

1994 Use of English Section E

Marking Scheme

Task 1

CONTENT (Maximum mark = 24) 1 or 2 marks for each correct point according to how well it is made to the maximum given by each heading.

- 1. The points given below should NOT be used as both a DO and a DON'T. If they are used as both, mark the DO only and mark the DON'T with a R to indicate repetition, whether it is right or not. [R = 0]
- 2. No mark should be given for 2 pieces of advice on one line. Such cases should be marked with an E to indicate excess. [E = 0] The other line under the heading can be marked independently on its merits.
- 3. The points MUST be under the correct heading to be counted as correct.

		<i>[This column gives some of the likely WRONG answers that you may find.]</i>
<p>1. Time limits for play (maximum 4 marks)</p> <p>/ DO take a ten-minute rest in every hour of play.</p> <p>DO avoid playing for more than three hours at a time.</p> <p style="text-align: right;">2</p>	<p>DON'T play for more than an hour without taking a ten-minute rest.</p> <p>DON'T play for more than three hours at a time.</p>	<p>1. Time limits for play - WRONG</p> <p>DO rest every ten minutes. X</p> <p>DON'T play for three hours at a time. X</p>
<p>2. Sitting position (maximum 4 marks)</p> <p>3 DO sit as far away from the screen as possible.</p> <p>DO sit (up) straight / avoid sitting badly / avoid sitting hunched (up) (for long periods)</p> <p style="text-align: right;">4</p>	<p>DON'T sit too near the screen.</p> <p>DON'T sit hunched (up) / sit badly</p>	<p>2. Sitting position - WRONG</p> <p>Don't sit further away from the screen. X</p>
<p>3. Avoid stress (maximum 2 marks)</p> <p style="text-align: center;"><i>[given]</i></p> <p style="text-align: right;">5</p>	<p>DON'T be too competitive (by setting yourself unrealistic targets).</p> <p>DON'T set yourself unrealistic targets.</p>	<p>3. Avoid stress - WRONG</p> <p>Don't get overexcited. X</p> <p>Don't get angry/frustrated. X</p>
<p>4. Keep physically fit and healthy (maximum 4 marks)</p> <p>6a DO play at least one outdoor sport regularly.</p> <p>b DO get plenty of exercise.</p> <p>c DO play sports after school and at weekends.</p> <p>d DO (make sure you) get enough sleep.</p>	<p>DON'T forget to play at least one outdoor sport regularly.</p> <p>DON'T forget to get plenty of exercise.</p> <p>DON'T forget to play sports after school and at weekends.</p> <p>DON'T forget to get enough sleep / let playing video games interfere with your rest.</p>	<p>4. Keep physically fit and healthy WRONG</p> <p>DON'T make video games your only hobby. X <i>[no mention of activity or sports]</i></p> <p>DO have other hobbies/interests. X <i>[no mention of activity or sports]</i></p>
<p>5. Eat properly (maximum 4 marks)</p> <p>7a DO eat well-balanced meals.</p> <p>b DO avoid too much cholesterol.</p> <p>c DO limit your fat intake to no more than 30% of your diet.</p> <p>d DO spend your lunch money on food, not video games / eat regular meals</p> <p>e DO avoid eating too many snack meals / avoid eating snack meals too often.</p> <p>f Do avoid eating too much fast food/avoid eating fast food too often.</p>	<p>DON'T forget to eat well-balanced meals.</p> <p>DON'T eat too many foods high in cholesterol.</p> <p>DON'T eat too many fatty fats / eat too many foods containing fat.</p> <p>DON'T skip meals / spend your lunch money on video games.</p> <p>DON'T eat too many snack meals / eat snack meals too often.</p> <p>DON'T eat too much fast food / eat fast food too often.</p>	<p>5. Eat properly - WRONG</p> <p>DON'T eat fast food. X <i>[no qualification]</i></p> <p>DON'T eat snack meals. X <i>[no qualification]</i></p> <p>DON'T limit your fat intake to no more than 30% of your diet. X</p>
<p>8 6. Warning signs (maximum 6 marks)</p> <p>a Your wrists ache.</p> <p>b Your thumbs are sore.</p> <p>c You strain your elbow.</p> <p>d Your fingers feel numb.</p> <p>e Your back aches.</p> <p>f You feel disturbed by flickering lights.</p> <p>g Your eyes are sore / you have eyestrain.</p>		<p>6. Warning signs - WRONG</p> <p>You have epilepsy. X</p> <p>You have a fit/fit. X</p> <p>You make uncontrollable movements. X</p> <p>You have Nintendo wrist/Nintenditis. X</p>

Task 2 N.B. If a correct point is made, but it is also contradicted, give 0 marks.

CONTENT (Maximum mark 41)

	Points	Notes	Marks
1.	Introductory para - mention of Concerned Father's letter - mention of publication in Hong Kong Daily News (or your newspaper) - mention of date the letter was published	1 point = 1 mark Any 2 points = 2 marks [Give 0 marks if they confuse the editor with Concerned Father.]	1-2 ✓
2.	Introductory para - mention of subject matter (video games installed in Youth Club) - purpose of writing the letter (to refute the allegations/reassure Concerned Father or newspaper readers)	1 mark for each	1-2 ✓
3. 1	Parents unaware of installation - all parents informed by the club - mention of newsletter	1 mark for each	1-2 ✓
4. 4	'long hours' - range of activities provided to prevent 'long hours' being spent - guidelines being issued, which include time limits	1 mark for each	1-2 ✓
5. 2	'Small dark airless spaces' - well-lighted and ventilated	According to how well it is made	1-2 ✓
6. 3	Cholesterol problem - admission of danger - reference to <u>one</u> of the following: (i) 'Computer Games can be a Health Hazard' (ii) 'Video Addicts Playing Deadly Games' (iii) 'Games Cause Heart Problems' (iv) 'Health Danger for Sports Dropouts'	1 mark for each	1-2
7. 3	Lack of exercise - mention of club's range of activities providing exercise/ club encourages exercise/offers coaching - mention of guidelines (play sport/keep physically fit and healthy)	1 mark for each	1-2
8. 7	'play video games which provide no interaction at all' - video games provide interaction - supported by mention of 'The Interactive Computer Games' by G R & E Loftus or use of quotation/paraphrase from Loftus	1 mark for each	1-3
9. 4	Physical injury (broken arms) - these machines withdrawn from use - reference to article in Hong Kong Herald, 19.1.94, 'Arm Wrestling Games Removed.'	1 mark for each	1-2
10. 4	Physical injury (muscular strain) - acknowledgement that this can happen with overuse - mention of at least one source	1 mark for each	1-2
11. 4	Physical injury (muscular strain) - range of activities lessens risk of overuse - guidelines provided on overuse	1 mark for each	1-2
12. 5	Epilepsy - denial that games cause epilepsy/explanation that they don't - mention of press article by Dr Leigh 'Do Computer Games cause Epilepsy?' in Outlook, 10.3.94 (c) Terry O'Leary 'Warning: Play at Your Own Risk' Hong Kong Herald, 7.2.94	1 mark for each	1-2
13. 6	Violent content of games - games in club selected to avoid needless violence (as explained to parents in newsletter)	According to how well it is made	1-2
14. 6	Violent crime rising - acknowledgement that violent crime is rising - mention of source (HK Action Against Crime Committee, Report No.6, 1993)	1 mark for each	1-2
15. 6	Violent crime rising - link between violent crime and video games not established - mention of greater willingness to report crime	1 mark for each	1-2
16. 6	Triad involvement - members carefully screened - adult supervision	1 mark for each	1-2

17. 7	No benefit from video games	- mention of benefits [problem solving/infer rules and strategies/improve hand-eye coordination/attend to many processes at the same time] - mention of Scriven Article ['Rethinking the Role of Computers in Schools', from 'Computers as Energy, Rethinking their Role in Schools']	1 mark for each	1-2
18. 7	No benefit from video games	- mention that Albert Chan thinks that video games have an educational value - mention of source [Education The Name of the Game, Daily News, 22.1.94]	1 mark for each	1-2
19.	'... the KLCC Youth Club will remove these games before it's too late'	- games won't be removed [may be implied]	According to how well it is made	1-2
20.	Concluding remarks	- express hope that 'Concerned Father'/readers/parents will feel reassured	According to how well it is made	1-2
21.	Yours faithfully (must be completely correct)			1 mark ONLY

Maximum mark for Content = 41

Task 3

Content: [Maximum 18 marks]

Under each heading award 1 mark for the correct game and 5 marks for a complete and factually correct description of the game. Deduct 1 mark for each omission or factual error. Give zero for the entire item if the game chosen is wrong.

Notes on Content Marks

If a candidate makes a careless mistake with the name, yet the name is still readily recognisable as the correct game and no other [e.g. 'Alley' or 'Alleyway'] give 0 for the name of the game, but mark the description on its merits.

When marking the description, the factors must be completely correct, with the exception of 's' added or omitted [e.g. 'Graphic' for 'Graphics', 'Aim of Games' for 'Aim of Game' and 'Control Mastery' for 'Control Mastering'].

The ratings must be given exactly as in the key ['bad' is wrong for 'poor' or 'terrible']. Ratings in brackets need not be mentioned, but must be correct if they are mentioned.

1. Nintendo Game Boy

Super Mario Land	excellent excellent good average poor (terrible)	control mastering play value aim of game sound graphics nil)
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Example :

The best Nintendo Game Boy game is Super Mario Land. It is excellent for control mastering and play value, good for aim of game, average for sound, and has no terrible rating, although it's poor for graphics.

[6 marks]

2. Arcade Game

Alleyway	excellent excellent good (average poor terrible	aim of game control mastering play value nil) graphics sound
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Example : The best Arcade game is Alleyway. Even though it's poor for graphics and terrible for sound it's excellent for aim of game and control mastering and good for play value.

[6 marks]

3. The worst game overall

Gargoyle's Quest	(excellent good (average poor poor terrible terrible	nil) sound nil) aim of game play value graphics control mastering
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Example : The worst game overall is Gargoyle's Quest. It's terrible for graphics and control mastering, poor for aim of game and play value and its only favourable rating is good for sound.

[6 marks]

Maximum Content Mark = 18

Bonus Marks

Award 1 or 0 marks per item for language according to the criteria set out below:

Before bonus marks are awarded, the answers should meet these minimum conditions:

1. The content must be correct and the item must be complete.
2. The answer must be grammatically correct (for example, no use of 'Although but' in the same sentence; correct subject-verb agreement, etc. Some prepositions are obviously wrong (e.g. poor of graphics) but if in doubt about a preposition, allow it.

Once these conditions have been satisfied, you should award bonus marks for candidates who

- (i) put the arguments in a logical order. For example, if they are describing the best game the order should normally put positive qualities first, followed by negative qualities. (There must be a contrastive device between positive and negative qualities.)
- or (ii) in some cases candidates may reverse the 'logical order' which is acceptable if they qualify it well, (for example, 'Although X is good for play value, that is its only positive quality')