

Hillcrest High School

Grade 10

ENGLISH HOME LANGUAGE P1 NOVEMBER 2023

MARKS: 70

EXAMINER: Mr I. Minnie

TIME: 2 ½ Hours

MODERATOR: Mrs N. Atkinson

INSTRUCTIONS AND INFORMATION

1. Read and follow ALL instructions carefully.
2. This paper consists of THREE sections:
 - SECTION A: Comprehension (30 marks)
 - SECTION B: Summary (10 marks)
 - SECTION C: Language (30 marks)You are required to answer questions from all three sections.
3. Use your time carefully. Suggested time management:
 - Section A: approximately 50 minutes
 - Section B: approximately 30 minutes
 - Section C: approximately 40 minutes
4. Draw a 2cm wide margin on the right-hand side of each page of your answer booklet.
5. Leave a line after each answer.
6. Answer ALL questions.
7. Rule off after each section.
8. Number each answer exactly as the question paper is numbered.
9. Pay special attention to spelling and sentence construction.
10. It is in your own interests to write and present your work neatly.

SECTION A: COMPREHENSION
QUESTION 1

TEXT A

VINTAGE NINTENDO IS ALL HUGS AND SMILES

- 1 It's September, and 2020 is getting close to being over. Good, because 2020 sucks. This year has been a slippery slide straight into an overfilled splash pool of exhaustion, anxiety, and depression. The pandemic has robbed us of stress-relieving fun. As we trudge forwards, every waking moment can feel like a series of blinks toward doom.
- 2 Video games have provided me a way out of reality over the past six months. As I watch the news, fearing for my, and my loved ones', health, lives and finances, I've spent more time playing video games than ever before in my adult life.
- 3 Finding comfort in games is what's drawn me to them the most this year, which is why I've turned obsessively toward the types of games that radiate friendliness. I've found this in the nostalgic charm and childlike wonder of vintage Nintendo games. Gone is my interest in the new and buzzworthy; I'm here to revisit the kindly faces I can find on my Switch.
- 4 And it doesn't matter if you have pre-established nostalgia for the halcyon days of simple, E-for-Everyone-rated Nintendo games or not. In the same way that Nintendo's small-town-life simulation game *Animal Crossing* found mass appeal earlier this year for its cosiness, these games promise morally uncomplicated fun from the onset. They're good for anyone who's craved some virtual, pleasant, joyous worlds to escape to.
- 5 One mainstay for me has been Nintendo's *Super Mario 64*. It provides a novel spin on the classic Mario gameplay style — which still involves jumping on living mushrooms for coins and saving the Princess: Mario's nice-guy goal at the end of his adventure.
- 6 Mario games are simple enough to be welcoming, and they're easy to jump right into because of how indelible their formula is. This is my first time playing the game, and it's making me feel like a delighted little kid and a very satisfied adult.
- 7 And there's not a human to kill, never a sign of physical pain, and Mario throws up a peace sign when he finishes a mission. Even though he can plummet to his "death" or run out of "lives", he'll always happily come back after each Game Over.
- 8 In *Moon*, another retro game now available for Nintendo Switch, reversing death is actually the entire goal.
- 9 Being that *Moon* is 23 years old, its graphics are nothing to write home about, if that's important to you. That doesn't matter so much to me as a strong artistic design, and *Moon*'s is gorgeous. The game is filled with memorable creatures, vast skies, a dreamy fuzziness to the characters' outlines and fantastic music. That's all on top of its witty writing and wonderful story.

- 10 Moon is full of puzzles to make it a challenging adventure, so that it's not just about a little boy running around hugging mythical creatures and sad townsfolk, but at the same time, hugging creatures and townsfolk is indeed part of the goal. The boy makes friends with humans and monsters, improving a world he only previously knew from playing a video game.
- 11 I've been engrossed with Moon because of how lovely it is to be asked to bring such a beautiful world back to life and its age means I can focus more on the game's story and concept instead of comparing it to other, newer games that are more technically powerful.
- 12 These games are excellent distractions from the failings of the modern world. I appreciate finding joy in their older adventures and pulling from the past to actively avoid the emotional toll of the present — especially when many of the video games from the past are so pleasant, so comforting, such wonderful ways to dip out of the real world for a second.
- 13 Anyway, back to Mario 64 for me.

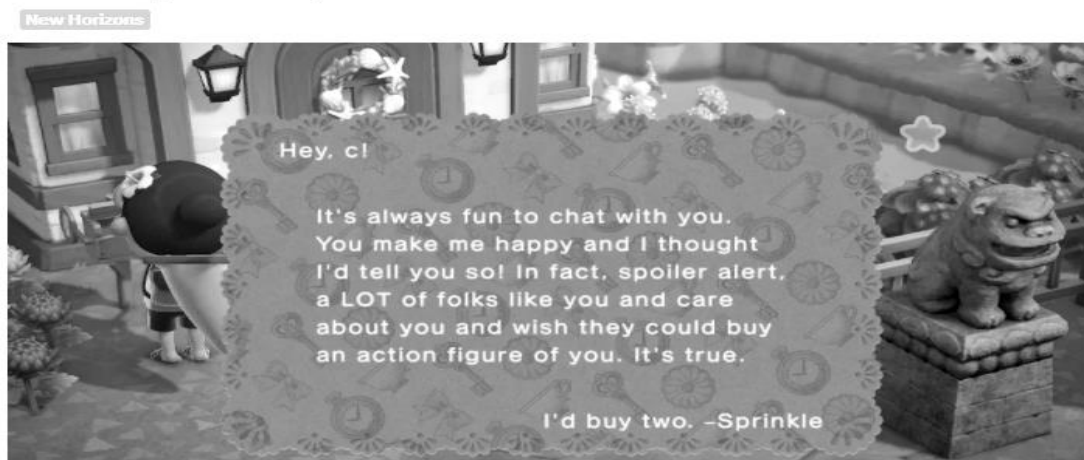
Adapted from [vox.com/culture](https://www.vox.com/culture) (September 28, 2020)

Glossary:

1. Switch (line 11): The Nintendo Switch is a video game console, developed by Nintendo and released in 2017.
2. halcyon (line 12): A period in the past that was idyllically happy and peaceful.
3. indelible (line 21): Not able to be forgotten.

TEXT B:

↑ Posted by u/LeftyLibra_ 2 months ago
188 ↓
I was having a bad day, depression was getting the best of me. So I do my usual thing and escape through video games only to find this letter. My eyes are still watering. Yes, its just a game but it's everything I needed to hear today. Thanks Sprinkle. ♥



A screenshot from *Reddit.com* discussing *Animal Crossing* (August 2020)

Questions TEXT A:

Refer to the title

- 1.1 What does the title mean? (2)

Refer to paragraph 1

- 1.2 How has the pandemic affected people emotionally? (2)

Refer to paragraph 2

- 1.3 Account for the writer's current need to play video games. (2)

Refer to paragraph 3

- 1.4 Explain the appeal of Nintendo games in particular to the writer. Support your answer by referring to the paragraph. (3)

Refer to paragraph 4

- 1.5 Explain what the word 'cosiness' conveys about the experience of playing Animal Crossing. (2)

Refer to paragraph 5

- 1.6 Name two things one has to do in the game Super Mario 64. (2)

Refer to paragraph 7

- 1.7 What impression of modern video games is conveyed in this paragraph? (3)

Refer to paragraph 9

- 1.8 How does the writer feel about Moon? Support your answer by referring to the paragraph. (3)

Refer to paragraph 10

- 1.9 Explain what the game Moon is about. (2)

Refer to paragraphs 12 and 13

- 1.10 In your view, are paragraph 12 and 13 an effective conclusion to the text? Substantiate your view. (3)

Question TEXT B:

- 1.11 Explain how Sprinkle's message and the background image might improve the mood of the reader. (3)

Question TEXT A and B:

- 1.12 In your view, does TEXT B support the views expressed in paragraph 4 of TEXT A? Justify your response with reference to both TEXT A and TEXT B. (3)

TOTAL SECTION A: 30 MARKS

SECTION B: SUMMARY
QUESTION 2

Instructions:

1. Summarise TEXT C in a fluent paragraph on **what the writer has to say about the positive effects of reading good literature.**
2. Your summary should be no longer than 90 words in length.
3. Use YOUR OWN WORDS as far as possible.
4. Indicate your word count accurately at the end of the summary.

TEXT C

GREAT NOVELS REALLY ARE GOOD FOR US.

New research suggests that travelling into the mind of another person is more helpful than studiously trying to understand our own thinking through self-help books. Humans have told each other stories for thousands of years. In the centuries before Xbox and Netflix, novels provided us with distraction from the real world. But a new book is far more than simply a way to escape— it is a key part of living an enjoyable life.

Reading great novels can be better for our brain's development than reading self-help texts. By studying the behaviour of people's brains while they were reading, scientists conclude that the complex language involved in classic works of fiction can even help to relieve chronic pain and a boost one's self-image. Studies have shown that reading or hearing stories stimulates the parts of our brains which are involved in social and emotional processing, making it easier to understand what others are going through. It also teaches us about other people and it's a practice in empathy and theory of mind.

Fiction allows us to enter the minds of different people from all periods of history and all walks of life. Through literature, we can travel through time and across the whole range of human experience. It is little wonder that it has a positive impact on mental health, as novels play an essential role in our society's efforts to understand and lessen mental health problems. Anyone who reads a lot of novels will understand the impact that a great book will have on one's mind and soul: they are an ancient technology. But there is no doubt that literature boosts our brains, and though they may not make us feel better during the moment we read them, they still equip us with valuable skills and insight. Fiction's lack of obvious purpose is part of what makes it so special and good for us.

Total Section B: 10 Marks

**SECTION C: ADVERTISING
QUESTION 3**

TEXT D



The text in small font reads as follows:

IF YOU'RE DRINKING THIS FESTIVE SEASON, PLEASE DON'T DRIVE. TOYOTA

- 3.1 Explain the play on words in 'CHRISTMAS. A TIME THE FAMILY GATHERS ROUND.' (2)
- 3.2 'Comment on the appropriateness of the image in conveying the advertiser's message. (3)
- 3.3 Identify the function of the apostrophe in 'you're' and 'don't'. (1)

TEXT E

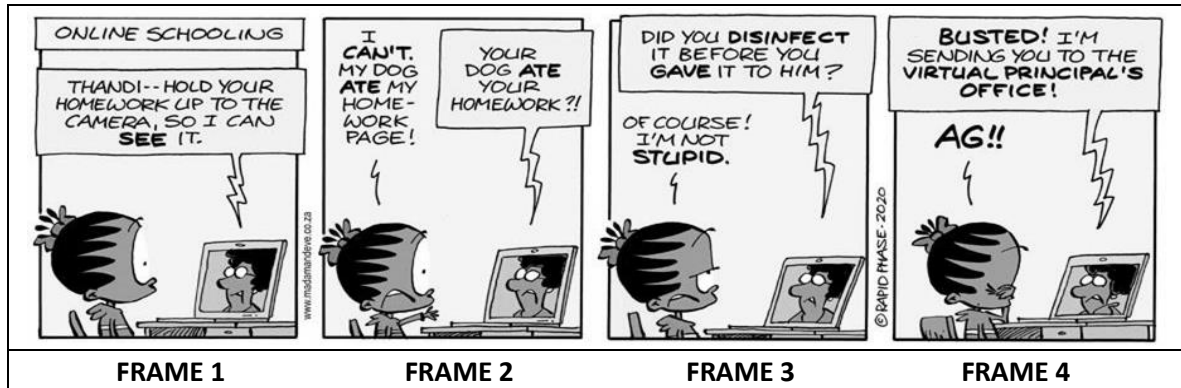


- 3.4 In your view, does the visual of the teddy bear support the message of this advertisement? Motivate your response. (3)
- 3.5 Change 'horror' to a verb. (1)

SUB-TOTAL: 10 MARKS

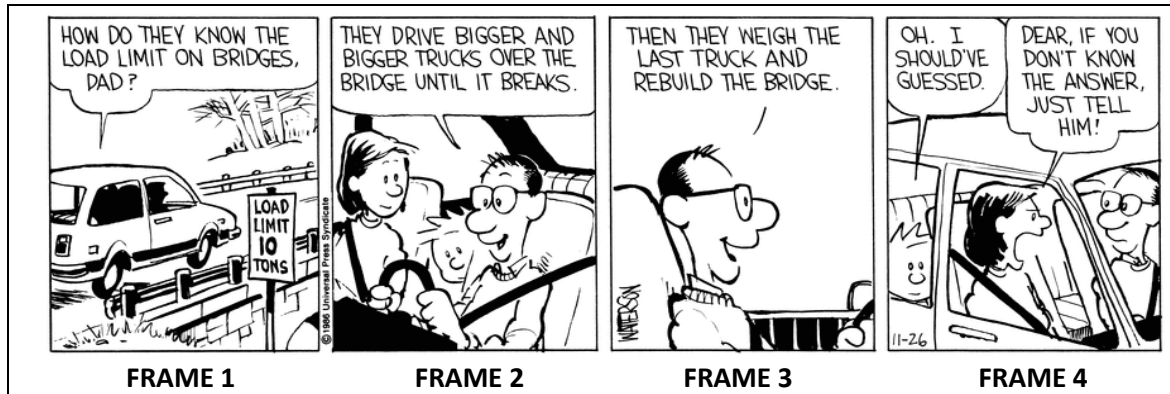
SECTION C: CARTOON ANALYSIS
QUESTION 4

TEXT F



- 4.1 Rewrite the teacher's instructions in Frame 1 in indirect speech. Start with:
The teacher asked... (2)
- 4.2 Explain why this cartoon is humorous. (2)
- 4.3.1 How is Thandi feeling in Frame 4? (1)
- 4.3.2 How do you know? Refer to the spoken words and Thandi's body language in your answer. (2)

TEXT G



4.4 Refer to FRAME 4.

4.4.1 What is the mother doing? (1)

4.4.2 How do you know? Give one visual clue and one textual clue. (2)

SUB-TOTAL: 10 MARKS

SECTION C: LANGUAGE IN CONTEXT
QUESTION 5

PARENTAL RESPONSIBILITY SHOULD END AT 18

1 Is it perhaps time, one wonders, to redefine our notion of adulthood? Judges all over the world are currently forcing young people to leave their parental homes.

5 Sitting beneath the palm trees at their mansion in sunny Dubai, the couple waited with anticipation as the video call connected to their beloved son in London. It may sound like a scene from everyday life in 2020, but this family gathering was far from normal.

At a virtual sitting of London’s family court this week, a judge finally told the wealthy couple’s unemployed son that he could no longer depend on his parents’ support. Instead, at the age of 41, the qualified lawyer will now have to pay his own bills.

10 The judge described the case as “most unusual”, but for legal experts, drastic actions like this are becoming increasingly familiar. In 2018, the parents of New Yorker Michael Rotondo won a legal battle to evict their 30-year-old son, who admitted in court that he never contributed to household chores.

15 And this July, the Italian Supreme Court ruled that adults do not have the automatic right to financial support from their parents after a 35-year-old music teacher complained that his parents were not supplementing his salary. In Italy they are called “bamboccioni”, or “big babies”, a phrase devised and coined by former Prime Minister Mario Monti to describe the 65% of 18 to 34-year-olds who still live at home. It is a phenomenon that is identifiable all over the world. South Korea refers to the
20 “kangaroo” generation, the US as “boomerang children” and those in Japan endure the unflattering nickname of “parasite singles”.

To explain this situation, many look to the economy. In the 1980s, a typical British couple in their 20s could expect to save for just three years for a deposit for a house. Today it would take them nearly two decades. Others blame the parents
25 themselves. Parents should stop infantilising their children and instead encourage them to explore the world and live on their own. Adults are supposed to take care of their elderly parents, not the other way around. Young people like Rotondo should be responsible for earning his own money, not using up his parents’ retiring funds.

Adapted from: [Source: The Day.co.uk. October 2020]

5.1 ‘Is it perhaps time, one wonders, to redefine our notion of adulthood?’
(line 1) is an example of:

- A. An interrogative question
- B. A rhetorical question

Write only the letter of the correct response.

(1)

- 5.2 'Judges force young people to leave their parental homes'. (1)
Rewrite the above sentence in the passive voice.
- 5.3 Provide one word that could replace the phrase 'far from normal' (lines 5-6). (1)
- 5.4 Account for the use of inverted commas in line 10. (1)
- 5.5 Provide the noun form of 'encourage' (line 25). (1)
- 5.6 Provide a synonym for 'drastic' (line 10). (1)
- 5.7 Provide an antonym for 'legal' (line 12) (1)
- 5.8 Explain the function of the hyphens in line 15. (1)
- 5.9 Write down the redundant word in paragraph 5. (1)
- 5.10 Identify and correct the word incorrectly used in paragraph 6. (1)

SUB-TOTAL: 10 MARKS

TOTAL SECTION C: 30 MARKS

GRAND TOTAL: 70 MARKS