

N5

National Qualifications

2022

English

Reading for Understanding, Analysis and Evaluation (Questions)

Thursday, 12 May

Instructions to Candidates

Candidates should enter their surname, forename(s), date of birth, Scottish candidate number and the name and level of the subject at the top of their first answer sheet.

**Total marks – 30**

**Attempt ALL questions.**

You must clearly identify the question number you are attempting on your answer sheet.

Marks are shown in square brackets at the end of each question or part question.

An owl in the margin indicates a new question.

[Braille Page 2] Total marks – 30

Attempt ALL questions

ow 1. Refer to lines 1-21.

Using your own words as far as possible, explain why it was strange that the writer liked to play Diner Dash. You should make two key points in your answer. [2 marks]

ow 2. Refer to lines 22-39.

By referring to two examples of language, explain how the writer highlights the negative effects of losing her job. [4 marks]

ow 3. Refer to lines 40-66.

Using your own words as far as possible, explain why The Sims is such a popular game. You should make five key points in your answer. [5 marks]

ow 4. Refer to lines 67-68

"The game's appeal also comes from its close-to-real-life-ness." By referring to any part of this sentence, explain how it helps to provide a link between the writer's ideas at this point in the passage. [2 marks]

ow 5. Refer to lines 79-92 ("My Sims ... minute I had").

Using your own words, explain fully what the writer means by the phrase "peak procrastination." [2 marks]

ow 6. Refer to lines 101-117.

By referring to two examples of language, explain how the writer makes it clear that doing laundry and/or playing Sims helped her during a difficult time. [4 marks]

ow 7. Refer to lines 118-137.

By referring to two examples of word choice, explain how the writer makes it clear that many new video games do not contribute to stress or anxiety. [4 marks]

ow 8. Refer to lines 138-167.

Using your own words as far as possible, identify five positive points made about gaming. [5 marks]

ow 9. Refer to lines 177-189.

Select any expression from these lines and explain how it contributes to the passage's effective conclusion. [2 marks]

[END OF QUESTION PAPER]