

4748-413 VER98B



Level 2 Functional Skills

English

Reading

Video Games

Candidate Name (First, Middle, Last)

Candidate enrolment number

DOB (DDMMYYYY)

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Assessment date (DDMMYYYY)

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Centre number

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Candidate signature and declaration*

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***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.**

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.

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)**

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

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

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. **(4 marks)**

Language Technique

Example from the text

(Continue answer on next page)

Language Technique

Example from the text

- 5 Your friend would like specific advice for limiting the amount of time they spend using a screen. Using information from Document 1, what could you suggest? **(1 mark)**

6 What are **two** phrases that suggest the long-term effects of gaming are not yet understood? **(2 marks)**

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)**

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

- 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)

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

- 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 What are **three** things the writers of Documents 1 and 2 would agree on?
(3 marks)

- 15 Compare the views in Documents 1 and 2 on how gaming can affect a person's social life. **(3 marks)**

(Continue answer on next page)

End of Assessment

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