



**GCE AS/A level**

**1151/01**

**ENGLISH LANGUAGE – LG1**

**Introduction to the Language of Texts**

**A.M. TUESDAY, 2 June 2015**

**2 hours 30 minutes plus your additional time allowance**

## **ADDITIONAL MATERIALS**

**You will need a WJEC pink answer booklet, which has been specifically designed for this examination paper. No other answer booklet should be used. If you run out of space, use a standard 4 page continuation booklet.**

## **INSTRUCTIONS TO CANDIDATES**

**Use black ink or black ball-point pen or your usual method.**

**Answer BOTH questions: 01 for Section A and 02 for Section B.**

**Write your answers in the separate answer book provided, following the instructions on the front of the answer book.**

## **INFORMATION FOR CANDIDATES**

**Question 01 carries 40 MARKS, and Question 02 carries 20 MARKS.**

**You should divide your time accordingly.**

**In this unit you will be assessed on your ability to:**

**select and apply a range of linguistic methods, to communicate relevant knowledge using appropriate terminology and coherent, accurate written expression (AO1);**

**demonstrate understanding of a range of concepts and issues related to the construction and analysis of meanings in spoken and written language, using knowledge of linguistic approaches (AO2);**

**analyse and evaluate the influence of contextual factors on the production and reception of spoken and written language, showing knowledge of the key constituents of language (AO3).**

**You are reminded that assessment will take into account the quality of written communication used in your answers.**

## **SECTION A**

### **THE LANGUAGE OF TEXTS**

**This Section counts for 40 marks and you should devote an appropriate proportion of your time to it.**

**The following two texts are about table tennis.**

**TEXT A is an extract from THE GIRLS EMPIRE: AN ANNUAL FOR ENGLISH SPEAKING GIRLS ALL OVER THE WORLD published in 1902.**

**TEXT B is an extract from a specialist website which sells table tennis tables and accessories.**

**QUESTION 01**

**ANALYSE THE USE OF LANGUAGE IN THESE TEXTS.**

**In your answer you should:**

**consider carefully the audience and purpose for each text;**

**explore how the writers present table tennis;**

**include some consideration of similarities and/or differences between the texts.**

**(40 MARKS)**

**TEXT A: AN EXTRACT FROM THE GIRLS EMPIRE: AN ANNUAL FOR ENGLISH SPEAKING GIRLS ALL OVER THE WORLD**

**ATHLETICS FOR GIRLS: PING-PONG PLAYING  
BY BEATRICE LEWIS**

No foolish or worthless pastime, no mere amusement lacking in scope for the display of  
5 cleverness and individuality would ever attain the pinnacle of success to which ping-pong has undoubtedly climbed during the past year. There are various reasons besides the mere pleasure of the actual game which go to form active factors towards  
10 its triumph.

First and foremost amongst these must be counted the fact that the exercise of playing is exhilarating and beneficial above anything hitherto induced by an indoor game. Then, it is inexpensive and  
15 accessible to all classes and all means. Essentially a social pastime, it is equally suitable for afternoon and evening play, and can be enjoyed in any kind of dress. The only restriction I would lay down in this latter respect is with regard to the wearing of tight  
20 things, especially tight-fitting sleeves, which would certainly impede the play and distress the player. But since tight garments are harmful, under any conditions, it is scarcely a special exaction of ping-pong to demand their avoidance.

25 I should here like to say a few words to young  
girls on what I may call the ethics of game-  
playing, and the position and importance that  
should be accorded to it in one's daily life. It is a  
habit amongst many people to decry the playing  
30 of games as childish and to scoff at all signs of  
earnestness and enthusiasm expended upon  
them. "Oh, it's only a game! How absurd to take it  
so seriously!" Now, this appears to be an entirely  
false spirit in which to enter upon any pursuit.

35 Games, especially if they give scope for healthful  
exercise, hold a legitimate place in the lives of  
all young persons, and are therefore well worth  
entering into heartily. At the same time, it should  
never be forgotten that play must not be allowed  
40 to usurp the place or the time of work and duty.  
If the ardour for play leads to scamped lessons,  
to the scurried and untidy performance of the  
necessary needlework task, to a forgetfulness of  
mother's instructions, or an ungracious manner  
45 in lightening her labours, and in rendering her  
thoughtful assistance in the household work,  
be sure that an ugly phase of selfishness is  
setting in which must be checked without delay.  
Pull yourself up, take yourself to task promptly  
50 and severely, and try to let duties and pleasures  
respectively find their proper level in the scheme  
of your daily life.

But, granted that your playtime is not allowed to encroach upon higher duties, let me beg you  
55 not to be ashamed to throw yourself thoroughly and heartily into the pastime of the moment. Use your brains, concentrate your attention, and do your best to excel. When it does not annoy me, it makes my heart ache to see young girls joining  
60 feebly and listlessly in pastimes and pleasures, instead of displaying a healthy and vigorous enthusiasm. It is my experience, and my sincere conviction, that thoroughness permeates the character in work and play alike, while a listless  
65 indifference destroys the moral fibre, and will prove a bar to success in all things small and great. Therefore, while you are playing, play with heart and soul, and do the very best you are capable of.

70 Ping-pong, like all other games, can be played prettily and gracefully, or the reverse – very much the reverse! It's really as easy from the beginning to cultivate a graceful style as to flounder and fling oneself about with arms and legs going like  
75 a distracted windmill. Some girls contract an ugly habit of standing with the legs apart, back bent and elbows squared. Such a pose, together with a countenance engraved with a fierce and anxious glare, would render the prettiest of  
80 girls an unattractive spectacle. I do not mean to suggest that you should be for ever thinking of



appearances, but a good carriage is very important and exercise loses more than half its value if carried on in an awkward and slovenly manner.

## **TEXT B: an extract from a specialist website which sells table tennis tables and accessories**

### **THE HEALTH BENEFITS OF TABLE TENNIS**

#### **LOSE WEIGHT & GET FIT WITH TABLE TENNIS!**

Worldwide millions of people play table tennis, and with good reason. It is entertaining, fun, fast and has great health benefits as well. Because of the low risk of injury table tennis can be enjoyed by people of all ages and fitness levels. When played regularly it improves reflexes, hand-eye coordination and balance, while toning and strengthening the core muscles, upper and lower body. It's great for working up a sweat and increasing your heart rate, thus helping to keep your heart strong and healthy. Not only is it a good cardiovascular exercise, it is also a great aerobic workout. When running about the table your heart rate increases and your body's requirement for oxygen becomes much higher, therefore you breathe heavier, faster and deeper, which increases lung capacity in addition to how efficiently your lungs use oxygen.

As well as being a fantastic physical work out, table tennis is also a great mental work out. You have to plan strategies and decide what spin to put on the ball, whilst trying to stay one step ahead of your opponent and react to the shots they are playing all

**25 at the same time.**

**Decisions have to be made in split seconds, this increases concentration levels, short term memory and decision-making ability. All this mental exercise boosts hormone levels and keeps the brain young,**

**30 which can slow the progress of cognitive decline that occurs with ageing. It is also a sport that is good for social bonding, with its friendly but competitive nature, it can be enjoyed at your local club where you can meet with new people and form**

**35 lasting friendships. It can also be played at home as a great way to spend more quality time together and bring the family closer.**

**Renowned physician, psychiatrist and brain imaging expert, Dr Daniel Amen,**

**40 says that ‘Table Tennis is The World’s Best Brain Sport!’**

**The following was what Dr Amen had to say about table tennis:**

**‘You still may think that calling table tennis a sport**

**45 is silly, but I think it is the best brain sport ever. It is highly aerobic, uses both the upper and lower body, is great for eye-hand coordination and reflexes, and causes you to use many different areas of the brain at once as you are tracking the ball, planning shots**

**50 and strategies, and figuring out spins.**

It is like aerobic chess. Plus, table tennis causes very few head injuries. Table tennis, or Ping Pong, is the second most popular organized sport in the world. What is even more impressive is that it is  
55 the youngest of the world's major sports. At the competitive level, players hit the ball in excess of 90 miles per hour across the table!

## **Ward off Alzheimer's & assist in the treatment of Dementia!**

60 Numerous studies have found that table tennis activates various areas of the brain simultaneously. Incredibly, the game is now being recommended as a method of warding off Alzheimer's and for assisting in the treatment of dementia.

65 Most notably, Dr Daniel Amen specifically points out that table tennis:

- Increases concentration and alertness
- Stimulates brain function
- Develops tactical thinking skills
- 70 • Develops hand/eye coordination
- Provides aerobic exercise
- Provides social and recreational interaction

## **SECTION B**

### **LANGUAGE FOCUS**

**This Section counts for 20 marks and you should devote an appropriate proportion of your time to it.**

**The following text is an extract from an article about THE LEGO MOVIE published in a weekly news and current affairs magazine in February 2014, the day before the film was shown in cinemas.**

### **QUESTION 02**

**Analyse and discuss the use of language in this text to convey the views presented by the writer.**

**You should consider in your answer:**

**how the language choices reveal the writer's attitudes towards the film;**

**how language is used to present enthusiasm for the popular toy Lego.**

**(20 MARKS)**

**TOY-TURNED-MOVIE WORKS LEGO NOSTALGIA**

**Lego Movie taps into 50 years of brick stacking.**

**Batman and Gandalf don't hurt, either.**

**By Barry Hertz**

**5 When BATTLESHIP opened in the summer of 2012, Hollywood was looking more and more like a Toys “R” Us outlet. With film adaptations of Candy Land, Ouija, Monopoly and Stretch Armstrong in the pipeline, this was a new era of toy-to-film franchises**

**10 – a neat reversal of the '80s and '90s, when producers looked to playthings to extend franchises outside the multiplex. But it was not meant to be. BATTLESHIP sank at the box office, earning just a third of its \$200-million-plus budget, and the ripple**

**15 effect was swift: MONOPOLY went directly past Go to development hell, and Universal shed its much-hyped Hasbro partnership, paying millions in penalties to not make movies. BATTLESHIP flopped in part because it lacked**

**20 recognizable characters – plastic grey ships and red pegs don't exactly make for compelling leads. The upcoming LEGO MOVIE makes up for that in spades. Thanks to a host of iconic characters, and unique cross-generational appeal, the ubiquitous**

**25 interlocking bricks may just build a film empire to rival Disney.**

The plot of the CGI movie is nothing special: An Everyman doofus named Emmet (voiced by PARKS AND RECREATION'S Everyman doofus Chris Pratt) is mistakenly drafted into a save-the-world mission to stop the villainous President Business (Will Ferrell). The fellow Legonians who help Emmet, though, push the film into unprecedented territory. Batman, Superman, the Teenage Mutant Ninja Turtles, Gandalf and Han Solo all pop up in the film in a when-brands-collide whirlwind – guaranteeing interest from a huge swath of moviegoers who grew up not only with Lego, but also with the dozens of licensed characters the film crams in. “I know I wasn’t on my own in getting a little shiver of joy from seeing the trailer and watching Wonder Woman, the Turtles, and even Lego’s 1980s space guy, all in the same scene,” says Christopher Ratcliff, a movie-marketing expert with the London-based firm Econsultancy.

The nostalgia factor is key. Just Google “adult fans of Lego” to uncover a world of grown-ups crafting insanely detailed Lego recreations of the Old Testament, animating mini-Star Wars figures to create “Imperial March” Lego orchestras, or publishing such serious fan magazines as novelist Joe Meno’s BRICK JOURNAL. “Everyone has played with Lego at some point in their life, and the company’s dedication to a high-quality play experience keeps fans around,” says Carl Merriam, a 29-year-old Californian who created

**BrickLaboratory.com to share his intricate works (which range from Lego toothbrushes to H.P. Lovecraft's Cthulhu).**

**60 By casting Pratt and a host of adult comedy all-stars – Jonah Hill, Alison Brie and Will Arnett (who does a spot-on Dark Knight) – producers are also hitting the Pixar sweet spot, mixing highly refined nostalgia with expertly crafted pop-culture homage.**

**END OF PAPER**