

Functional Skills English Reading Level 2 Sample Paper 6

Video Games Question Paper

4748 Sample Paper
Level 2 Functional Skills English
Reading
Video Games

Candidate Name (First, Middle, Last)

Candidate enrolment number

DOB (DDMMYYYY)

Candidate signature and declaration*

Assessment date (DDMMYYYY)

Centre number

General information

- The duration of this paper is **1 hour**.
- Answer **all** the questions.
- The maximum marks for each question are shown.
- The maximum number of marks is **30**.

General instructions

- Read each question carefully.
- You do not need to write in complete sentences.
- You will not be assessed on spelling, punctuation and grammar.
- Dictionaries **are** allowed.

***I declare that I have no prior knowledge of the questions in this assessment and that I will not divulge to any person information about the questions.**

Read the source documents and then answer the following questions.

Questions 1-6 are about **Document 1**. Make sure you refer to **Document 1** when answering these questions.

- 1 Which **two** of the following words **best** describe the writer's tone in Document 1? **2 marks**

TICK **TWO**

- a) Shocked. ☐
- b) Concerned. ☐
- c) Sarcastic. ☐
- d) Angry. ☐
- e) Mocking. ☐
- f) Critical. ☐

- 2 Look at the paragraph beginning *Reports from...* Write out **two** phrases from this paragraph that are opinions. **2 marks**

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- 3 How would you contact the Game Safe charity? **1 mark**

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- 4 Look at the paragraph beginning *What actions*.

4 marks

Identify **two** language techniques used in this paragraph to help convince the reader of the writer's points. Give an example from the text for each technique.

Language Technique

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Example from the text

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Language Technique

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Example from the text

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- 5 Using information from Document 1, what is one piece of advice given to help limit the amount of time spent using a screen? **1 mark**

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- 6 Give **two** pieces of evidence that suggest the gaming industry does not care about the potential problems of gaming. **2 marks**

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Questions 7-13 are about **Document 2**. Make sure you refer to **Document 2** when answering these questions.

- 7 Which **two** of the following **best** describe the style of writing in Document 2? **2 marks**

TICK **TWO**

- a) Critical. ☐
- b) Amazed. ☐
- c) Enthusiastic. ☐
- d) Objective. ☐
- e) Encouraging. ☐
- f) Comic. ☐

- 8 The writer of Document 2 believes games are beneficial. Why might she be biased in this view? **1 mark**

TICK **ONE**

- a) She designs video game graphics. ☐
- b) She is a video game player. ☐
- c) She appears at game trade shows. ☐
- d) She sells games on her website. ☐

- 9 Find a phrase which has been used to sum up the benefits of gaming on a person's physical health. **1 mark**

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- 10 Find **three** biased phrases in the *Be creative* section of Document 2. **3 marks**

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- 11 The writer of Document 2 says: *people who don't play games are missing out on big bucks*. What are **two** reasons she gives for this? **2 marks**

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- 12 In Document 2, Harriet Gregory mentions her favourite game. In what year was this game published? **1 mark**

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- 13 Which **two** of the following things are suggested by the phrase *the board games of yesterday*? **2 marks**

TICK **TWO**

- a) Shops are not selling board games at all anymore. ☐
- b) Board games used to be more expensive. ☐
- c) People are not as interested in board games anymore. ☐
- d) Board games are an old-fashioned entertainment. ☐
- e) People who play video games also buy board games. ☐
- f) Board games do not provide the benefits of video games. ☐

Questions 14 and 15 are about both **Document 1** and **Document 2**. Make sure you refer to **both** documents when answering these questions.

- 14 Compare views in Documents 1 and 2 on the effects of gaming on a player's physical health.

3 marks

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15 Describe and compare the language used in the titles of Documents 1 and 2.

3 marks

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End of Assessment

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5-6 Giltspur Street
London
EC1A 9DE
T +44 (0)844 543 0000
F +44 (0)20 7294 2413
www.cityandguilds.com**

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