

Common internal assessment 2024 — Phase 1

Stimulus book

Essential English

General instruction

- Work in this book will not be marked.



Queensland
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Stimulus 1

Context

This is an excerpt from a thread on an online forum.

What's the role of gaming in the 21st century?



Charlie, Student | [Follow](#)

The first game I ever played was *Alien Spies*. I was five years old and it's just as vivid to me now as it was then. Fifteen years on, it's still solid entertainment. I've even kept my original console. People might think that's foolish or childish, but the game was revolutionary for its era. Plus the intro music draws me in every time!!

Finding great games is like a scavenger hunt because they range from glitchy to boring to inappropriate, but when you find an incredibly innovative game, you get obsessed. I certainly do, especially when I'm on a high level and can't beat the boss. And that's when a game's cutscenes often become frustrating replays of the same old, same old.



Hana, Student | [Follow](#)

My parents believed gaming was a waste of time, so I had to wait until I got a part-time job to buy my first game and console. It was worth it. There's so much adrenaline-fuelled fun and a ton of variety. You can become anyone you want to be. You can explore any world. You can problem solve anything! There are aliens, spaceships, mysteries and quests. You get lost in characters and stories, and compete with other players. Amaaaaaaazing!

Every new game feels like a fresh start, or a reboot, a chance to begin again. It doesn't matter if I make a mistake or lose a round. In gaming worlds, anyone can be the champion. Anyone can be the hero. Anyone can save the helpless and the lost.

Where else can you find that level of power?



Quan, Sports coach | [Follow](#)

Apart from building brain function and harnessing hand-eye coordination, playing games is escapism number one. If you want to live in a city under the ocean, you can! If you want to live in a castle in the sky, you can! There's a game for every universe imaginable. Not to mention heart-stopping graphics! #epic

Multiplayer games are especially awesome. My team has:

- @GreenStar68 from Paris
- @SamBeauty99 from Cairns
- @SolomonTwirl111 from Tokyo (who stops our team from getting smashed all the time).

We've got powers like animal whispering, mind control and shapeshifting, so we're a strong team. And dominating. What's not to love about that?



Gene, Educator | [Follow](#)

Although animal whispering and shapeshifting might be riveting in your make-believe worlds, fighting aliens in faraway galaxies isn't exactly a daily reality, or a necessary life skill. You could be socialising, reading books or enjoying the outdoors, all activities that have been *proven* to be good for our mental and emotional wellbeing.

Research also shows that happy people are organised and productive. They interact face-to-face and use their time purposefully.

Sounds as if you might be addicted... perhaps your mind control powers could be used to address that by spending more time in the real world.



Julia, Professor | [Follow](#)

Using powers such as animal whispering and shapeshifting *are* riveting tools, even if they are in make-believe worlds. Games broaden minds, enrich imaginations and help us find solutions to difficult obstacles in daily life.

As for reading? Video games aren't just pretty graphics! Gaming requires extensive amounts of reading *and* data analysis — it's Maths and English combined. So perhaps your mind control powers could be put to better use by conducting some academic research and wait for it... play a game, or two.



Tomasi, Doctor | [Follow](#)

My life is incredibly busy, so gaming is a stress release for me when I need a break from the rush, rush, rush. I also game with my partner, which is a laugh-fest when we play against each other.

like reply send share

Stimulus 2

Context

This infographic is an electronic image on a school intranet.

Be EDUCATED about gaming

Collaboration
Choose collaborative games to share experiences with others and develop friendships

Isolation
Seek face-to-face company rather than constant game time

Creativity
Choose games that enhance thinking and learning

Impact
Focus on learning to stay engaged

Communication
Create lots of different stories and share them

Inactivity
Balance gaming with other activities to broaden interests

You're in control

MANAGE your play!

The infographic features a central black game controller with a white cross, a screen, and two joysticks. The background is split into yellow and grey sections. Illustrations include two people gaming on a couch, a person sitting alone with a clock, a stack of books, a person wearing VR, and two people talking with speech bubbles.

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References

Stimulus 1

Avatars adapted from https://www.freepik.com/free-vector/people-avatar-collection_1176014.htm#fromView=search&page=1&position=34&uuiid=7b9da964-6961-40b9-a552-ac8c9994e6e9&new_detail=true&query=avatars+ofazfd0

Stimulus 2

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