

Given name/s

Family name

Teacher

Class

School name

Common internal assessment 2024 — Phase 2

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.
- 

## QUESTION 1

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

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

Do not write outside this box.



A large rectangular box containing 25 horizontal lines, intended for writing.

Do not write outside this box.







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

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

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

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

Do not write outside this box.

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

**END OF PAPER**

Do not write outside this box.



## **ADDITIONAL PAGE FOR STUDENT RESPONSES**

Write the question number you are responding to.

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

Do not write outside this box.







© State of Queensland (QCAA) 2024

Licence: <https://creativecommons.org/licenses/by/4.0> | Copyright notice: [www.qcaa.qld.edu.au/copyright](http://www.qcaa.qld.edu.au/copyright) — lists the full terms and conditions, which specify certain exceptions to the licence. | Attribution: © State of Queensland (QCAA) 2024