



National  
Qualifications  
2022

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**2022 English**

**Reading for Understanding,  
Analysis and Evaluation**

**National 5**

**Finalised Marking Instructions**

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## General marking principles for National 5 English: Reading for Understanding, Analysis and Evaluation

*This information is provided to help you understand the general principles you must apply when marking candidate responses to questions in this paper. These principles must be read in conjunction with the detailed marking instructions, which identify the key features required in candidate responses.*

- (a) Marks for each candidate response must **always** be assigned in line with these general marking principles and the detailed marking instructions for this assessment.
- (b) Marking should always be positive. This means that, for each candidate response, marks are accumulated for the demonstration of relevant skills, knowledge and understanding: they are not deducted from a maximum on the basis of errors or omissions.
- (c) If a specific candidate response does not seem to be covered by either the principles or detailed marking instructions, and you are uncertain how to assess it, you must seek guidance from your team leader.
- (d) Candidates should gain credit for their understanding of the ideas of the passage, and their analysis and evaluation of the writer's use of language.
- (e) Unless quoting from the passage, the candidates should use their own words as far as possible.

*The following notes are offered to support markers in making judgements on candidates' evidence.*

Marking instructions for each question

Question		Expected response(s)	Max mark	Additional guidance
1.		Any two points.	2	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘I worked in a busy local café’ glossed by eg the game was just like her job (1)</li> <li>• ‘I churned out hot beverages at high speed’/‘I found the work hard’ glossed by eg her job was demanding/difficult (so you wouldn’t expect her to enjoy a game about it) (1)</li> <li>• ‘constantly restocking my cup and saucer area’/‘I found the work...boring’ glossed by eg her job was repetitive/dull/she did not like it (1)</li> <li>• ‘waitress in a busy restaurant, taking orders, serving customers, clearing away their cups and plates’ glossed by eg the game sounds like doing (unpleasant) chores (1)</li> <li>• ‘Diner Dash was not among the most realistic’ glossed by eg the game was not/did not look authentic/believable (1)</li> <li>• ‘its simplicity’ glossed by eg the game was basic (1)</li> <li>• ‘I was enthralled by the thrill that came with pleasing customers’ glossed by eg she was excited by (mundane) tasks only when in the game (1)</li> <li>• ‘How many levels were available was never made clear’ glossed by eg the outcome/structure of the game was not obvious (1)</li> <li>• ‘The game seemed infinite’ glossed by eg the game went on and on/was repetitive (1)</li> </ul>

Question		Expected response(s)	Max mark	Additional guidance
2.		Reference (1) Comment (1) x2	4	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘– my dream job –’/ref to parenthesis/ref to repetition (1) suggests/emphasises eg it wasn’t just any job/the job was very important to her (1)</li> <li>• ‘slipped’ (1) suggests eg she feels like her life has stumbled/control has been lost (1)</li> <li>• ‘uncertain (world)’ (1) suggests eg she doesn’t know what is going to happen (1)</li> <li>• ‘acute’ (1) suggests eg intense pain/feeling/emotion (1)</li> <li>• ‘anxiety’/‘(feeling of) worry’ (1) suggests eg stress (1)</li> <li>• ‘acute anxiety’/reference to alliteration (1) emphasises eg distress (1)</li> <li>• ‘most of my working week at home’ (1) suggests eg feeling trapped/stuck inside (1)</li> <li>• ‘alone’ (1) suggests eg lack of company/isolation (1)</li> <li>• ‘making lists’ (1) suggests she now resorts to pointless activity/now finds it difficult to organise herself (1)</li> <li>• ‘staring out of the window (at the pigeons)’ (1) suggests eg boredom (1)</li> <li>• ‘Sometimes I read Amazon reviews...’ (1) suggests eg she has nothing important to do/has to try to fill her time (1)</li> <li>• ‘which was exciting’/sarcastic tone (1) suggests she feels her life was dull (1)</li> <li>• ‘I tried exercising. I tried structure.’/ref to short sentences/ref to repetition (1) emphasises the brevity/variety of attempts to give life meaning (1)</li> <li>• ‘I tried exercising’ (1) suggests eg she attempts to take her mind off her immediate situation/she feels the need to improve her health (1)</li> <li>• ‘I tried structure’ (1) suggests eg she feels the need to organise her life (1)</li> <li>• ‘But’ (1) emphasises she can’t escape her situation (1)</li> </ul>

Question	Expected response(s)	Max mark	Additional guidance
			<ul style="list-style-type: none"> <li>• ‘nothing seemed to ease’ (1) suggests eg she is unable to make herself feel better (about things) (1)</li> <li>• ‘niggling’ (1) suggests eg she can’t avoid her concerns/her concerns are irritating (1)</li> <li>• ‘hollow’ (1) suggests eg she feels empty (1)</li> <li>• ‘Bingo.’/reference to short sentence (1) suggests/emphasises eg she is delighted to find a distraction (1)</li> <li>• ‘It was like putting Vaseline on chapped lips.’/reference to simile (1) suggests eg a sense of relief from pain/negative feelings/losing her job had caused her pain that was only relieved when she discovered The Sims (1)</li> </ul>

Question	Expected response(s)	Max mark	Additional guidance
3.	Any five points.	5	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘you design and build homes’/‘(digital) world I’d created’ glossed by eg you get to draw/construct houses/universes OR it appeals to the player’s imaginative side (1)</li> <li>• ‘in a blank slate (of a neighbourhood)’ glossed by eg the game gives you complete freedom/there are no restrictions/you get to start from scratch (1)</li> <li>• ‘creating “Sims” to live inside them’ glossed by eg it gives you the opportunity to invent people/characters (1)</li> <li>• ‘As a teenager, The Sims was my thing’ glossed by eg it appeals to young people (even as they move out of childhood years) (1)</li> <li>• ‘Back then I averaged two or three hours every weekday, and I’d put in a proper sesh at the weekend.’/‘Addictive.’ glossed by eg it is compulsive/habit-forming (1)</li> <li>• ‘It felt wonderful to return home from the incomprehensibly dull monotony of school to a digital world I’d created’ glossed by eg Sims provides (welcome) excitement/distraction/relief from boredom (1)</li> <li>• ‘a kind of haven’ glossed by eg the game offers a refuge (1)</li> <li>• ‘order’ glossed by eg it allows the player to organise everything (1)</li> <li>• ‘control’ glossed by eg it gives the player power (1)</li> <li>• ‘My interminable adolescent thirst to be someone else was quenched.’ glossed by eg it allows you to become another person/take on other roles (1)</li> <li>• ‘I could throw teachers I disliked into swimming pools’/‘I could make a Sim of a pretty, popular girl in my school, and prevent her from falling in love.’ glossed by eg it allows you to get your own back on people you don’t like (1)</li> </ul>

Question	Expected response(s)	Max mark	Additional guidance
			<ul style="list-style-type: none"> <li>• ‘I could invent a handsome Sim and command him to kiss an incredibly cool, elegant Sim who, coincidentally, shared my name’ glossed by eg it permits you to play out your fantasies/it can seem to make your dreams come true (1)</li> <li>• ‘It was a kind of escapism’ glossed by eg it lets you leave your troubles behind (1)</li> <li>• ‘Beautiful.’ glossed by eg the game is visually attractive/amazing (1)</li> <li>• ‘A little devilish.’ glossed by eg it appeals to a player’s sense of mischief (1)</li> </ul>

Question		Expected response(s)	Max mark	Additional guidance
4.		Any pair, <b>OR</b> two correct selections covering different directions.	<b>2</b>	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘(The game’s) appeal’ looks back <b>(1)</b> to ‘My interminable adolescent thirst...’ OR ‘I could throw teachers I disliked...’ OR ‘I could invent a handsome Sim...’ OR ‘I could make a Sim of a pretty, popular girl in my school...’ OR ‘It was a kind of escapism.’ OR ‘Beautiful.’ OR ‘Addictive.’ OR ‘It felt wonderful’ OR paraphrase of any of the above <b>(1)</b>  <b>NB</b> Please also accept an appropriate selection or paraphrase from lines 15-25.</li> <li>• ‘(its) close-to-real-life-ness’ looks forward <b>(1)</b> to ‘You pay bills’ OR ‘You load the dishwasher.’ OR ‘You make beds.’ OR ‘You clean stuff.’ OR ‘(In a game, you clean stuff!)’ OR ‘hard day’s work’ OR ‘dinner spent together as a family’ OR ‘weary, content mother’ OR ‘You cannot “win.”’ OR paraphrase of any of the above <b>(1)</b></li> <li>• ‘(The game’s) appeal’ looks back <b>(1)</b> ‘(its) close-to-real-life-ness’ looks forward <b>(1)</b></li> </ul>
5.		<b>1 mark</b> for each word glossed.	<b>2</b>	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘peak’ glossed by eg maximum point of/summit of <b>(1)</b></li> <li>• ‘procrastination’ glossed by eg delaying/postponing/avoiding/putting off important tasks <b>(1)</b></li> </ul>

Question	Expected response(s)	Max mark	Additional guidance
6.	Reference (1) Comment (1) x2	4	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘(It) excited (me)’ (1) suggests eg enthusiasm (1)</li> <li>• ‘a good white wash’ (1) suggests eg pure/healthy (1)</li> <li>• ‘removal of stains’ (1) suggests eg getting rid of unpleasant/negative aspects (1)</li> <li>• ‘achievable (goal)’ (1) suggests eg realistic/doable (aim) (1)</li> <li>• ‘Something I could do well’ (1) suggests eg satisfaction in completing task (1)</li> <li>• ‘Something I could do...quickly’ (1) suggests eg task could be done easily/rapidly (1)</li> <li>• ‘rewards’ (1) suggests eg benefits/pleasure (1)</li> <li>• ‘I became good (at the game).’/ref to short sentence (1) suggests/emphasises eg improvement/success (1)</li> <li>• ‘In a world I had designed and constructed’/‘having control over their lives’ (1) suggests eg positive act of creation/feeling in command (1)</li> <li>• ‘thrived’ (1) suggests eg things going well (1)</li> <li>• starting sentence with ‘And’ (1) emphasises eg there were many good things (1)</li> <li>• ‘escape (dwelling on)’ (1) suggests eg she is not bogged down by negative aspects (1)</li> <li>• ‘my worries floated away/my thoughts disappeared’ (1) suggests eg concerns have gone (1)</li> </ul>

Question		Expected response(s)	Max mark	Additional guidance
7.		Reference (1) Comment (1) x2	4	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘relaxing’ (1) suggests eg games are recreational/associated with rest (1)</li> <li>• ‘lovely’ (1) suggests eg games are pleasant/to be liked (1)</li> <li>• ‘precious’ (1) suggests eg games are to be valued (1)</li> <li>• ‘(help you) forget (about the world burning outside)’/‘(ultimate) escapism’/‘distraction’ (1) suggest eg games take you away you from (harsh) reality (1)</li> <li>• ‘joy’ (1) suggests eg gaming brings happiness/excitement (1)</li> <li>• ‘tranquility’/‘calm’ (1) suggests eg games bring peace (1)</li> <li>• ‘manageable’ (1) suggests eg games are doable/achievable (1)</li> <li>• ‘gratifying (tasks and puzzles)’ (1) glossed by eg games offer satisfaction (1)</li> <li>• ‘don’t make you want to smash (your controller into the wall with frustration)’ (1) suggests eg games don’t anger/cause irritation (1)</li> </ul>

Question		Expected response(s)	Max mark	Additional guidance
8.		Any five points.	5	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘Video games place you at the centre of the story’ glossed by eg the player is the main character/has a sense of worth (1)</li> <li>• ‘you are an active participant’/’instead of a passive observer’ (1) glossed by eg gaming allows you to be directly involved (1)</li> <li>• ‘They offer us a safe place to interrogate and test the emotional consequences of our actions’ glossed by eg gaming allows us a risk-free way to see the results of our behaviour (1)</li> <li>• ‘Far from being a meaningless waste of time’ glossed by eg gaming is purposeful/is rewarding (1)</li> <li>• ‘games help us explore what it means to be human’ glossed by eg gaming introduces you to different aspects of being a person (1)</li> <li>• ‘to explore notions of love’ glossed by eg gaming helps you understand what it is to be attached to someone (1)</li> <li>• ‘to explore notions of ... loss’ glossed by eg gaming helps you understand what it is to be without someone (1)</li> <li>• ‘to explore notions of love and loss’ glossed by eg to experience strong/contrasting/a range of emotions (1)</li> <li>• ‘to allow us to travel to far-off incredible places’ glossed by eg gaming lets us experience amazing destinations/broadens your horizons (1)</li> <li>• ‘to become incredible people’ glossed by eg gaming lets you take on different identities/realise ambitions or fantasies (1)</li> <li>• ‘all from the comfort of our own home’ glossed by eg gaming is accessible (1)</li> <li>• ‘it is a normal aspect of human nature to desire a certain level of</li> </ul>

					<p>control over ourselves' glossed by eg gaming allows you to make your own decisions/choices (1)</p> <ul style="list-style-type: none"> <li>• 'in order to achieve some positive outcomes in our lives' glossed by eg gaming reflects our desire for self-improvement (1)</li> <li>• 'We're often drawn to tasks that are easy to complete' glossed by eg we like things that are straightforward to do (1)</li> <li>• 'We're often drawn to tasks that... give us some sense of reward'/' completing your to-do list or achieving the next level on a game' glossed by eg success in gaming offers satisfaction (1)</li> <li>• 'That buzz you get' glossed by eg gaming is exciting (1)</li> <li>• 'can trigger the release of dopamine in the brain, making you feel good'/'just the ticket when you're not feeling good' glossed by eg gaming can improve your mood/mental state (1)</li> </ul>
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Question	Expected response(s)	Max mark	Additional guidance
9.	<p>Selection (1) Comment (1)</p> <p><b>NB</b> do not reward a response which simply says ‘it sums up the main ideas of the passage etc’ unless the candidate goes on to explain what the main ideas are.</p> <p>It is also important to note that the references from elsewhere in the passage given in ‘possible answers’ are not exhaustive: there are many more and they should be rewarded, as appropriate.</p>	2	<p><b>Possible answers</b></p> <ul style="list-style-type: none"> <li>• ‘She’s right.’ (1) repeats/emphasises the writer’s agreement with Godfrey’s ideas (1)</li> <li>• ‘(Since realising) why I am playing The Sims (1) repeats ‘The Sims was my thing’ OR any other specific reference to a reason she enjoys playing The Sims (1)</li> <li>• ‘playing The Sims so much’ (1) repeats the idea of ‘My Sims habit resumed last year’ (1)</li> <li>• ‘play it (a little) less’ (1) repeats the idea of the title (1)</li> <li>• ‘Work feels manageable’ (1) repeats the idea of ‘Something I could do well and quickly.’ (1)</li> <li>• ‘it doesn’t feel as difficult to keep my head above water’ (1) repeats the idea of ‘desiring a feeling of control is simple human nature’ (1)</li> <li>• ‘I’m excited about the future’ (1) repeats the idea of ‘to allow us to travel to far-off incredible places, to become incredible people’ (1)</li> <li>• ‘excited’ (1) repeats the idea of ‘enthralled by the thrill’ (1)</li> <li>• ‘I’m not ashamed of how I’m spending my time.’ (1) repeats the idea of ‘The Sims was my thing.’ (1)</li> <li>• ‘You can’t “win” at life’ (1) repeats the idea of ‘the uncertain world’ (1)</li> <li>• ‘any more than you can “win” at The Sims’ (1) repeats the idea of ‘How many levels were available was never made clear.’/‘The game seemed infinite.’ (1)</li> <li>• ‘doing what you love’ (1) repeats the idea of ‘I was enthralled’/‘I’d play for hours’/‘Addictive.’ (1)</li> <li>• ‘some laundry thrown in’ (1) repeats the idea of ‘I became obsessed with doing laundry’/‘Laundry became an achievable goal’/repeats earlier example of humour (1)</li> </ul>

[END OF MARKING INSTRUCTIONS]