**AA-14**

**FORM ONE ENGLISH**

**MARKING SCHEME**

1. (i) For fear of ghosts (2mks)

(ii) To make sure there is enough heat (1mk) to speed up the rate of boiling (1mk)

(iii) The ugali will not cook properly if water is not boiling (2mks)

(iv) Any slight mistake can ruin the results and yet Achiko always wants to produce the best (2mks)

(v) They know she expects silence (2mks)

(vi) Whistling spoils the mixture. (2mks)

(vii) It is an easy dish to prepare (1mk) quick (1mk) cheap (1mk) (total =3mks)

(viii) – The time that ugali is prepared is the time that ghosts of people who died of starvation

are around.

* Ugali disappears if prepared in a noisy room (2mks)
* (ix) Popular – well liked
* Ghosts – spirits /invisible ancestors (any appropriate explanation 1mk each)
* Commendable results – a good job
* Froth – white foam
* Build up
* Taut – tight/tense

2. (i) The human heart can be broken/cracked just as the glass can be. (N/B- The comparison must

come out (2mks) for it to score)

(ii) Stain/vein/remain/again

Hurt/heart (any one pair ) = 2mks)

(iii) (a) The pain will always be there/it will never be forgotten (1mk)

(b) A little hurt will bring back all the heartache and pain (1mk)

(iv) The Broken Heart/ The Bleeding Heart/ Broken Love/The wounded Heart/ The Heartache

(any other relevant title = 2mks)

(v) – By sustaining love, there will be peace and thus no pain will be brought back.

- With peace, there is no fighting and therefore, no possibility of hurting or resurrecting the memories and the pain of the earlier heartache. (2mks)

3. (a) are feel encourages pumps

has shows are produce

is is congratulates passes preaches (1mk @ = total = 13mks)

(b) (i) is (ii) have (iii) was (iv) is

(v) come (vi) are (vii) was (1mk each=7mks)

(c) **PERFECT PAST**

take , **took**

**learn** learnt

forbid **forbade**

shake **shook**

**win** won

sing **sang**

wind **wound**

**put** put

break **broke**

steal **stole** each 1mk total = 10mks)

d) (i) The boys swim every day.

(ii) The farmers always cultivate during this season.

(ii) I read this story book last night.

(iv) I promise that I will always work hard.

(v May I borrow your pen.

N/B- The original form of the word must be maintained

* Any grammatical error 0mk 1mk each (total 5mks)

(e) (i) off (ii) over/at (iii) with (iv) in/on (v) from 1mk ach = total 5mks)

(f) (i) seems (ii) attorneys general/attorney generals

(iii) was (iv) has (v) crises (1mk each = total 5mks)

(g) (i) a, the (ii) the (iii) an (iv) the (1mk each total 5mks)

4. (a) – In order to preserve it for future generations

- In order for the African to understand oneself better, one’s cultural heritage and one’s history/oral literature passes on from one generation to the next origins and history of African societies.

- For creativity/oral literature allows the continuity of creative literature found in our African

languages

- for entertainment/ oral literature allows everyone to participate.

- in order for one to pass one’s examination

- In order to educate the youth on the admirable virtue so the African traditions

(any 1mk each =total 3mks)

(b) (i) Oral narratives (ii) proverbs (iii) Riddles (iv) Tongue twisters (v) puns

(any 4 1mk each = total 4mks)

(c) (i) myths (1mk)- These explain and describe the origins a people, creation and supernatural

phenomena. (1mk)

(ii) Legends (1mk)- These stories give accounts of heroes/heroines and memorable and significant

events of a people. / They talk about characters who actually lived sometimes in the past. (1mk)

(iii) ogre/monster stories (1mk) – stories that talk about creatures that are half human and half

beasts/ they are stories that talk abut creatures capable of transforming themselves at will (1mk)

(iv) Dilemma narratives – stories where a character has to make a decision based on two or more

unpleasant choices/ stories that facilitate critical and creative thinking. (1mk)

(v) Trickster narratives (1mk) – These are stories where one of the characters practice cunning on

others usually for selfish ends (1mk)

(vi) Aetiological/why stories (1mks) – look for an explanation of the origin and characters of

animals, plants and relationships/they attempt to answer questions beginning with why.

(any 4 Identification 1mk illustration 1mk = 2x4=8mks)