

Common internal assessment 2024 — Phase 2

Stimulus book

Essential English

General instruction

- Work in this book will not be marked.



Queensland
Government



Queensland Curriculum
& Assessment Authority

Stimulus 1

Context

This is a blog post by a blogger who uploads content regularly about their life experiences.

Challenge accepted

[About](#) • [Blog](#) • [Gaming](#) • [Contact](#)

Max's Blog

5 January 2024

Towards the end of last year, friends challenged me to game for a week. An entire week! I would've preferred to write the dictionary out a thousand times! Words are at least useful. Gaming's a time-wasting frivolity.

As you know, readers, I'm not the keenest gamer around. I'm pretty much uninformed about all things consoley, non-playable characters (NPC) and 'levelling up'. I'm more of a ... yes, a real-world person. Virtual worlds? Pffft!

My friends who have gamed ever since they found their way to a screen are constantly raving about gaming being 'the best ever ... like obviously'. They even dress up as their favourite characters at annual conventions. Obsessed, much?

But being open-minded and game (see what I did there?), I agreed to their ridiculous challenge. The deal was to play a recently released game on my own for three hours every day for one week.

Day 1

With some degree of resistance, but knowing that gaming was the number one recreational activity for teenagers, I clicked 'start' and tapped buttons.

By the end of the first day, after sitting hunched in the same position in front of the screen for three hours, my neck felt like a twisted band of steel and my hands ached. I'd prefer writing out the dictionary any day of the week.

Later, and only to myself, I did admit that I'd had moments where I'd briefly lost myself in the game's multiple galaxies. My imagination had somehow locked onto my character and I'd momentarily believed the quest actually mattered. #surprising

Day 2

Three hours flashed by at Formula One speed and it should've been game over right then, but the urge to level up by getting the spaceship to the next planet was too strong. Another hour passed without me even realising it. #shocking

It turns out gaming is next level. I'd always thought movies were a great escape, but gallivanting around galaxies as a character in a story on a quest means you're the decision-maker, not a passive participant. Unfortunately, I got so wired I then had trouble sleeping. Even worse, over the next few days, ignoring the game outside the required 'three hour challenge' was increasingly difficult, but, I'd reasoned, I was on holidays! And indulged.

Day 3

By this stage, I'd actually found myself launching into the game earlier than necessary and continuing long after the three hours were up, keen to reach level 22 and secure that special experimental fuel. #whowasI?

Day 4

I was exhausted, hungry and I felt like a red-eyed alien from one of the moons in the game. Writing the dictionary would've been infinitely preferable.

Day 5

I'd started seeing my character as an extension of me. I was mining resources and battling opponents like a boss for hours, but I'd noticed feelings of fuzziness ... and reality slipping away like eels in mud. My friends actually liked that????

Day 6

I'd realised changes were needed. I started taking regular breaks, stopped to eat proper meals and limited gaming to three hours. #muchbetter

Day 7

By the end of seven days, I'd finished the main quests and developed my character tree. But much more than that, I'd travelled to other universes and learnt more about myself within the safety of the world I'd built. #selfdiscovery

Turns out my friends were kind of right. Gaming wasn't a total time-wasting frivolity. Done sensibly, it did offer escape and creativity. I do, however, draw the line at dressing up at conventions, at least for now ...

Stimulus 2

Context

This poster is displayed on a wall at a public library in the young adult section.

The poster is set against a background of a bright, cloudy sky and rolling green hills. At the top left, there is a progress bar with 10 green segments and 2 grey segments, with a key icon and the text "= 100 points" below it. The central text "Game Zone" is large and bold. Surrounding this text are four benefit callouts in teal banners: "Stress reduction" (with two people meditating on a log), "Teamwork" (with two people on a floating platform), "Problem-solving" (with two people climbing a vine on a platform), and "Shared experience" (with two people playing video games). The bottom of the poster features a teal banner with the text "Gaming is better together" and "Collaborate and connect through virtual fun".

Stress reduction

Teamwork

Problem-solving

Shared experience

Game Zone

Gaming is better together
Collaborate and connect through virtual fun

THIS PAGE IS INTENTIONALLY BLANK

THIS PAGE IS INTENTIONALLY BLANK

THIS PAGE IS INTENTIONALLY BLANK

References

Stimulus 2

A 3D landscape with grassy hills and blue cloudy sky, Freepik, https://www.freepik.com/free-photo/3d-landscape-with-grassy-hills-blue-cloudy-sky_8210755.htm

Girl helping to get up to another girl, Freepik, https://www.freepik.com/free-photo/girl-helping-get-up-another-girl_998436.htm

Photo of Man in Gray T-shirt and Black Jeans on Sitting on Wooden Floor Meditating, Pexels, <https://www.pexels.com/photo/photo-of-man-in-gray-t-shirt-and-black-jeans-on-sitting-on-wooden-floor-meditating-3760611/>

Young woman sitting in Lotus pose during meditation at home, Pexels, <https://www.pexels.com/photo/young-woman-sitting-in-lotus-pose-during-meditation-at-home-4498214/>

Mas A Strong couple with safety belts climbing rocky wall, Pexels, <https://www.pexels.com/photo/strong-slim-couple-with-safety-belts-climbing-rocky-wall-5383712/>

Young friends posing in studio, Freepik, https://www.freepik.com/free-psd/medium-shot-young-friends-posing-studio_65721911.htm

A game template nature scene, Freepik, https://www.freepik.com/free-vector/game-template-nature-scene_24066434.htm



© State of Queensland (QCAA) 2024

Licence: <https://creativecommons.org/licenses/by/4.0> | Copyright notice: www.qcaa.qld.edu.au/copyright — lists the full terms and conditions, which specify certain exceptions to the licence. Third-party materials referenced above are excluded from this licence. | Attribution: © State of Queensland (QCAA) 2024