

Given name/s

Family name

Teacher

Class

School name

Common internal assessment 2024 — Phase 1

Question and response book

# Essential English

## Time allowed

- Planning time — 15 minutes
- Working time — 90 minutes

## General instructions

- Answer all questions in this question and response book.
- Write using black or blue pen.
- Respond in full sentences, which may include bullet points.
- Planning paper will not be marked.

## Section 1

- 1 short response question

## Section 2

- 1 short response question



**DO NOT WRITE ON THIS PAGE**  
**THIS PAGE WILL NOT BE MARKED**

## Section 1

### Instructions

- If you need more space for a response, use the additional pages at the back of this book.
    - On the additional pages, write the question number you are responding to.
    - Cancel any incorrect response by ruling a single diagonal line through your work.
    - Write the page number of your alternative/additional response, i.e. See page ...
    - If you do not do this, your original response will be marked.
  - This section has one question.
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### QUESTION 1

Explain how the thread excerpt in Stimulus 1 in the stimulus book creates **two** representations of gaming. In your response, explain how a value, a language feature and a text structure contribute to creating **each** representation.

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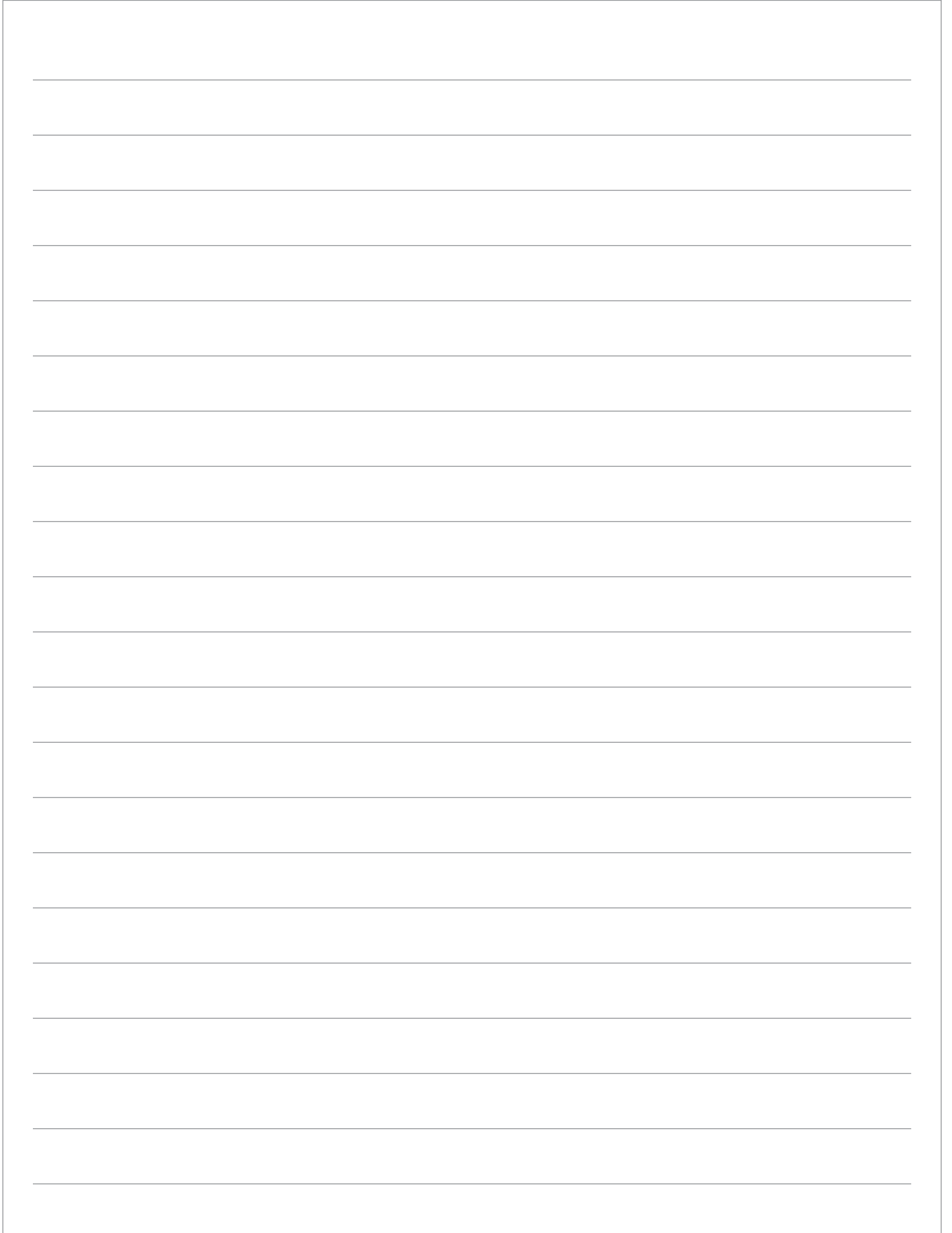
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## Section 2

### Instruction

- This section has one question.
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### QUESTION 2

How is gaming portrayed in the infographic in Stimulus 2 in the stimulus book? Support your response in parts a), b), c) and d) using evidence from the stimulus.

- a) Explain **two** points of view about gaming.

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b) Explain **two** cultural assumptions, attitudes, values or beliefs (choose two of these in any combination) about gaming.

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c) Explain how **two** language features have been used to portray gaming.

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d) Explain how **two** text structures have been used to portray gaming.

**END OF PAPER**

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