

QP CODE: 24900264



Reg No:.....

Name:.....

MAHATMA GANDHI UNIVERSITY, KOTTAYAM
FIRST SEMESTER MGU-UGP (HONOURS) REGULAR
EXAMINATION NOVEMBER 2024

First Semester

Discipline Specific Core Course - MG1DSCVCN100 - ART OF STORYTELLING

(2024 ADMISSION ONWARDS)

Duration: 1.5 Hours

Maximum Marks: 50

**Remember (K), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C), Interest (I),
Appreciation (Ap), and Skill (S)**

*Students should attempt atleast one question from each course outcome to enhance their overall
outcome attainability.*

[Learning Domain][CO No(s)]

Part A

Short Answer Questions
Answer any five of the following
Each question carries 2 marks

- | | | |
|---|---|---------|
| 1 | Define verbal narration. | [K] [1] |
| 2 | What is art ? | [K] [1] |
| 3 | Define the Palaeolithic period. | [K] [2] |
| 4 | What are cave paintings? | [K] [2] |
| 5 | What are some common themes in sagas? | [K] [3] |
| 6 | Define myth in storytelling. | [K] [4] |
| 7 | Define folklore in relation to myths and legends. | [U] [5] |

(5 × 2 = 10)

Part B

Short Essay Questions

Answer any four in one paragraph each
Each question carries 5 marks

- | | | |
|----|--|----------|
| 8 | Discuss the role of imagination in enhancing a story. | [U] [1] |
| 9 | Explain how myths helped early humans explain natural events and the unknown. | [U] [1] |
| 10 | Discuss the materials and techniques used in creating cave paintings during the Palaeolithic period. | [U] [2] |
| 11 | Discuss the relationship between sagas and historical events. | [An] [3] |
| 12 | Analyse the moral dilemmas faced by the characters in the Ramayana. | [An] [4] |
| 13 | Analyse how modern technology influences traditional storytelling practices. | [An] [5] |

(4 × 5 = 20)

Part C

Essay Questions

Answer any two of the following
Each question carries 10 marks

- | | | |
|----|--|----------|
| 14 | Analyse the impact of storytelling on education and learning. | [An] [1] |
| 15 | Discuss the development of artistic techniques and tools from the Mesolithic to Neolithic periods. | [U] [2] |
| 16 | Discuss the role of cave paintings in early human communication and storytelling. | [An] [2] |
| 17 | Cite with examples how epics influence the day today life of common people. | [E] [3] |

(2 × 10 = 20)

END OF THE QUESTION PAPER
