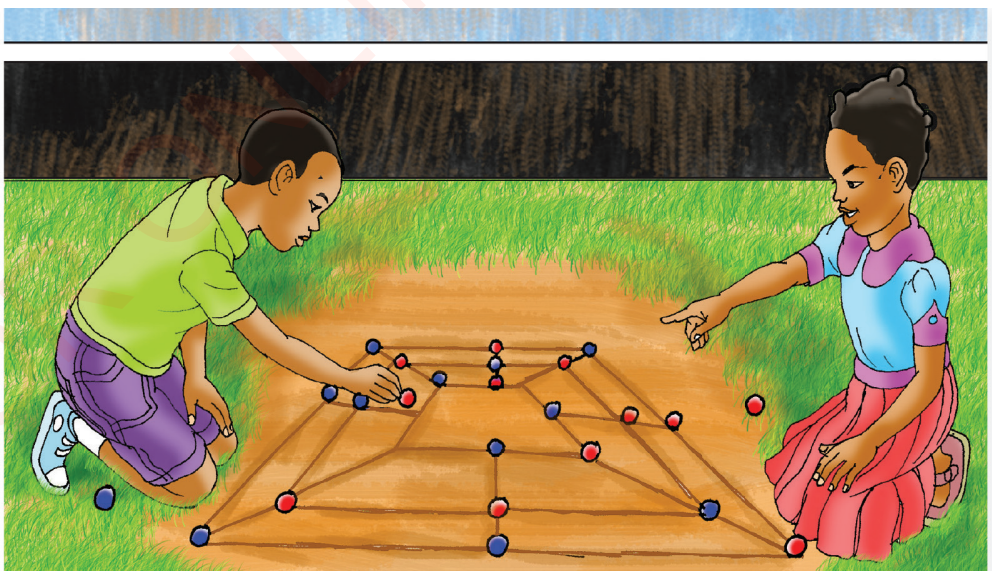
How to play rugs

1. *Each player has nine bottle stoppers. The colours of the bottle stopper should be different for each player.*



2. *Players arrange the bottle stoppers one after another on the joints of the grids.*



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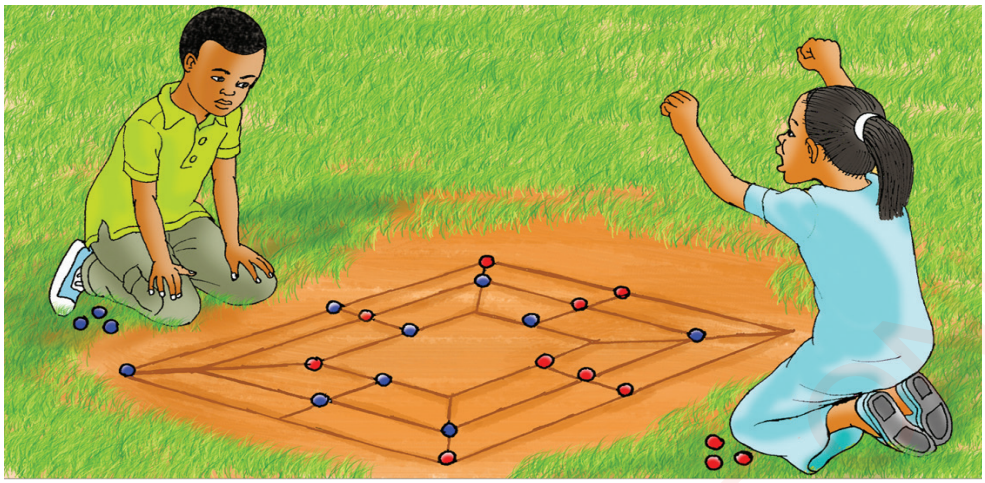
3. *The winner is the one who manages to arrange 3 bottle stoppers of the same colour in one line.*



4. *Observe how the bottle stoppers are arranged in the picture above. The player with the blue bottle stoppers is the winner.*

Learning Activities

1. *Prepare the requirements for playing Rugs.*
2. *Draw a picture of the board for Rugs.*
3. *Play Rugs of 18 bottle stoppers with your fellow pupils.*

Exercise 3

Answer the following questions

1. *Look at the Rugs board. How many joints are there for placing bottle stoppers?*
2. *Mention three importances of playing rugs.*
3. *How is the winner determined in Rugs?*

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CHAPTER THREE

Physical exercises

Physical exercises should be performed regularly. Physical exercises promote physical fitness and health. They are also used for leisure and learning purposes and develop basic sport skills and values. There are various physical exercises. Physical exercises of different types can be performed in different ways. Such as stretching, rolling, somersaulting, body balance, jogging and weight lifting.



Physical exercises can be done by one person or by a group.

In this chapter you will learn how to perform

1. *Body Balance exercises*
2. *Rolling exercises*

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1. Exercises for body balance

Some balance exercises are displayed by the following pictures

1. *Standing on one leg.*





2. *Walking along a narrow surface above the ground.*

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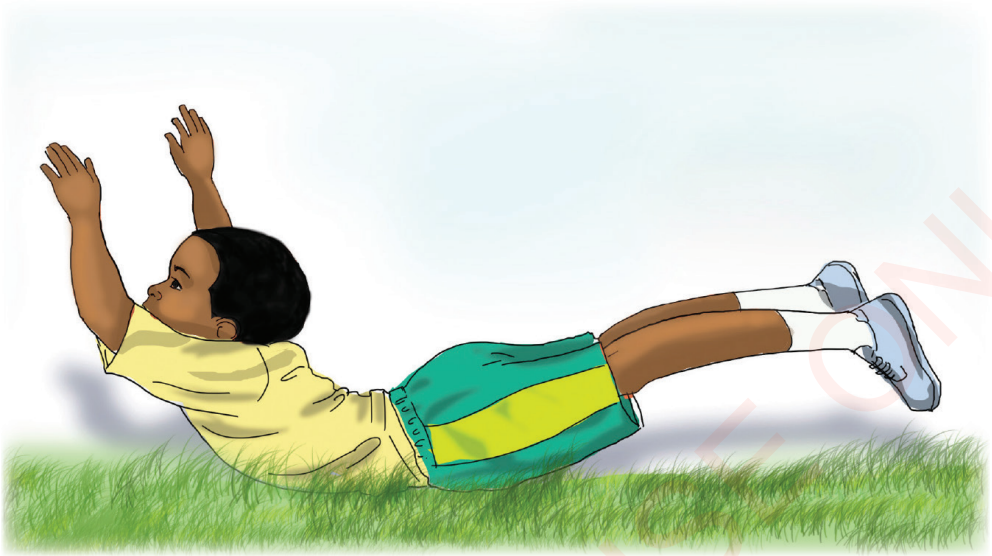
3. *Lying down on the tummy while hands and legs are raised.*



4. *Balancing on one leg.*



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Learning Activity

Perform various types of body balance exercises with your friends.

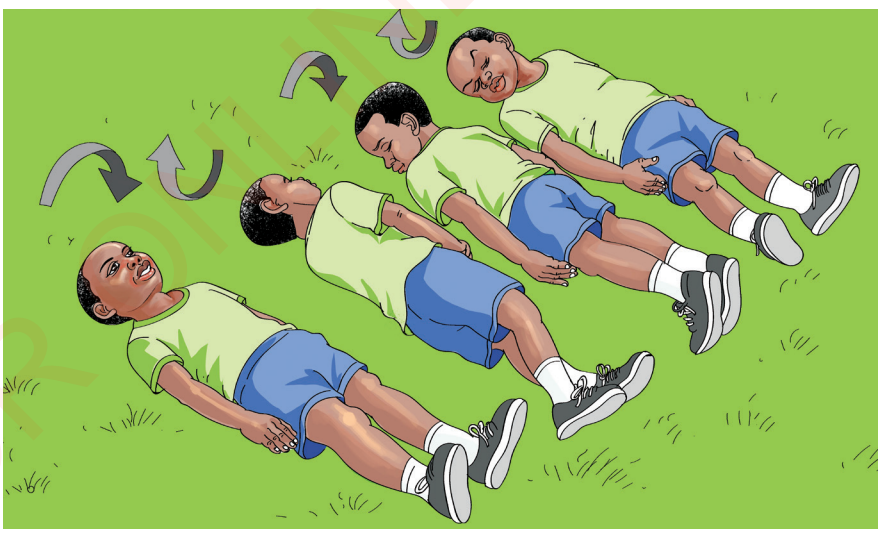
2. Rolling exercises

The log style is one of the rolling exercises.

Rolling log style

This exercise is performed by each individual person.

1. The player lies on her or his back.
2. Hands are stretched out parallel to the body.
3. He or she rolls like a log going to the left or to the right.



4. Continue rolling as instructed by the teacher.

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Learning Activity

Perform body rolling exercises with your friends.

Exercise

Match the statements from group B with those in group A:

Group A	Group A
1. Standing on one leg ( )	(a) Promotes physical fitness
2. Log rolling style ( )	(b) Type of stretching exercises
3. Lying down on your tummy while your legs and hands are raised ( )	(c) One type of physical exercise
4. Physical exercise ( )	(d) Stretching exercise

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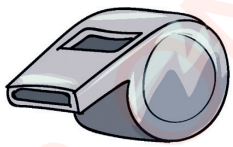
CHAPTER FOUR

Athletics

There are different types of athletic events. These include running, jumping and throwing. Running is divided into short and long distance running. Jumping is divided into long jump, high jump and pole vault. Throwing is divided into javelin throw, discus throw and shot put throw.



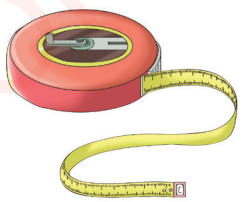
Requirements for the game



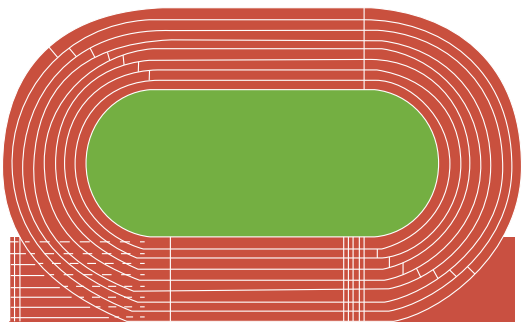
Whistle



notebook



tape measure



playground



pen

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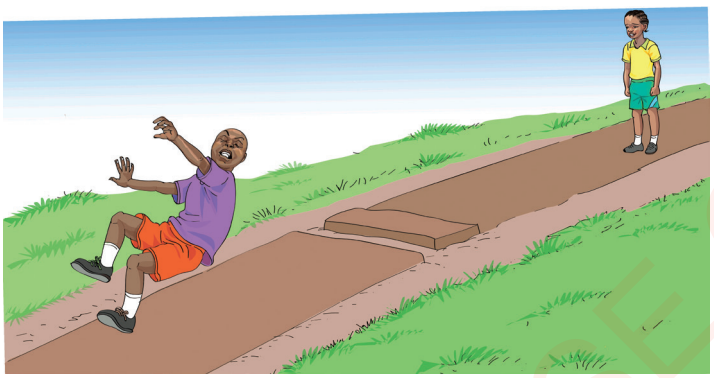
In this chapter, you will learn the following athletic activities

1. Long jump.
2. Running short distances.

1 Long jump



Both girls and boys can do the long jump.

Safety precautions

1. Do not put on heavy or high heeled shoes.
2. Do not carry any sharp objects.
3. Do not put on tight or long dresses or tight shorts.

Rules of the Game

1. A player should step on or near the take off line to execute a jump.
2. A player should not overreach or cross the take off line.
3. When landing try to fall forward.
4. Measure the distance jumped from the take off line to the place where the jumper's body first touched the landing area.

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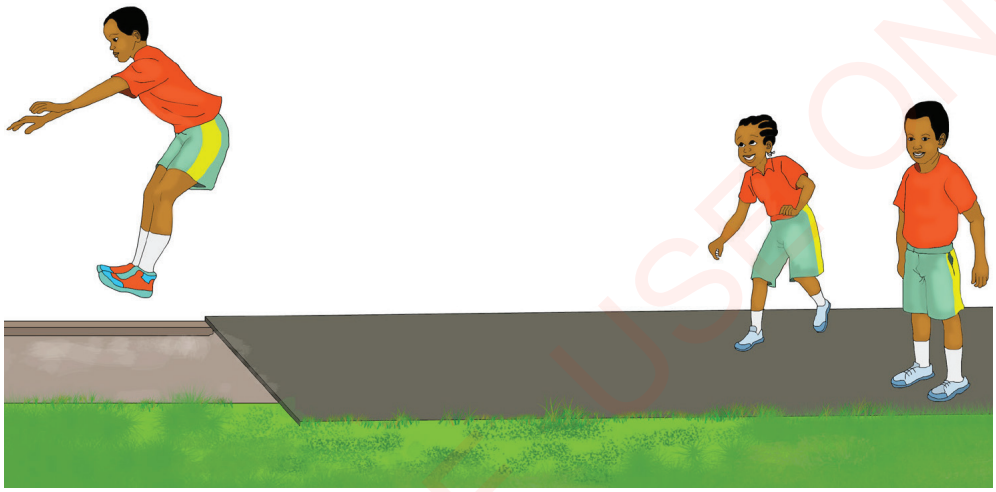
Importance of the Long Jump

1. To promote physical fitness
2. To promote reasonable thinking
3. To build social interaction and friendship
4. For refreshment
5. To develop self-confidence



Preparation of the area for the long jump

1. Draw a line to separate the hard surface and the soft sand or sand pit.
2. Make sure the landing surface is soft. Always level the surface after each landing by using a flat piece of wood.

How to do the long jump

1. Each athlete runs up to the take off board and jumps as far as possible into the landing area.
2. The athletes players should get as close to the front of take off board as possible. But they must

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not cross it before jumping. If any part of the foot crosses the take off line that jump will be nullified. The player will have to try again.

3. If the foot crosses the take off board three times, the player is out of the competition.
4. Measure the distance from the take off board to where the jumper's body first touched the ground. Use a tape measure for measuring the distance jumped.
5. The winner is the person who jumps the furthest from the take off board.

Learning Activities

1. In a group, prepare an area for the long jump.
2. Draw a jumping area in your exercise book.

Exercise I

1. The winner is the one who jumps _____ than other jumpers.
2. Who gives the starting signal for starting to jump?
3. Mention two important reasons for doing the long jump _____ and _____

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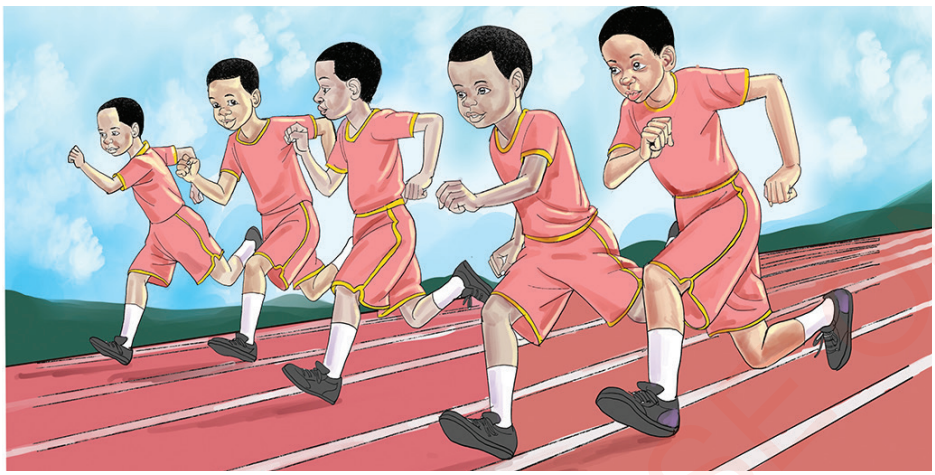
2 Running short distances

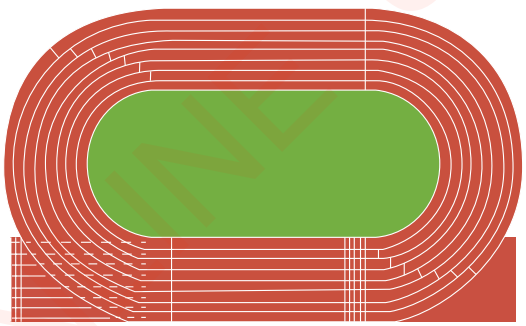
Racing is a competition in which each person tries to run faster than the other.



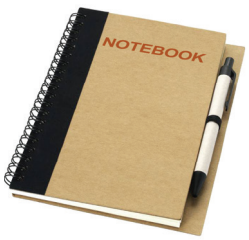
Requirements for races



Rope



Track



Notebook and pen

Rules of the game

1. Each runner should run in his or her lane.
2. When running avoid looking back to where you came from.
3. Don't push or touch your opponent.

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4. *If you fall down, get up and keep running.*
5. *If you get injured, you should rest.*
6. *Each runner should complete the race by crossing the finishing line.*

How to run a short distance (50 metres).

(a) *Breathe in properly before starting to run.*

(b) *Line up along the starting line.*

(c) *Kneel down and lean forward.*

(d) *Lift your knees up and your head facing forward (get set).*

(e) *Rise and run (go).*

(f) *Raise your legs while running.*

(g) *Your arms should be close to your body even as they move forwards and backwards.*

(h) *Your eyes should look to the front.*

(i) *Left leg and right arm, right leg and left arm should move together.*

(j) *For short distances, you should try to hold your breath throughout the race.*

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Pupils running

To be safe

1. Runners must wear light sports gear.
2. Runners should not carry any sharp objects.
3. Runners should not take water immediately after stopping running.
4. After completing the race, runners should rest to cool down their bodies.

Learning Activity

Practice running with your friends.

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CHAPTER FIVE

Ball games



In this chapter, you will learn the following ball games

1. Football
2. Netball
3. Basketball

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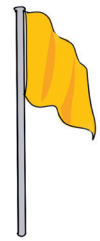
1 Football

Football is liked and played by many people. A football match involves two teams. Each team is made of 11 players. But pupils can play with a smaller number of players in a team. A person who makes sure the players follow the rules during a match is the referee. Football can be played by both girls and boys.

Requirements for the game



flag





red and yellow cards



jerseys



sports shoes



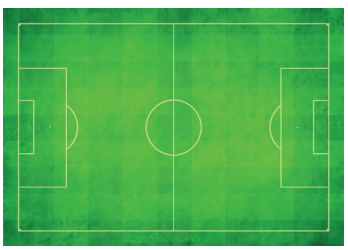
socks



ball



whistle



football pitch

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Rules of the game

1. Each team wears a jersey of a different colour from the other.
2. Never use your hands to play football. Only a goal keeper is allowed to use her or his hands. Other players can use hands to throw the ball in when it goes out of the pitch.
3. Do not do the following;
   (a) Play with the intention of hurting another player.
   (b) Use abusive language
   (c) Fight
   (d) Bully another player
4. Girls can play with boys in the same team, or as an opposing team up to the age of 12 years.

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Importance of playing football

1. To promote physical fitness and health
2. To develop competitive skills
3. To build teamwork, cooperation and friendship
4. To develop reasonable thinking skills.
5. To enhance arithmetical skills.

Playing football

1. There must be two teams. Each team takes one half of the football pitch.
2. The ball is put in the centre of the football pitch.
3. The referee blows the whistle to start the game.
4. The game begins at the centre of the pitch when one team kicks off.
5. Players of one team pass the ball to one another trying to reach the opponent's goal.
6. Players from the other team try to defend by stopping the opponent team from reaching their goal.

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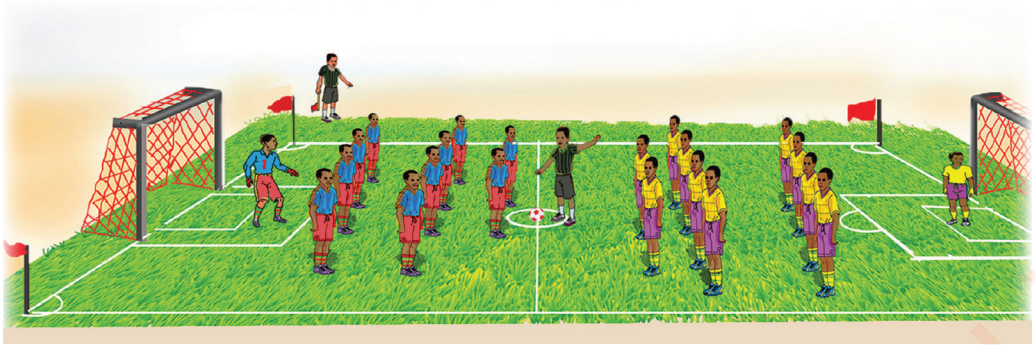

7. Each team has a goalkeeper. Her or his job is to stop the ball from entering the goal.
8. When the ball goes out of play, the game is restarted by throwing it on the pitch. The player uses both hands to throw the ball in.
9. When the ball goes over the goal line it will be a corner if it was touched by a player of the defending team. It will be a goal kick if the ball was put out of play by a player from the attacking team.
10. The team that scores the most goals wins the game.
11. If the score is the same, the game is a draw.

Learning Activity

Play football with your friends.

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Exercise 1

Answer the following questions

1. How many players are there in a football team? _____
2. How many players are there in the two teams? _____
3. List four things you are not allowed to do in a football game. _____, _____, _____ and _____
4. Mention the equipment and facilities used in playing football. _____, _____, _____ and _____
5. What are the important reasons for playing football?

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2 Netball

Netball is played by girls and boys. A netball team has 7 players.

Requirements for the game



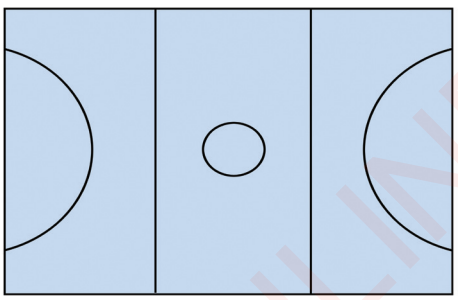
jerseys



whistle



stopwatch



netball court



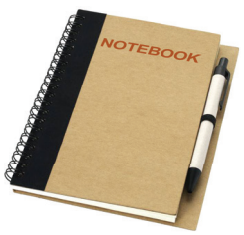
netball



socks



sports shoes



notebook

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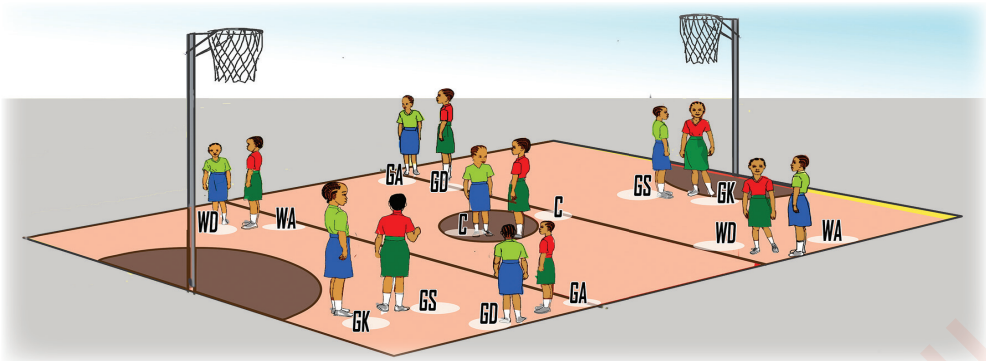
How to Play Netball



Netball court and players' positions

1. Players stand in their positions.
2. The referee blows the whistle as a signal to begin the game. The player at the centre starts the game.
3. To score a goal you must throw the ball into the goal ring of the opposing team.
4. After a goal has been scored, the game restarts.
5. The team that scores the most goals wins.



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Rules of the game

1. The game is led by two referees.
2. The game is played for 60 minutes with two equal halves of 30 minutes.
3. You are not allowed to touch the player who is trying to score a goal. But you can try to stop the ball going into the ring from above.
4. Do not touch the ball held by an opponent.
5. Do not grab the ball from the hands of an opponent.

Learning Activities

1. Draw a netball court (ground) in your exercise book.
2. Play netball with your friends.

Exercise 2

Answer the following questions

1. How many players are there in a netball team?
2. Mention equipment and facilities that are used in a netball game.

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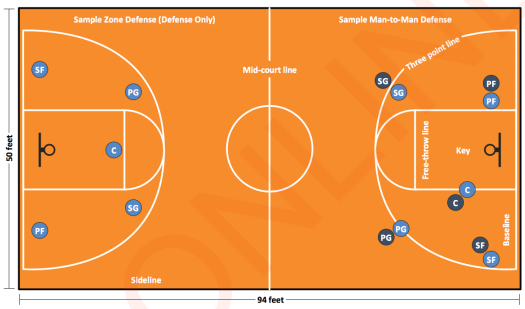
3 Basketball

Basketball is a ball game played by two teams. A team is made up of five players.



Requirements for playing basketball



playing ground



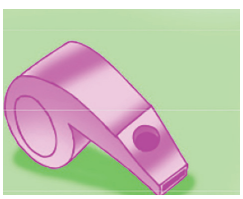
ball



jerseys



stopwatch



whistle

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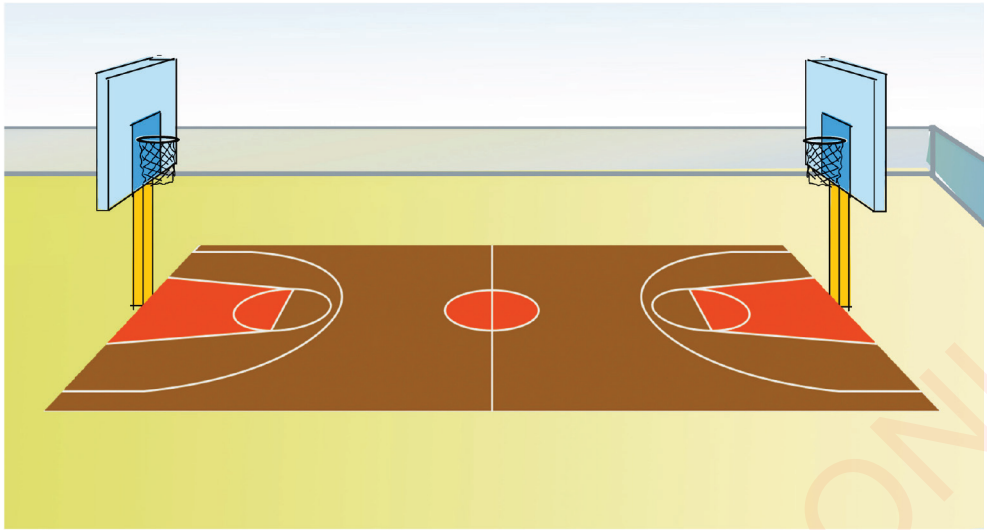
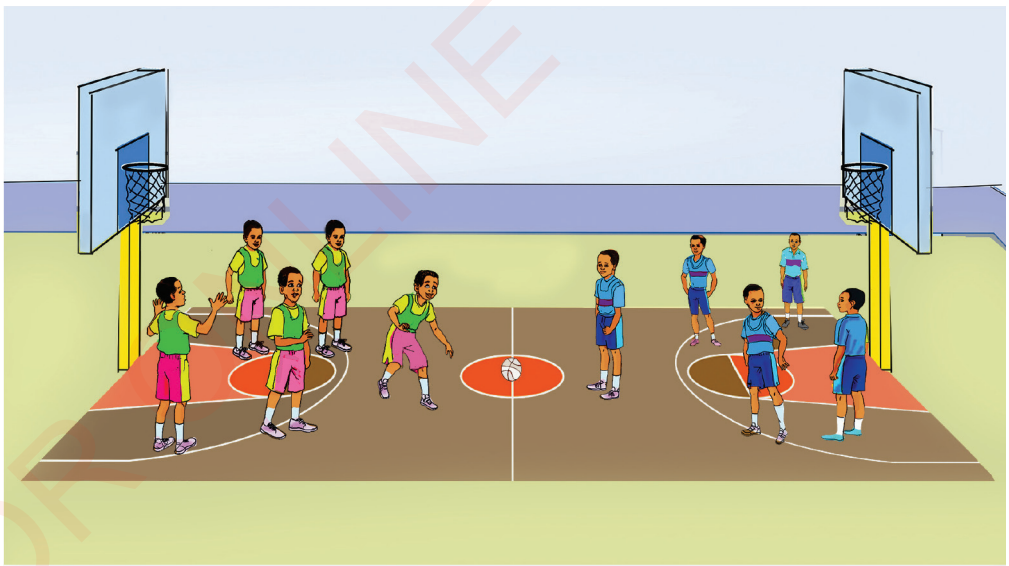


Basketball court

How to play Basketball

1. Players take their positions on the court.



2. The game starts on either side of the court.
3. The game is controlled by 2 referees.

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4. A player can score from any side of the basketball court.
5. The winner is the team that scores more points than the opposing team.

Rules of the game

1. There are 2 referees.
2. A team has 5 players.
3. You should not run with the ball without bouncing or passing it to a team mate. Carring the ball is not allowed.
4. Do not hold the ball for more than 3 seconds in the attacking zone.
5. Three points will be awarded if you score from outside the attacking zone. If you score inside the attacking zone two points will be awarded.
6. The ball is out when the player holding it is out of the court.
7. To score points you have to throw the ball up so it passes through the ring of your opponent's team from above.

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Learning Activities

1. Draw a basketball court.
2. Play basketball with your friends.

Exercise 3

Answer the following questions

1. How many players are there in 2 basketball teams?
2. Why is it not allowed to carry sharp objects during the game?

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CHAPTER SIX

Visual arts



In this chapter you will learn how to

1. Draw letters
2. Number figures
3. Decorate letters and number figures
4. Make figures of letters and numbers
5. Print numbers and letters by pressing.

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1 Drawing letters

Letters

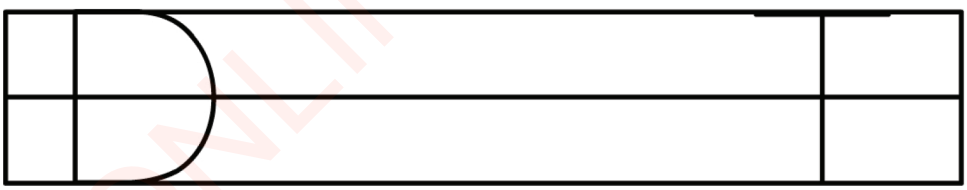
We can draw letters in many ways. One way is two dimensional drawing. A two dimensional figure is one that is flat.

Steps

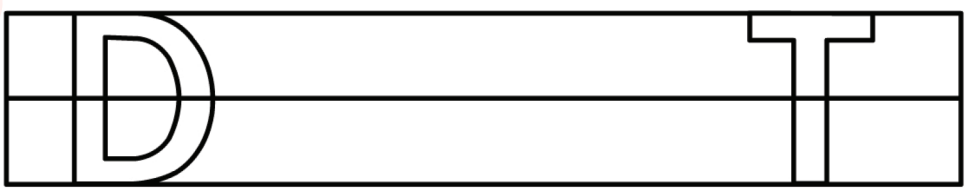
1. *Draw lines for guiding the drawing.*

2. *Choose letters to draw, for example letter* ***D*** *and* ***T****.*

3. *Draw the outline of letters* ***D*** *and* ***T*** *in between the lines.*



4. *Draw another smaller* ***D*** *inside the first one. This will make the letters look flat. Do the same for the letter* ***T****.*



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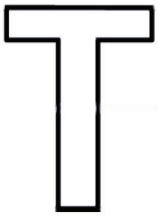
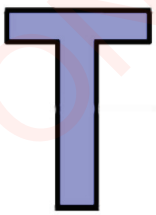
5. Rub out the guiding lines.





6. Paint the figures.





Learning Activities

Draw figures of the letters C, H, P, N,Y and W in two dimensions.

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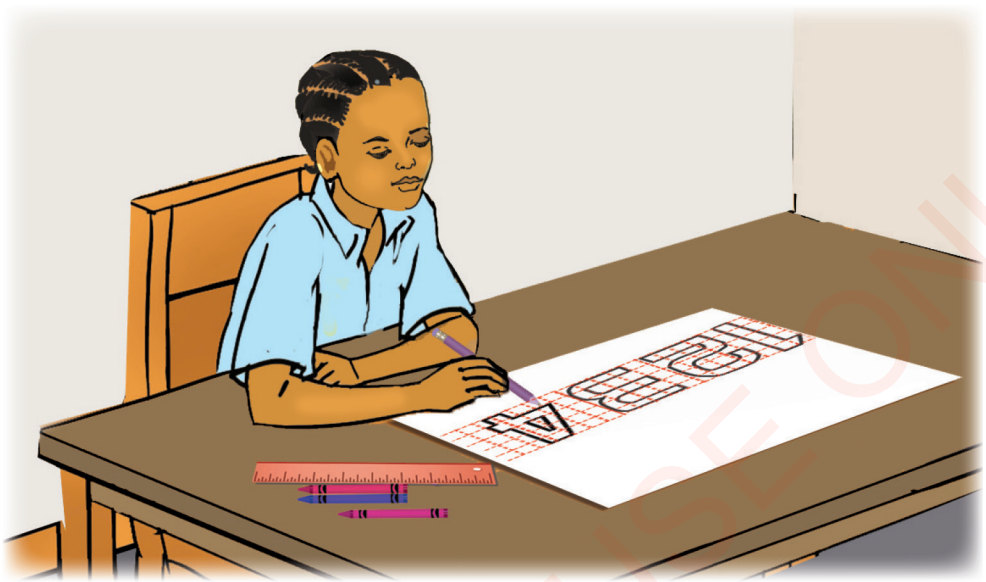
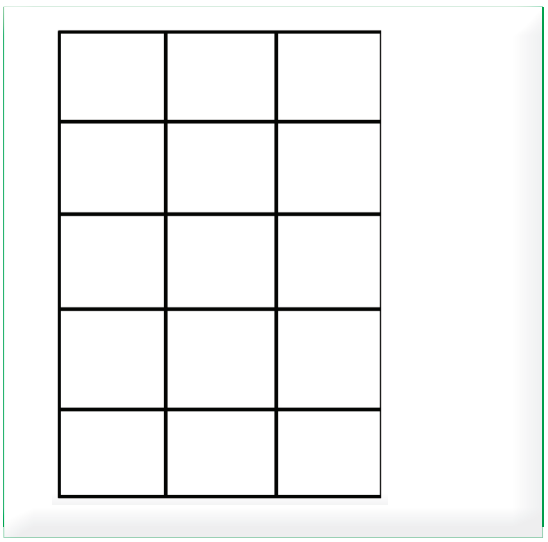
2 Drawing numbers



Steps for drawing two dimensional numbers

1. Choose the numbers.
2. Draw guiding blocks. A normal block has 15 squares.



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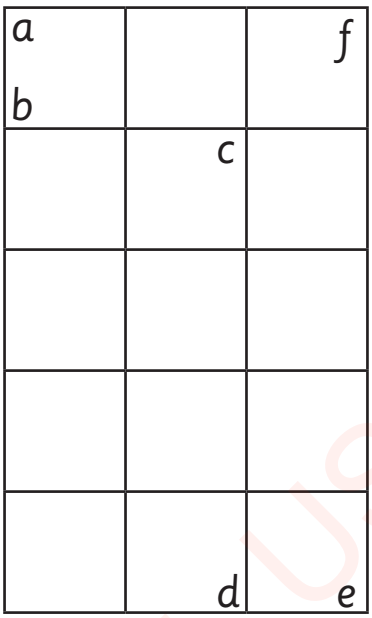
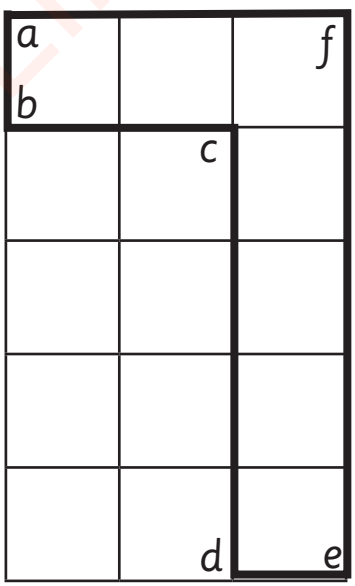
3. Put marks in the block rooms. These marks will provide the outline of the figure. For example figure 7.



4. Join the markings to shape figure 7.



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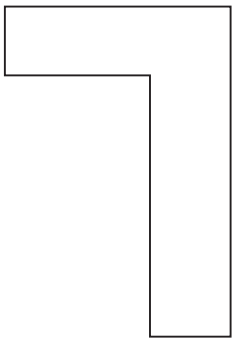
5. Rub out the block rooms.



6. Paint the figure.



Learning Activities

Draw the following numbers in two dimensions

1, 2, 3, 4, 5, 6, 7, 8, 9 and 0.

Exercise I

Answer the following questions

1. Mention the steps for drawing numbers in two dimensions
2. Why do we have to rub out the block rooms?
3. Give a reason for painting the drawn figure.

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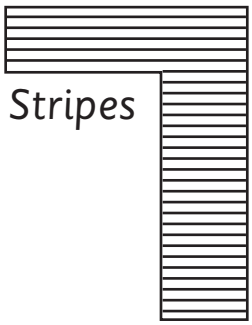
3 Decorating two dimensional numbers

Decorate two dimensional numbers using 3 different styles: colouring, stripes and dots.

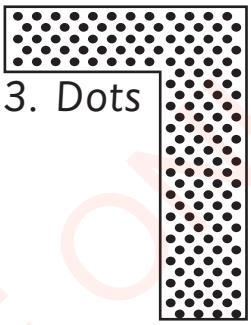
1. Colour



2. Stripes



3. Dots



Procedures

1. Choose the number to decorate.
2. Choose the kind of decoration you want.
3. Decorate the number.

Learning Activities

1. Draw three letters in two dimensions. Decorate them the way you want.
2. Draw three numbers in two dimensions. Decorate them the way you want.

Exercise 2

Answer the following questions

1. Mention three styles of decorating numbers and letters.
2. Why do we decorate things?

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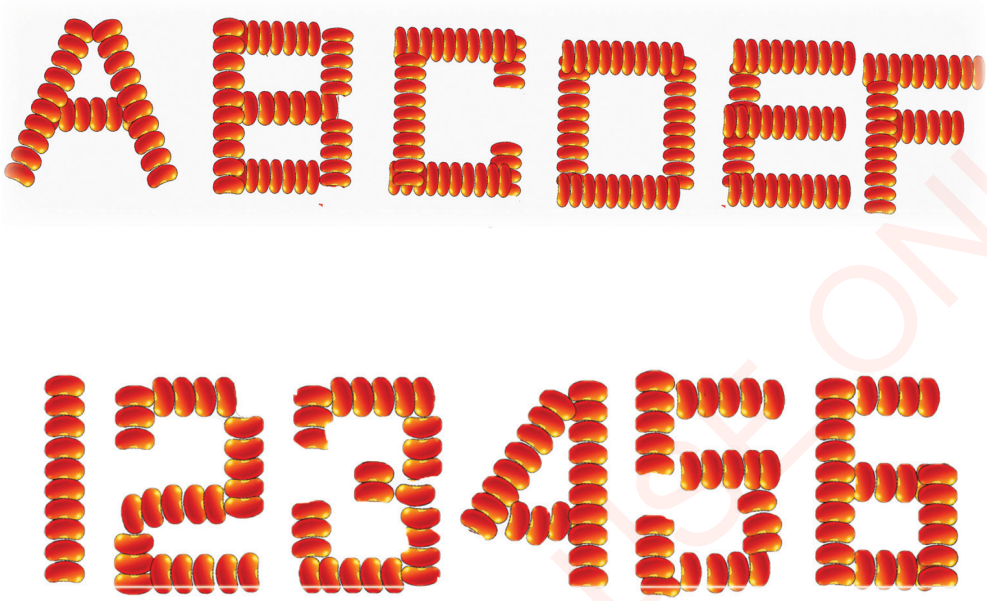
4 Making a seed collage



Collage is a form of art. It has to do with sticking things on a piece of paper. In collage, things are stuck on the paper to make letters, numbers, pictures, symbols and marks. Things that are stuck to the paper can be seeds, fabric, shells and other pieces of paper.

Materials

1. *Hard paper for the frame*
2. *Seeds*
3. *Glue*

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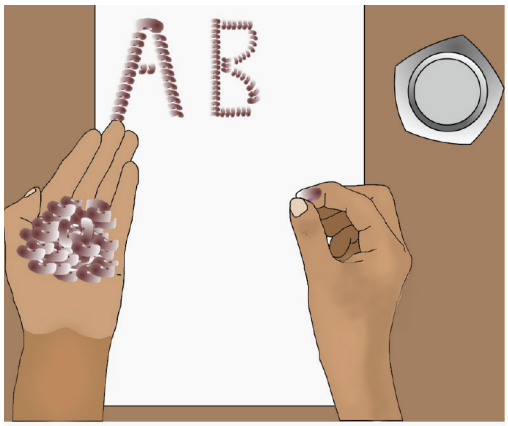
(a) Making seed collage letters



Steps

1. Collect the materials you need, for example, seeds.
2. Prepare a frame (hard paper).
3. Draw the outline of the letters on the frame.
4. Use glue to stick the seeds onto the frame following the outlines of the drawn letter.

(b) Making seed collage numbers



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Materials

Hard paper for frame, seeds and glue

Making seed collage numbers

Steps

1. Collect the materials you need, for example, seeds.
2. Make the frame (hard paper).
3. Draw the number outline on the frame.
4. Glue seeds on to the frame following the number outlines.

Learning activities

1. Make a seed collage of capital letter A – Z
2. Make a seed collage of numbers: 1 – 10

Exercise 3

Answer the following questions

1. List the steps for making a collage of numbers and letters.
2. What does glue do in a collage?
3. What is collage?

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5 Printing numbers, letters and shapes by pressing

Read the following passage

A medicine bottle fell off the table and broke. The black medicine spilled onto the floor. A small insect walked through the medicine. It then climbed a white wall. It left some black marks along its path. Koku saw the marks. She became curious. She said yes, now I understand. She took a round potato. She cut it into two halves. She drew and cut an arrow mark on one piece. She applied that medicine to the arrow mark. She pressed the mark on a piece of paper. The arrow mark was printed on the paper. Koku was very happy.

Materials

1. Potato
2. Sharp knife

Steps for making printing shapes

1. Cut a potato into two halves.
2. Draw a number, letter or figure on one half.
3. Cut out the outline of the figure.
4. Remove the cut out parts. The figure will be raised on the surface.

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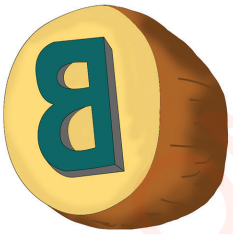
Cut the figure of number 6 on a potato.



Cut the figure of the letter B on a potato.



Cut the figure of symbol on a potato.



Steps for printing shapes

1. Apply ink on the symbol, letter or number. This is called a stamp.
2. Press the stamp on a piece of paper facing down.
3. Lift the stamp.



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4. The symbol, letter or number is now printed on the paper.
5. Leave the print to dry.

Learning activities

1. Cut out the following symbols on a potato:
   (a) – (b) + (c) = (d) ? (e) , (f) .
2. Print the symbols on paper
3. Print the symbols on a piece of cloth

Exercise 4

Answer the following questions

Mention other materials you can use to make printing symbols.

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CHAPTER SEVEN

Performing arts



In this chapter you will learn about the following

1. Singing
2. Acting
3. Story telling

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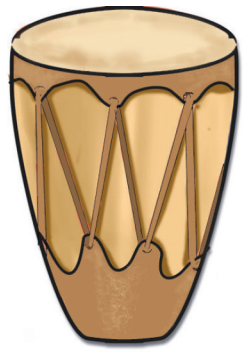
Costumes and props for performing Arts









1. Singing different songs



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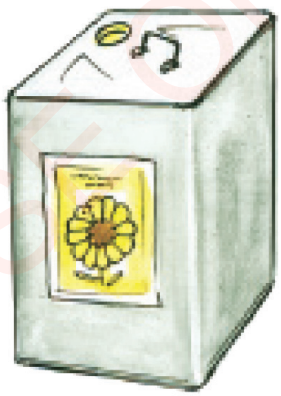
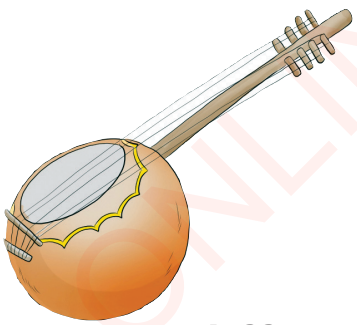
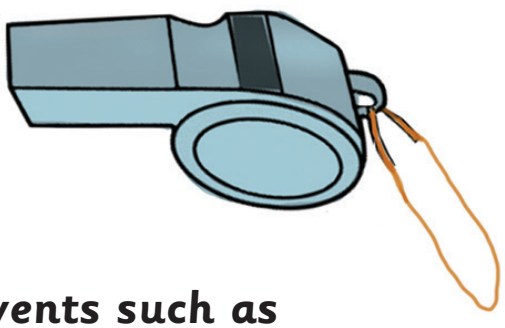
Singing is an art of perfoming songs. There are two ways of singing. Singing without musical instruments and singing with the accompaniment of music instruments. Musical instruments are divided into three classes.

1. *Wind instruments, for example, flute and trumpet.*
2. *String instruments, for example, guitar and violin.*
3. *Percussion instruments, for example, drums and xylophone.*









We sing at different events such as

1. *Celebrations like school graduations and open days.*
2. *Weddings.*
3. *Meetings.*
4. *Sorrowful events such as funerals.*

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Consider the following in order to be able to sing well.

1. Do not drink cold drinks.
2. Do body and voice exercises.
3. Pronounce the words of the song correctly.

How songs are used

1. To educate.
2. To keep records or memories.
3. To foster friendship and social cooperation.
4. To entertain.
5. To console.
6. To warn.
7. To make money.
8. To inform.

Learning activities

1. Sing any 5 songs that you learnt in standard 1.
2. Sing other songs that you know.
3. Sing the Tanzanian national anthem or other patriotic songs.

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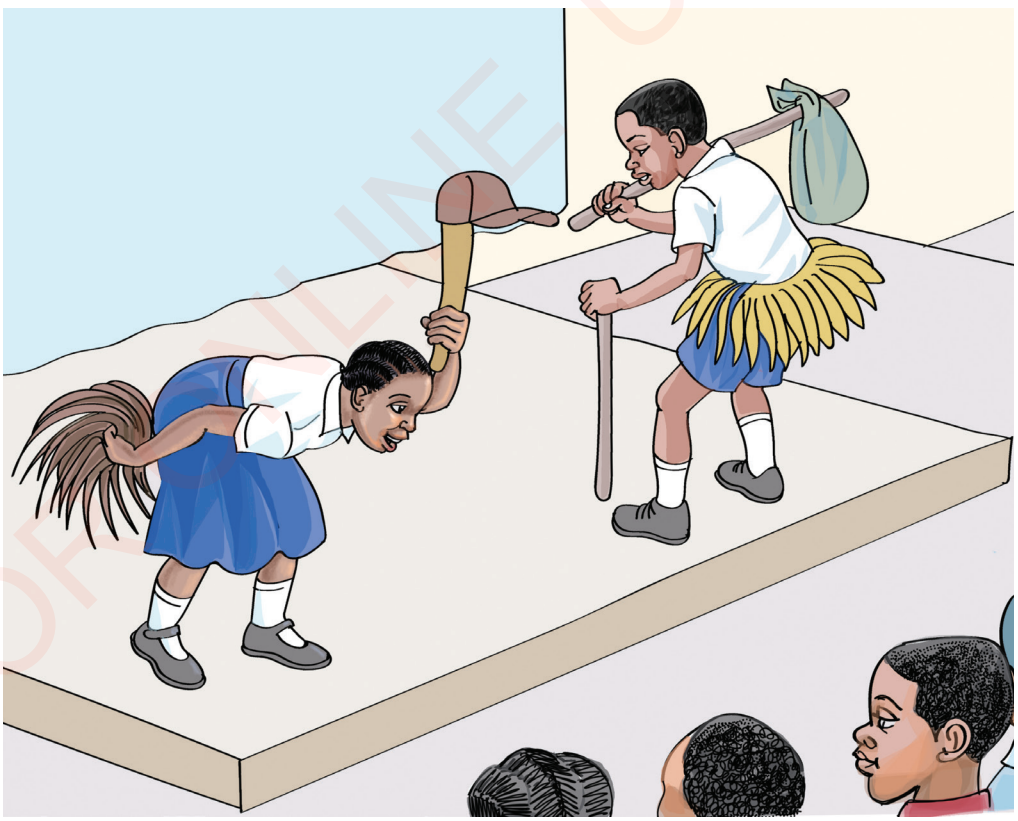
Exercise 1

Answer the following questions

1. Mention three musical instruments that you know.
2 How many stanzas are there in the Tanzania national anthem?
3. What do you need to consider in order to be able to sing well.
4. Name three events that involve singing.
5. Why do we sing?

2 Acting



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Acting is imitating various actions or situations.
Among those actions are:

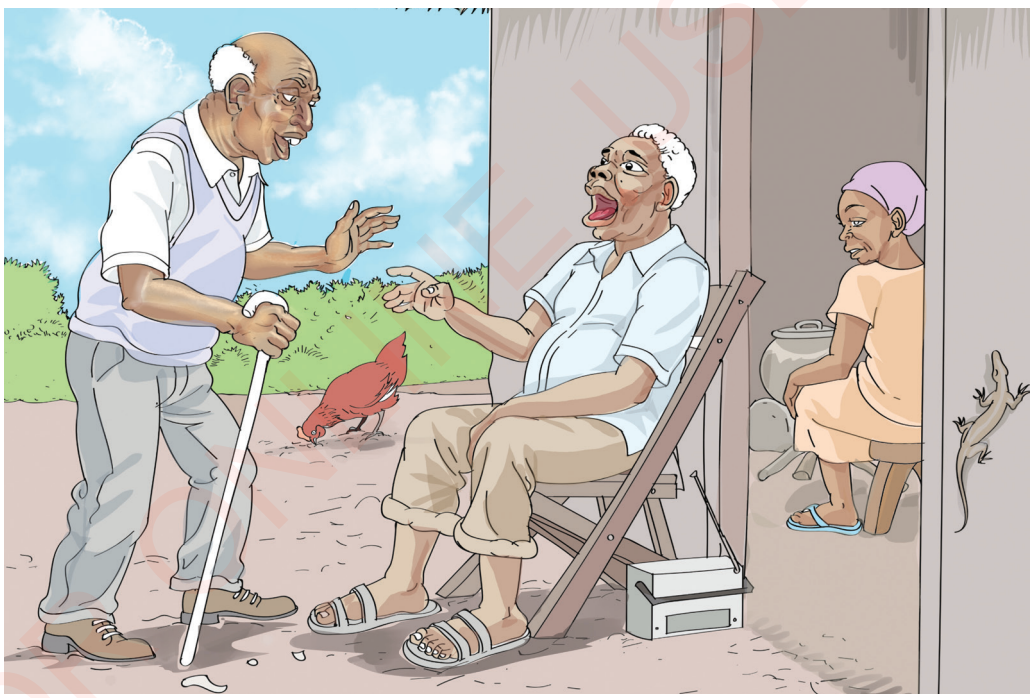
1. Imitating animal sounds and movements.
2. Imitating daily activities in society.
3. Performing dramatic works or plays.

Read the following story.

Mr. Kipara visits Mr. Kibogoyo

Mr. Kipara: May I come in Mr Kibogoyo?

Mr. Kibogoyo: Ooh! Welcome Mr. Kipara



Mr. Kipara: Thank you Mr. Kibogoyo, how is everyone here?

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Mr. Kibogoyo: *They are all fine.*

Mr. Kipara: *Is Neema's mother well?*

Mr. Kibogoyo: *Yes, she is well. She is in the kitchen (He calls her and Mrs. Kibogoyo comes out).*

Mrs. Kibogoyo: *Welcome Mr. Kipara, how are you, Sir?*

Mr. Kipara: *I am alright, thank you.*

Mrs. Kibogoyo: *(calls) Neema, Neema.*

Neema: *(responds) Yes Mum!*

Mrs. Kibogoyo: *Take these 1000 shillings. Go to Manka's shop. Buy 3 bottles of soda and 3 packets of groundnuts (Neema leaves).*

Neema: *(At the shop) Good afternoon, madam!*

Manka: *Good afternoon, Neema. what can I do to help you?*

Neema: *Give me 3 bottles of soda and 3 packets of groundnuts, please. How much is a soda?*

Manka: *Two hundred shillings per bottle.*

Neema: *And how much are the groundnuts?*

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Manka: *A hundred shillings per packet.*

Neema: *Take these 1000 shillings.*

Manka: *Thank you, here are the sodas and the groundnuts.*

Neema: *Is there any change?*

Manka: *Yes. One hundred shillings. Here they are.*

Neema: *Thank you (Neema runs).*

Neema: *Mum, here are the things from the shop (Putting them on the table).*

Mrs. Kibogoyo: *Thank you, my daughter.*

Advantages of acting a story

1. To keep records or memories.
2. To entertain.
3. To develop creativity.
4. To educate.
5. To foster friendship and social cooperation.
6. To warn or criticise.
7. To inform.

Learning Activity 2

In groups, assign yourselves the roles of shopkeeper and customers. Act out with your fellow pupils selling and buying goods at the shop.

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Exercise 2

Answer the following questions

1. How many people are in this play?
2. How much money did Mrs. Kibogoyo give to her daughter?
3. How much money did Neema use to buy soda?
4. How much money would remain if Neema bought 4 packets of groundnuts?
5. What are the benefits of acting?

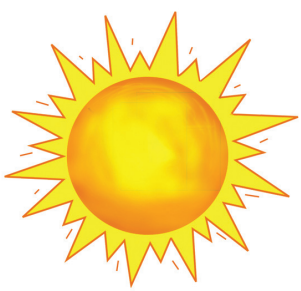
3 Story telling

People use stories to describe events. They can be true or imaginary events about anything.

Read the following story:

Mr. Sun's gift

Once upon a time, there were five friends namely, elephant, giraffe, ostrich, python and whale. One day they received a visitor, Mr. Sun. Mr. Sun brought a beautiful hat.



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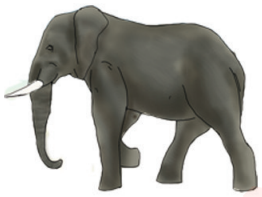
He asked who should be given the hat. They all wanted the hat. Each one of them started to boast about why they should be given the hat.

Elephant



I am called elephant,
I am the most powerful of all
the animals. Give me that hat.

Giraffe



My name is giraffe,
I am taller than all animals,
I eat from the tree tops,
I should be given that hat.

Python



They call me python,
I am the king of all snakes,
Let the sun give me the hat.

Ostrich



No, no and no,
I must get the hat,
All the birds are under
my name. Who does not
know that?

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Whale



You must stop joking,
I shake the seas,
I shake the oceans,
The hat must belong to me.

The boasting grew bigger and bigger. Mr. Sun was tired. He found it better to leave with his gift. He went back home. From that day on, Mr. Sun never came back.

Advantages of story telling

1. To educate.
2. To entertain.
3. To keep records or memories.
4. To develop creativity.
5. To criticise.
6. To warn.
7. To encourage or motivate.

Learning Activities 3

1 In groups, tell the story of Mr. Sun's gift to your fellow pupils.
2. Tell any short story you know to your fellow pupils.

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Exercise 3

Answer the following questions

1. How many friends are mentioned in the story of Mr. Sun's Gift?
2. Which of the friends boasted he was taller than all the animals?
3. Who do you think should be given the hat?
4. Why do we tell stories?

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Other Books by
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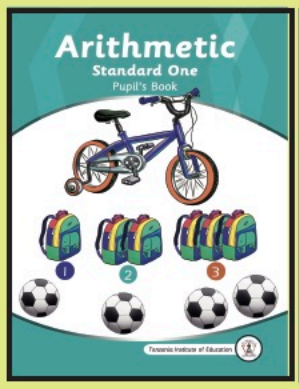
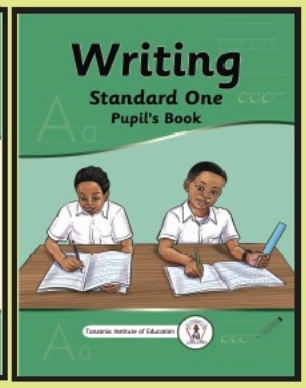
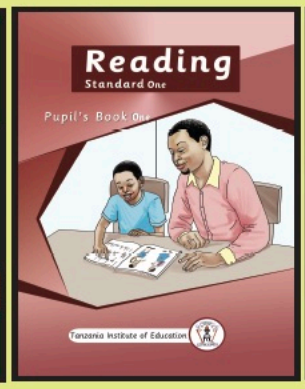
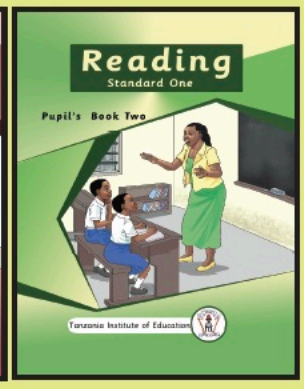
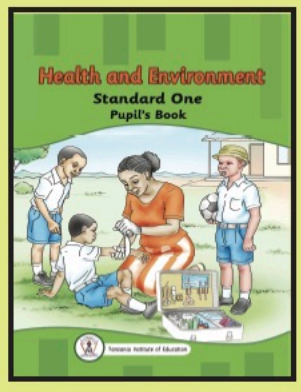
Standard One

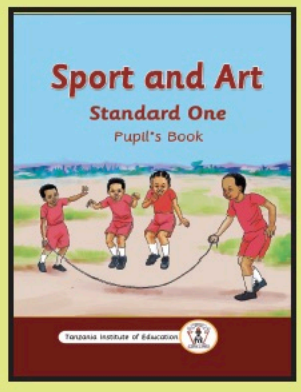




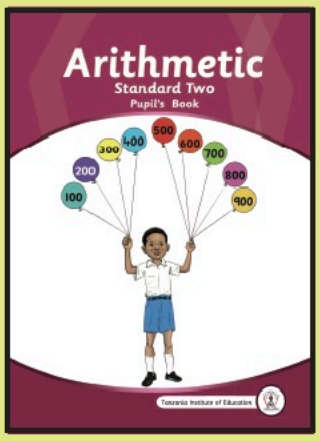


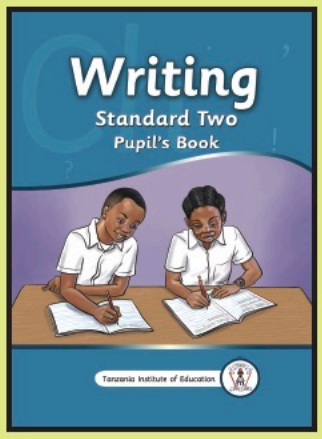


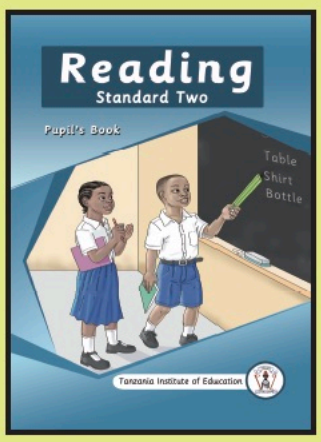


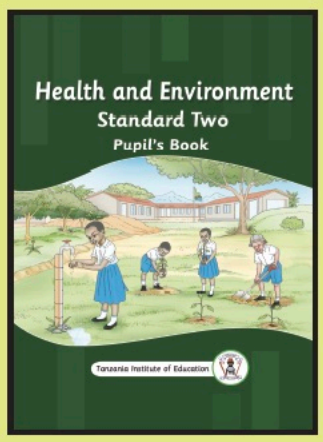


Standard Two









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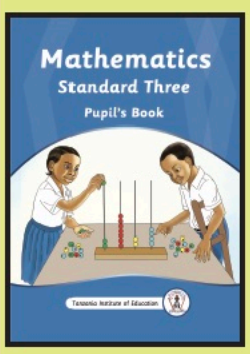

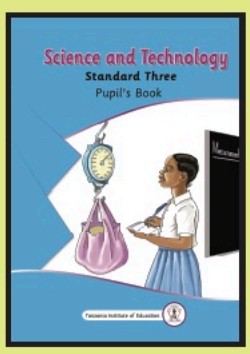

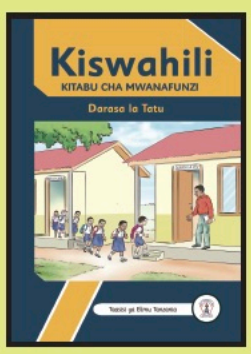

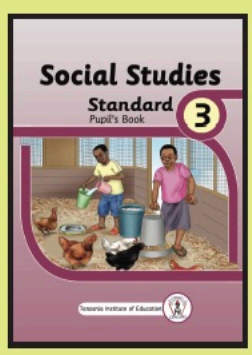

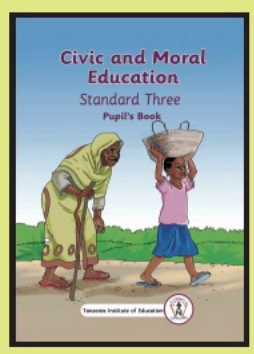

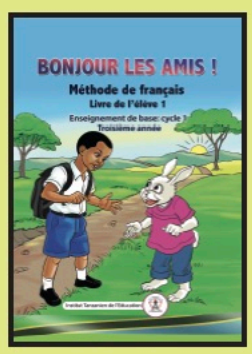

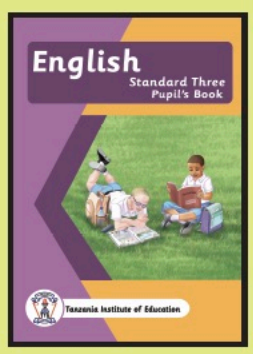

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