



**Indian School Al Wadi Al Kabir**  
**Mid-term Examination (2026-2027)**  
**Sub: Skill Education**  
**Design Thinking & Innovation (Sub. Code.422)**

Class: X  
Date: 24/09/2026

Set-I

Max. Marks: 50  
Time: 2 Hours

**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**

| <b>Q.1</b> | <b>Answer any 4 out of the given 6 questions on Employability Skills</b>                                                                                                                             | <b>(1×4=4)</b> |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| i.         | Which type of feedback provides precise details about what has been done well or needs improvement?<br>(a) Specific feedback<br>(b) Negative feedback<br>(c) Timely feedback<br>(d) General feedback | 1              |
| ii.        | The 'Caps Lock' key on your computer keyboard is an example of which type of key?<br>(a) Command key<br>(b) Control key                                                                              | 1              |

|      |                                                                                                                                                                                                                                                 |   |
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|      | (c)Navigation key<br>(d)Punctuation key                                                                                                                                                                                                         |   |
| iii. | An acquired or natural capacity that enables you to perform a particular task with considerable proficiency is termed as _____.<br>(a) Interest<br>(b) Ability<br>(c) Weakness<br>(d) Hobby                                                     | 1 |
| iv.  | In SMART Goals, 'R' stands for:<br>(a) Rational<br>(b) Realistic<br>(c) Revised<br>(d) Regional                                                                                                                                                 | 1 |
| v.   | Which of the following is a part of the yearly maintenance schedule for the computer?<br>(a) Clean your monitor.<br>(b) Clean up your e-mail box.<br>(c) Clean up the download folder.<br>(d) Check for expiry of antivirus software and renew. | 1 |
| vi.  | -----are how personal information can be leaked from a computer without our knowledge.<br>(a)Threats<br>(b)Breach<br>(c)Privacy<br>(d)Stealing                                                                                                  | 1 |

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| <b>Q.2</b> | <b>Answer any 5 out of the given 6 questions</b>                                                                                                                                                          | <b>(1×5=5)</b> |
| i.         | A communication barrier caused by hierarchical structures and rigid procedures in a company reflects:<br>(a) Cultural barrier<br>(b) Organisational barrier<br>(c) Physical barrier<br>(d) Visual barrier | 1              |
| ii.        | Chronology, which outlines the sequential order of events in a story, is a fundamental part of which structure?<br>(a)Narrative<br>(b)Beginning<br>(c)Parallel<br>(d)Climax                               | 1              |
| iii.       | What is recommended for better gestural communication?<br>(a) Avoiding eye contact to prevent intimidation.                                                                                               | 1              |

|     |                                                                                                                                                                                                                                                                           |   |
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|     | (b) Crossing arms to show confidence.<br>(c) Maintaining eye contact and using open body language.<br>(d) Speaking louder to compensate for gestures.                                                                                                                     |   |
| iv. | A method of solving problems using indirect, non-traditional reasoning and breaking from convention is known as:<br>(a) Analogical thinking<br>(b) Divergent thinking<br>(c) Lateral thinking<br>(d) Sequential thinking                                                  | 1 |
| v.  | Which of the following is NOT mentioned as an example of visual communication?<br>(a) Road signs and infographics<br>(b) Comic books and emoji<br>(c) Radio broadcast<br>(d) Maps and presentations                                                                       | 1 |
| vi. | The animation principle of squash and stretch helps in<br><br>(a) flexibility and adding more life and energy in the motion.<br>(b) establishing a character's nature, and personality.<br>(c) mood and emotion in the animation.<br>(d) making the action slower/faster. | 1 |

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| <b>Q.3</b> | <b>Answer any 5 out of the given 6 questions</b>                                                                                                                                                | <b>(1×5=5)</b> |
| i.         | Spontaneous emotional creativity is typically found in :<br>(a) Accountants and bankers<br>(b) Artists and musicians<br>(c) Software developers only<br>(d) Mathematicians only                 | 1              |
| ii.        | Which of the following is not a part of a story's structure?<br>(a) Climax<br>(b) Conflict<br>(c) Blueprint<br>(d) Resolution                                                                   | 1              |
| iii.       | Creative use of existing knowledge to solve unfamiliar problems refers to:<br>(a) Deliberate emotional creativity<br>(b) Analogical thinking<br>(c) Divergent reflection<br>(d) Linear planning | 1              |
| iv.        | Which of the following is another name for Flipbook Animation?<br>(a) Pixilation<br>(b) Squash and Stretch<br>(c) Straight ahead animation<br>(d) Stop motion animation                         | 1              |
| v.         | Motion graphics differ from traditional animation by primarily focusing on :<br>(a) Human movement realism<br>(b) Real-time gesture sketching                                                   | 1              |

|     |                                                                                                                                                                                                                                                                   |   |
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|     | (c) Text, shapes and design elements<br>(d) Clay and puppet characters                                                                                                                                                                                            |   |
| vi. | Which of the following steps is not necessary when creating animatics?<br><br>(a) Drawing sequential images or key frames.<br>(b) Scanning or photographing the images.<br>(c) Playing the images sequentially on a screen.<br>(d) Adding complex visual effects. | 1 |

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| <b>Q.4</b> | <b>Answer any 5 out of the given 6 questions</b>                                                                                                                                                                                                                                                                                                                                                                            | <b>(1×5=5)</b> |
| i.         | Assertion (A): Creative doodling is a proven way to develop idea fluency.<br>Reason (R): Doodling allows for exploration without the fear of failure.<br><br>(a) Both (A) and (R) are correct, and (R) is the correct explanation of (A).<br>(b) Both (A) and (R) are correct, but (R) is not the correct explanation of (A).<br>(c) (A) is correct, but (R) is not correct.<br>(d) (A) is not correct, but (R) is correct. | 1              |
| ii.        | What are the three components of the end or outcome in a story?<br>(a) Objective, obstacles and outcome<br>(b) Crisis, climax and conclusion<br>(c) Beginning, middle and end<br>(d) Exposition, rising action and resolution                                                                                                                                                                                               | 1              |
| iii.       | Which method is most associated with brainstorming?<br>(a) Lateral thinking<br>(b) Convergent thinking<br>(c) Divergent thinking<br>(d) Analogical thinking                                                                                                                                                                                                                                                                 | 1              |
| iv.        | Which of the following is not a type of creativity?<br><br>(a) Deliberate cognitive creativity<br>(b) Deliberate emotional creativity<br>(c) Spontaneous cognitive creativity<br>(d) Deliberate spontaneous creativity                                                                                                                                                                                                      | 1              |
| v.         | A bouncing ball is an example of:<br><br>(a) Squash and stretch<br>(b) Timing and spacing<br>(c) Stop motion Animation<br>(d) Claymation                                                                                                                                                                                                                                                                                    | 1              |
| vi.        | SCAMPER stands for which set of design thinking operations?<br><br>(a) Substitute, Combine, Adapt, Modify, Put to another use, Eliminate and Reverse<br>(b) Substitute, Combine, Act, Modify, Put to another use, Estimate and Reason<br>(c) Substitute, Combine, Adapt, Modify, Put to another use, Elaborate and Reason<br>(d) Substitute, Combine, Adapt, Moral, Put to another use, Estimate and Reverse                | 1              |

|            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                |
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| <b>Q.5</b> | <b>Answer any 5 out of the given 6 questions</b>                                                                                                                                                                                                                                                                                                                                                                                                                               | <b>(1×5=5)</b> |
| i.         | <p>Creativity that arises instinctively in response to deep personal emotion is called _____.</p> <p>(a) spontaneous emotional creativity<br/>(b) deliberate cognitive creativity<br/>(c) lateral sketching<br/>(d) empathetic mimicry</p>                                                                                                                                                                                                                                     | 1              |
| ii.        | <p>In creativity, “thinking outside the box” means:</p> <p>(a) Sticking to conventional methods<br/>(b) Creating original and unconventional solutions<br/>(c) Repeating solutions from others<br/>(d) Using only available resources</p>                                                                                                                                                                                                                                      | 1              |
| iii.       | <p>Which of the following is NOT a type of stop motion animation?</p> <p>(a) Clay animation<br/>(b) Pixilation<br/>(c) Cutout motion<br/>(d) Key frame animation</p>                                                                                                                                                                                                                                                                                                           | 1              |
| iv.        | <p>What is the main objective of using mind maps in the ideation process?</p> <p>(a) To structure detailed project reports<br/>(b) To generate and connect ideas visually<br/>(c) To assess the budget<br/>(d) To finalize the design</p>                                                                                                                                                                                                                                      | 1              |
| v.         | <p>In a high-school design course field trip, Priya collected leaves, seeds, and twigs from a nearby park. Which of the following is a creative and sustainable use of these collected natural items?</p> <p>(a) Using dried leaves as eco-friendly bookmarks or coasters.<br/>(b) Storing the collected items in plastic zip bags or coasters.<br/>(c) Discarding the items in the waste bin immediately.<br/>(d) Using the items solely for complex chemical extraction.</p> | 1              |
| vi.        | <p>Cultivation of crops as well as rearing of animals was done in the period 5000 to 3000 years ago. Identify the time period:</p> <p>(a) Hunter-gatherer Age<br/>(b) Gupta dynasty<br/>(c) Industrial Age<br/>(d) Indus Valley Civilization</p>                                                                                                                                                                                                                               | 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  | “Clear and concise communication is of immense importance in the work and business environment”. Explain the given statement. | 2 |
| Q.7  | Name the four skills that must be mastered to succeed in life.                                                                | 2 |
| Q.8  | What is the importance of setting goals in life?                                                                              | 2 |
| Q.9  | List the core qualities of effective and constructive feedback in interpersonal communication.                                | 2 |
| Q.10 | What common measures can we follow to protect our digital devices and personal data from theft and computer viruses?          | 2 |

**Answer any 4 out of the given 6 questions in 20 – 30 words each ( $2 \times 4 = 8$  marks)**

|      |                                                                                                                                                                                  |   |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| Q.11 | According to visual design task guidelines, how do crisscrossing lines and jagged shapes differ from horizontal lines and flat shapes in terms of the emotions they evoke?       | 2 |
| Q.12 | Explain four types of creativity with examples.                                                                                                                                  | 2 |
| Q.13 | In the context of creating animatics for a short film project, how does the addition of a voiceover, music, and sound effects significantly improve its prototype effectiveness? | 2 |
| Q.14 | State the role of active listening in effective communication.                                                                                                                   | 2 |
| Q.15 | Explain why it is highly important in the animation storyboard phase to draw a character in multiple poses and varied facial expressions.                                        | 2 |
| Q.16 | Explain, with suitable examples, any 2 qualities that a story creator must possess to create effective stories.                                                                  | 2 |

**Answer any 3 out of the given 6 questions in 50– 80 words each ( $4 \times 3 = 12$  marks)**

|      |                                                                                                                                                                                                                                                                                                                                                          |   |
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| Q.17 | In a group project, Arjun takes charge of presentations and decisions, leaving his teammates feeling unheard. Their work suffers due to poor group morale. The teacher conducts a session on communication styles and introduces assertive, passive and aggressive models. Identify the communication barrier and propose two strategies to overcome it. | 4 |
| Q.18 | Compare and contrast chronological and fractured narrative structures. Provide relevant examples to illustrate how each structure influences the overall reader's experience.                                                                                                                                                                            | 4 |
| Q.19 | In a design challenge to 'Redesign a Street Vendor's Cart', explain how you would systematically approach the study of the existing cart. What ergonomic and functional factors would you consider to extend its utility?                                                                                                                                | 4 |
| Q.20 | Explain the two principles of animation with the concepts of bouncing ball and pendulum.                                                                                                                                                                                                                                                                 | 4 |

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| Q.21 | <p>An NGO commissions a group of students to develop an animated short film on water conservation. The students decide to use motion graphics to create a two-minute story showing how daily water habits affect the planet. The film uses animated infographics, dynamic text, and characters showing water wastage versus conservation. The video is shared on social media and plays on school smart boards during assemblies.</p> <p>What animation style is being used here? Explain how this technique supports educational campaigns.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 4 |
| Q.22 | <p>Riya noticed that her family often struggled with their <b>school water bottles</b>. The bottle sometimes leaked inside the school bag, was difficult to clean, and lacked a convenient place to keep a small spoon or straw. Instead of buying a completely new product, Riya decided to <b>redesign the existing water bottle</b> using a creative problem-solving technique called <b>SCAMPER</b>.</p> <ol style="list-style-type: none"> <li>What does the acronym <b>SCAMPER</b> represent?</li> <li>Which SCAMPER technique would Riya use if she replaced the plastic cap with a stronger and leak-proof material?</li> <li>If Riya added a small compartment to the bottle to store a spoon or straw, which SCAMPER technique is being used?</li> <li>Riya removes an unnecessary decorative part of the bottle to make it lighter. Which SCAMPER technique does this represent?</li> <li>If Riya changes the position of the bottle's handle so that it becomes easier to carry, which SCAMPER technique is most appropriate?</li> </ol> | 4 |

*All the Best*