

Mark Scheme

July 2018

Functional Skills English

Reading Level 2 E202

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## **General Marking Guidance**

- All candidates must receive the same treatment. Examiners must mark the first candidate in exactly the same way as they mark the last.
- Mark schemes should be applied positively. Candidates must be rewarded for what they have shown they can do rather than penalised for omissions.
- Examiners should mark according to the mark scheme, not according to their perception of where the grade boundaries may lie.
- There is no ceiling on achievement. All marks on the mark scheme should be used appropriately.
- All the marks on the mark scheme are designed to be awarded. Examiners should always award full marks if deserved, i.e. if the answer matches the mark scheme. Examiners should also be prepared to award zero marks if the candidate's response is not worthy of credit according to the mark scheme.
- Where some judgement is required, mark schemes will provide the principles by which marks will be awarded and exemplification / indicative content will not be exhaustive.
- When examiners are in doubt regarding the application of the mark scheme to a candidate's response, a senior examiner must be consulted before a mark is given.
- Crossed out work should be marked **unless** the candidate has replaced it with an alternative response.

Question Number	Coverage and range	Answer				
1	2.2.4	C – was first used by the military				
2	2.2.4	Award <b>one</b> mark for each relevant explanation, to a maximum of <b>two</b> marks.  Phrase Explanation				
		'side effects'  negative consequences / bad impact / unexpected outcomes/ unwanted results / bad things that happen / secondary reaction / symptoms				
		`mass-produced' produced in quantity / many manufactured / large amount / lots available / factory made	(2)			
3	2.2.3	Accept any suitable alternative explanation.				
J	2.2.3	Award one mark for a correct answer.  For example:  • to inform you about virtual reality / describe how VR headsets are used  • to explain the uses of virtual reality  • to show how virtual reality is used in medicine  • telling you the positives and negatives of VR  Do not accept: 'talks about' or 'it's about' as valid purposes.				
4	2.2.5	Award <b>one</b> mark for <b>one</b> idea, based on Text B.  For example:  • need to wait a while / exhibition is very popular  • need to book early				
		can't go if don't book in advance				
5	2.2.4	B – people feel like they are flying a spacecraft				
6	2.2.3	D – a simile				

	1		<del></del> 1			
7	2.2.3	Award <b>one</b> mark for each valid language feature, up to a maximum of <b>two</b> marks.				
		Award <b>one</b> mark for each valid and linked example, up to a maximum of <b>two</b> marks.				
		For example:				
		<ul> <li>(rhetorical) question (1) 'why not greet it with a hello and a headset?' (1)</li> </ul>				
		positive / negative /emotive language (1)				
		e.g. 'it's brilliant ', 'I dread' (1)  • simile (1) 'act like robots' (1)				
		<ul> <li>metaphor (1) e.g. 'the tide has turned' (1)</li> <li>imagery (1) 'half-awake humans living in a</li> </ul>				
		fantasy world' (1)				
		<ul> <li>direct address (1) 'You can already see' (1)</li> <li>colloquial / informal language / contractions</li> </ul>				
		(1) e.g. 'the tide has turned', 'it's', 'I'm', 'haven't' (1)				
		first person / use of `I', `we', `my' (1) e.g. 'I				
		keep hearing', 'Can anyone tell me', 'we can't imagine'(1)				
		<ul> <li>alliteration (1) e.g. `future filled', `talk in text-speak', `positive possibilities' (1)</li> </ul>				
		<ul> <li>rule of three (1) e.g. 'visit the Taj Mahal, go</li> </ul>				
		<ul><li>underwater and climb mountains' (1)</li><li>hyperbole / exaggeration (1) e.g. 'the future</li></ul>				
		of VR looks fantastic' / 'VR has a great future ahead' (1)				
		gives / lists examples (1) e.g. 'home, schools, hospitals and even travel to space'				
	2.2.5	(1)	(4)			
8	2.2.5	Award marks according to the marking criteria with reference to the indicative content.				
		General guidance				
		Answers should reassure a friend that virtual reality is not difficult to use, using Text A and Text C.				
		Indicative content				
		Answers may refer to:				
		smaller / easier to use (Text A)				
		• straightf				
		orward to operate (Text A)  only				
		need a smartphone (Text A)  • accessibl				
		e for everyone / young and old (Text A)				
		longer used just by IT experts (Text C)				
		enjoyed by ordinary people / school children (Text C)				
		all you need is a headset (Text C)				
		simple for whole families / simple to use	(5)			

			at home / use from the comfort of your			
		1 1				
		armchair (Text C)				
		Marking criteria				
		0 No rewardable material 1 - 2 Imprecise idea(s) from the text(s)				
		1 - 2				
			showing limited or no awareness of			
		3 – 4 Relevant, reasonably precise idea(s)				
			from both texts, showing awareness of			
			audience needs			
		5	Relevant, precise idea(s) from both			
			texts, showing consistent awareness of			
			audience needs			
9	2.2.4		<b>ne</b> mark for the following quotation from			
		Text B:				
		<ul> <li>'It has a bright future' / 'it's here to stay'</li> </ul>				
		Award <b>one</b> mark for the following quotations from				
		Text C:				
		`VR has a great future ahead'				
		)				
		`the future of VR looks fantastic'				
		١١.	It offers so many positive possibilities' / 'will			
			• • •			
			penefit us in ways we can't imagine yet'			
		Accept minor copying errors and quotations				
		without quotation marks. (2)				
L	1		9.00.00.0	\-/		

10	2.2.2	Award marks according to the marking criteria with reference to the indicative content.  General guidance  Answers should explain relevant similar ideas, from Text B and Text C, about how virtual reality can be used in education, with supporting examples.  Indicative content  Answers may refer to:  used in schools  make learning / lessons come alive learn about / `visit' different places used in different subjects  Marking criteria			
		<ul> <li>No rewardable material</li> <li>1 - 2 Imprecise idea(s), with limited example(s) or no examples</li> <li>3 - 4 Relevant, reasonably precise idea(s) and linked example(s)</li> <li>Relevant, precise ideas, with well-selected, linked examples</li> </ul>			
			(5)		
11	2.2.1	Award one mark for correctly identifying Text B / Text 2 / 'My virtual journey!'  Award one mark for the correct reason. Award one mark for a linked example.  Reasons  tells you about a space exhibition  opened'  the Science Museum latest Virtual Reality (VR) exhibition opened'  the Science Museum latest VR Space exhibit'	rs .		
		gives you figures / statistics / numbers about space travel  • '400 km from the ISS • 'speeds of 25,000km per hour' • 'seven-hour journey' • 'six months on board the ISS'  tells you about a space journey / Tim Peake / the British astronaut • '100 km from the ISS • 'speeds of 25,000km per hour' • 'seven-hour journey' • 'six months on board the ISS • 'journey from the ISS back to earth' • 'Tim Peake, the European Space			

		Agency's first British astronaut'  Tim Peake was with two other astronauts'  Do not accept: 'it tells you about space travel'.			
		Award <b>one</b> mark for each correct answer.			
12	2.2.1	Award a maximum of <b>one</b> mark for reference to each text.			
		Text A			
		'Pyramids in Egypt'			
		Text B			
		<ul><li> 'the Great Barrier Reef'</li><li> 'Mount Everest'</li></ul>			
		Text C			
		<ul><li> 'Taj Mahal'</li><li> 'Great Wall of China'</li></ul>			
		Accept: appropriate quotation and / or paraphrase	(3)		
13	2.2.2	A – Texts A and C both agree virtual reality is less expensive now.	(1)		

## Mapping to Functional Skills Cover and Range for English Level 2

			Select, read, understand and compare texts and use them to gather information, ideas, arguments and opinions.  (L2.2.1) (L2.2.2) Read and and use and use different types of information obtain and different and different and different and different sources  Mapping to standard  (L2.2.1) (L2.2.2) (L2.2.3) (L2.2.4) (L2.2.5)  Identify Detect point of texts in relation to audience meaning and / or onsider suitable responses				
		Open	relevant	3041 663	is		Теэропэеэ
Questio	Fixed	Mark	informati		conveyed		
n	Marks	S	on				
1	1					X	
2		2				XX	
3		1			X		
4		1					X
5	1					X	
6	1				X		
7		4			XXXX		
8		5					XXXXX
9	2	_				XX	
10		5		XXXXX			
11		3	XXX				
12		3	XXX				
13	1			X			
Total marks:			6	6	6	6	6
Total percentage:			20	20	20	20	20







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