

# **MARKING SCHEME**

# LEVEL 1 AND LEVEL 2 CERTIFICATES IN LATIN LANGUAGE AND LATIN LANGUAGE & ROMAN CIVILISATION

**SUMMER 2014** 

#### INTRODUCTION

The marking schemes which follow were those used by WJEC for the Summer 2014 examination in LEVEL 1 AND LEVEL 2 CERTIFICATES IN LATIN LANGUAGE AND LATIN LANGUAGE & ROMAN CIVILISATION. They were finalised after detailed discussion at examiners' conferences by all the examiners involved in the assessment. The conferences were held shortly after the papers were taken so that reference could be made to the full range of candidates' responses, with photocopied scripts forming the basis of discussion. The aim of the conferences was to ensure that the marking schemes were interpreted and applied in the same way by all examiners.

It is hoped that this information will be of assistance to centres but it is recognised at the same time that, without the benefit of participation in the examiners' conferences, teachers may have different views on certain matters of detail or interpretation.

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WJEC regrets that it cannot enter into any discussion or correspondence about these marking schemes.

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## LEVEL 1 CORE LATIN LANGUAGE

## **UNIT 9511**

Q.1	huge / massive / enormous / very big (big / large = 0)	[1]
Q.2	(i) large / big (very large / massive / huge = 0)	[1]
	(ii) (his) master / Decimus	[1]
Q.3	(he was) a small / little (1) boy (1) (child = 0)	[2]
Q.4	A, D	[2]
Q.5	all / everyone (1) when / whenever (1) they saw / were seeing (1) the boy / child (1) walking (1) with the dog (1) laughed / smiled / were laughing / would smile (1) (accept passive without agent) (if two present tenses used, deduct 1 only)	[7]
Q.6	(i) C	[1]
	(ii) the citizens (people / civilians = 0)	[1]
Q.7	that which / what (1) its master / the boy / Decimus (1) wanted (1) (obeyed = 2; obeyed its master = 3) (when the master wanted him / called him = 2)	[3]
Q.8	B,C,E	[3]
Q.9	Lupus / the dog returned (1) (he returned = 0) to the house / home (1) alone (1)	[3]
Q.10	the slave-girl / maid / serving girl (1) who (1) was working (1) (when working = $1 / 2$ ;) in the garden (1) (was in the garden working = OK) hurried / rushed / ran (1) into the main room (1) (to = 0)	[6]
Q.11	D	[1]
Q.12	approaching / going to(wards) (the dog/it) / she approached (the dog)	[1]
Q.13	where is Decimus / where was Decimus	[1]
Q.14	(i) ran / hurried (1) to the door (1) looked at / watched (1) (saw = 0) the slave-girl (1)	[4]
	<ul> <li>(ii) when he heard (1) his master's name (1)</li> <li>(if given as answer to (i), award 2 marks)</li> <li>(if all 6 points are given, but narrative order of (i) and (ii) reversed, = 5 / 6)</li> </ul>	[2]
Q.15	the slave-girl (1) who (1) now (1) was anxious (1) exclaimed / shouted / called out (1) mistress! (mistress!) (1) come (1) (run = 0) quick(ly) (1)	[8]
Q.16	A,D,F	[3]
Q.17	A	[1]

Q.18	(i)	opened (1) the door (1)	[2]
	(ii)	ran / rushed (1) into the street / onto the road (1) (if 'to' instead of 'into' award 1 if 'to' also given in 10, otherwise 0)	[2]
	(iii)	led (1) Claudia / the mistress (1) (and) the slave-girl (1) through streets (1) <many> (1)</many>	[5]
Q.19		s) in the middle (1) of the city (1) (it was) old (1) e lived in it / there (1) the roof was dangerous (1)	[5]
Q.20		og ran / rushed (1) through (1) this (1) house (1) stood (1) in the middle of (1) the garden (1)	[7]
Q.21	(i)	there's no one there	[1]
	(ii)	leave / not stay (1) at once (1)	[2]
Q.22		lave-girl (1) noticed / saw something (1) the dog standing near the well = OK)	[2]
Q.23	stand	ing / stood (1) near the well (1)	[2]
Q.24	ran / r	rushed (1) to the well (1) shouted (1)	[3]
Q.25		nus (must be treated as vocative) (1) (Decime = 0) surely not / really ( re in the well (1) (Decimus is in the well = 0)	1) <b>[3]</b>
Q.26		ice was weak / he responded weakly (1) he couldn't get out / climb up is in the well / alive (any two)	(1) <b>[2]</b>
Q.27	A,C,E		[3]
Q.28	(i)	<i>laetissima</i> (1) very happy (1)	[2]
	(ii)	her son / Decimus / the boy (1) returned / was all right / was alive / appeared (1)	[2]
Q.29	(i)	Claudia / the mistress / Decimus' mother	[1]
	(ii)	the slave-girl	[1]
	(iii)	laughing / smiling / setting the girl free (speaking = 0)	[1]
	(iv)	happy / grateful	[1]
	(v)	she got her freedom (everything turned out well / she pleased her mistress / the boy was alive = 0)	[1]

Total mark: [100]

## **LEVEL 2 CORE LATIN LANGUAGE**

#### UNIT 9521

Q.1	(a)	(i)	he lived (1) huge (1) (big / great / large = 0) in house / home (1) with his father (1) and mother (1) near / by (at = 0) (Mount) Olympus (1) (any five)	[5]
		(ii)	habitat / habitation / inhabit / habit / cohabit / habitual / etc.	[1]
	(b)	(11)		
			many (1) gods (1) (and) goddesses (1)	[3]
	(c)	A,D,F	he (they (heth) liked (leved music	[3]
	(d)	(i)	he / they (both) liked / loved music	[1]
		(ii)	the / a boy / the boy's / Orpheus / him sing(ing)	[1]
		(iii) (iv)	happy / glad / pleased / joyful / overjoyed (1) (allow 'was rejoiced') to help (1) him / Orpheus / the boy (1) (to talk to Orpheus = 1 / 2)	[1] [2]
	(e)	(i)	he hurried (1) to Orpheus / him (1) (allow 'to find Orpheus')	[2]
		(ii)	С	[1]
	(f)		most (1) beautiful (1) ('very beautifully made' = 2) unds beautiful' = 0)	[2]
	(g)	A,C,F		[3]
			Total mark for Question 1:	[25]
• •			Total mark for Question 1:	[25]
<b>Q.2</b> 1 mox C	1 ) <i>rphe</i> us		Total mark for Question 1: 1 111 11 am optimam faciebat.	[25] [8]
1 mox C 1 1	) <i>rphe</i> us 1 1	<i>musica</i> 11	1 1 1 1 1 1 am optimam faciebat.	[8]
1 mox C 1 1 omnes 1	) <i>rphe</i> us 1 1 s homin 1	<i>musica</i> 11 es deiq 1	1 111 11 am optimam faciebat. 1 1 1 1 1 1 1 1 1 1 1 1 1 ue, simulac <i>music</i> am eius audiverunt, fecerunt <i>quicquid</i> ille cupiebat.	[8]
1 mox C 1 1 omnes 1 ubi Or 1 1	) <i>rphe</i> us 1 1 s homin 1 <i>phe</i> us ( 1 1 1	<i>musica</i> 11 es deiq 1 c <i>an</i> ebat	1 111 11 am optimam faciebat. 1 1 1 1 1 1 1 1 1 1 1 1 ue, simulac <i>music</i> am eius audiverunt, fecerunt <i>quicquid</i> ille cupiebat. 1 1 1 1 1 1 1 1 c, etiam <i>animali</i> a ad eum festinabant ut <i>audi</i> rent.	[8]
1 mox C 1 1 omnes 1 ubi Or 1 1 si <i>le</i> o f	) <i>rphe</i> us 1 1 s homin 1 <i>phe</i> us c 1 1 1 ferox ei 1 1	<i>musica</i> 11 es deiq 1 <i>can</i> ebat 1 approp 1	1       111       11         am optimam faciebat.       1<	[8] [18] [11]
1 mox C 1 1 omnes 1 ubi Or 1 1 si <i>le</i> o f <i>etiam</i> 1 1	Drpheus 1 1 s homin pheus o 1 1 1 ferox ei 1 1 saxa a 1	<i>musica</i> 11 es deiq 1 c <i>an</i> ebat 1 approp 1 terra su 1 1	1 111 11 am optimam faciebat. 1 1 1 1 1 1 1 1 1 1 1 1 ue, simulac <i>music</i> am eius audiverunt, fecerunt <i>quicquid</i> ille cupiebat. 1 1 1 1 1 1 1 1 1 t, etiam <i>animali</i> a ad eum festinabant ut <i>audi</i> rent. 1 1 1 1 1 1 1 1 1 1 inquabat cibum quaerens, prope eum stabat <i>immot</i> us. 1 1 1 1 1 1 1 1 irgere dicebantur, ubi ille <i>cane</i> bat.	[8] [18] [11] [17]
1 mox C 1 1 omnes 1 ubi Or 1 1 si <i>le</i> o f <i>etiam</i> 1 1 multos	Drpheus 1 1 s homin 1 pheus c 1 1 1 ferox ei 1 1 saxa a s post a 1 1	musica 11 es deiq 1 canebat 1 approp 1 terra su 1 1 nnos fe	1 111 11 am optimam faciebat. 1 1 1 1 1 1 1 1 1 1 1 1 1 ue, simulac <i>music</i> am eius audiverunt, fecerunt <i>quicquid</i> ille cupiebat. 1 1 1 1 1 1 1 1 1 c, etiam <i>animali</i> a ad eum festinabant ut <i>audi</i> rent. 1 1 1 1 1 1 1 1 1 1 inquabat cibum quaerens, prope eum stabat <i>immot</i> us. 1 1 1 1 1 1 1 Irgere dicebantur, ubi ille <i>cane</i> bat. 11 1 1 1 1 1 1 1 1 1 mina pulcherrima, <i>Eurydic</i> e nomine, ad_montem venit.	[8] [18] [11] [17] [11]

1 nam <i>Euryc</i>		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[12]
1 <i>Orphe</i> us tr	1 1 1 ristissimus	1 erat.	[5]
1 11 'sine uxore		1 1 11 1 1 1 1 1 <i>r</i> ivere nolo. ad_ <i>infer</i> os mihi <i>festin</i> andum est.'	[13]
Total mark	x = [140]; u	se scaling chart to convert to a mark out of [40].	
		Total mark for Question 2:	[40]
<b>Q.3</b> (a)	(i)	<i>statim</i> (1) at once / immediately / straightaway (1) / <i>festinavit</i> (1) (he) hurried / rushed / dashed (1) (ran = 0)	[2]
	(ii)	he hurried / rushed / dashed (ran = 0) to the Underworld	[1]
(b)	he wa	ay / journey / road / path / it was long (1) (street = 0) very (1) lked (1) (for) hours (1) under (the) ground / earth (1) / world = 0) (in the underground = 0)	[5]
(c)	the kir	ng of the Underworld (Underground = 0)	[1]
(d)	A,D,E		[3]
(e)		re you / who he was (1) why have you come / why he (had) come hat do you want / why are you here / why do you come / Latin = 0)	e [2]
(f)	my / h (I've c	ooking for / seeking / he was looking for / to ask for / to find / to get ( his wife (1) come for my wife / I'm here for my wife / I make for my wife / I want m beg for my wife = 1 / 2) (my wife as nom. = 0)	
(g)	С		[1]
(h)	(i)	return / go back (1) (come back / go out = 0) to life / to the living world (1) (alive = 0) (leave the Underworld	
	(ii)	he will stay / remain (1) with him / in the Underworld / dead / there / here (1) (he would die = 1 / 2)	[2] [2]
(i)	(i)	he began (1) to sing a song (1) (play = 0) <sad sadly=""> (1) (superlative = 0)</sad>	[3]
	(ii)	the king (1) cried / began to cry (1) (changed his mind	= 0) [ <b>2</b> ]
(j)	(i)	he was overcome by the power of the music / he felt sorry for Orpheus / he understood Orpheus' pain / the song was so sad / he liked the song / <i>vel sim</i> (he heard the song = 0)	[1]
	(ii)	lead / take (1) (bring = 0) his wife / Eurydice (1) to the world / Earth / surface / above ground (1) (land / ground = 0)	) [3]
	(iii)	look back / round (1) (look at = 0) at his wife / Eurydice / her (1)	[2]
(k)	B,C,E		[3]
		Total mark for Question 3:	[35]
		Total mark for paper: [	1001

Total mark for paper: [100]

# 9521 SUMMER 2014 WORD LIST FOR QUESTION 2

mox <i>Orphe</i> us faciebat	soon = 1 singular subject of <i>faciebat</i> = 1 make / play = 1 (do = 0); $3^{rd}$ singular past = 1 (he was making music very well = -1) (could play = 1 / 2)
<i>music</i> am optimam.	singular object of <i>faciebat</i> = 1 good = 1; agreement = 1; superlative = 1
omnes homines deique,	all = 1; agreement = 1 man / people / human = 1; plural subject of <i>fecerunt</i> = 1 and (in context) = 1 god = 1; plural subject of <i>fecerunt</i> = 1 (every man and god = OK)
simulac audiverunt	as soon as = 1 (when / at once / once = 0) hear / listen to = 1; $3^{rd}$ plural past simple / pluperfect = 1
<i>music</i> am eius,	singular object of <i>audiverunt</i> = 1 his = 1
fecerunt quicquid	do = 1 (make = 0); $3^{rd}$ plural past simple = 1 singular object of <i>cupiebat</i> = 1
ille cupiebat.	he / that man / Orpheus + singular subject of $cupiebat = 1$ want / wish / desire / like = 1; $3^{rd}$ singular past = 1
ubi O <i>rphe</i> us <i>can</i> ebat,	when / whenever / while = 1 (where = 0) singular subject of <i>canebat</i> = 1 $3^{rd}$ singular past = 1
etiam <i>animali</i> a	even / also = 1 plural subject of <i>festinabant</i> = 1
festinabant ad eum	hurry / rush / run = 1; $3^{rd}$ plural past = 1 to / towards / up to = 1 him + dependent on $ad = 1$
ut <i>audi</i> rent.	to / in order to / so that (purpose only) = 1 $3^{rd}$ plural past / infinitive = 1 (so that they heard = 1 / 2)
si <i>le</i> o ferox	if = 1 singular subject of <i>appropinquabat</i> = 1 fierce / ferocious = 1; agreement = 1
appropinquabat ei	approach / go up to = 1; 3 <sup>rd</sup> singular past = 1 him + object of <i>appropinquabat</i> = 1
quaerens cibum,	look for / seek / search for = 1 (want / ask for = 0); present participle =1; agreement = 1 food = 1 (meal = 0); singular object of <i>quaerens</i> = 1
stabat <i>immot</i> us	stand = 1; 3 <sup>rd</sup> singular past = 1 agreement = 1

# 9521 SUMMER 2014 WORD LIST FOR QUESTION 2

prope eum.	near / by / next to = 1 him + dependent on <i>prope</i> = 1
etiam saxa	plural subject of <i>dicebantur</i> = 1
dicebantur	say = 1 (speak / tell = 0); 3 <sup>rd</sup> plural past = 1; passive = 1 (it was said that rocks = OK; they say / said that rocks rose = 2
surgere a terra,	rise / rise up / get up / stand up = 1 (move / surge = 0); infinitive = 1 from = 1 (out of = 0) the ground / earth / land + dependent on $a = 1$
ubi ille <i>cane</i> bat.	when = 1 he + subject of <i>canebat</i> = 1 $3^{rd}$ singular past = 1
post multos annos	after (prep. or adverb (incl. 'later')) = 1 many = 1; agreement = 1 year = 1; plural dependent on <i>post</i> / time when = 1
pulcherrima femina,	beautiful / pretty / attractive = 1; agreement = 1; superlative = 1 woman = 1; singular subject of <i>venit</i> = 1
<i>Eurydic</i> e nomine,	apposition = 1 name = 1; by = 1 (named / called = 2) (a very beautiful woman, her name was E, = -1)
venit ad montem.	come = 1; $3^{rd}$ singular past simple = 1 mountain =1; singular + dependent on $ad = 1$ (visited the mountain = OK)
<i>Orphe</i> us, qui	singular subject of <i>duxit</i> = 1 who + correct syntax = 1
numquam conspexerat	never = 1 see / catch sight of = 1 (look at = 0); 3 <sup>rd</sup> singular pluperfect = 1
<i>pulchr</i> iorem <i>femin</i> am,	agreement = 1; comparative = 1 singular object of <i>conspexerat</i> = 1 (such a beautiful / as beautiful = 1 / 2)
duxit eam in_ <i>matrimoni</i> um.	lead = 1; $3^{rd}$ singular past simple = 1 her + object of <i>duxit</i> = 1 in(to) marriage = 1 (married her = 4)
paucos dies	few = 1; agreement = 1 day = 1; duration of time = 1
erant laetissimi.	be = 1; 3 <sup>rd</sup> plural past = 1 happy / joyful / pleased = 1; agreement = 1; superlative = 1 ((a few days) were very happy = -1)
deinde dira res accidit:	then / next / after(wards) = 1 terrible / dreadful / awful / dire = 1; agreement = 1 thing = 1; singular subject of <i>accidit</i> = 1 happen = 1; $3^{rd}$ singular past simple = 1 (there was a dreadful accident = -1; she had a dreadful accident = -2)

# 9521 SUMMER 2014 WORD LIST FOR QUESTION 2

	1
nam <i>Eurydice,</i>	For (conjunction only) = 1 singular subject of <i>periit</i> = 1
cum ambularet	when / while = 1 walk = 1; 3 <sup>rd</sup> singular imperfect = 1 (while walking = OK)
per silvam,	through = 1 wood(s) / forest + dependent on <i>per</i> = 1
morsa a_serpente	perfect participle passive = 1; agreement = 1 by a snake = 1 (a snake bite killed her = 4)
periit.	die / perish = 1; 3 <sup>rd</sup> singular past simple = 1 (was killed = 1 / 2) (of / from a snake bite = OK)
<i>Orphe</i> us erat	singular subject of <i>erat</i> = 1 was = 1
tristissimus.	sad / miserable / upset / = 1; heartbroken = 2 agreement = 1; superlative = 1
inquit	say = 1; 3 <sup>rd</sup> singular past = 1
'nolo vivere	not want / refuse = 1; 1 <sup>st</sup> singular present = 1 live = 1; infinitive = 1 (I will / shall not live = 2 / 4)
'sine uxore.'	without = 1 wife =1; dependence on <i>sine</i> = 1
mihi festinandum est	it is = 1 necessary to = 1 for me = 1 (I must hurry = 3) (I must hurry myself = OK) (I will hurry / it is time for me to hurry = 2)
ad_ <i>infer</i> os.'	to the Underworld = 1

# LEVEL 1 ROMAN CIVILISATION

#### UNIT 9512

# Topic 3: The Roman Army

# SECTION A

Q.1	(a)	iron	[1]
	(b)	for stabbing the enemy at close quarters/when he lost his sword (1)	[1]
	(c)	sword (1) spear/javelin/ <i>pilum</i> (1) shield (1)	
		Accept any 2 valid answers	[2]
		Total marks for Question 1:	[4]
Q.2	(a)	a bridge/camp/fort/walls	[1]
	(b)	one is hammering one is carrying materials in a basket one is handing up blocks of turf/stone one is bringing in a log	
		Accept any 2 valid answers.	[2]
	(c)	auxiliary soldiers/guards	[1]
	(d)	they are on guard	[1]
		Total marks for Question 2:	[5]
Q.3	(a)	masons: for building the fort/buildings inside the fort/ walls surrounding the fort (1)	Э
		carpenters: to build wagons/fences/timber defences/siege machinery (1)	
			_

**blacksmiths:** to build/repair armour, weapons, artillery, siege machinery/shoe horses (1)

	Accept any 3 valid answers	[3]
(b)	sentry duty/cook/baths attendant/stoking the furnace/being a medical orderly/working in the granary/clerks/accountants	
	Accept any 3 valid answers	[3]
	Total marks for Question 3:	[6]

Q.4	(a)	managing the fortress maintaining discipline in charge of building/engineering organising accommodation for soldiers organising their equipment supervising medical treatment commanding the fort in the absence of the C-in-C	
		Accept any 3 valid answers	[3]
	(b)	legionary signifer optio/ deputy centurion centurion senior centurion/ <i>primus pilus</i>	
		Accept any 2	[2]
		Total marks for Question 4:	[5]
Q.5	(a)	<i>optio</i> /deputy centurion (1) centurion (1)	[2]
	(b)	accommodation was more spacious (1) they didn't have to share/fewer peo (1)	ple
		Accept any 2 valid answers	[2]
	(c)	Y (front room) for cooking (1)	
		Z (back room) for sleeping (1)	[2]
		Total marks for Question 5:	[6]

Total for Section A: 26 marks

#### **SECTION B:**

#### MARKING GRID to be used when marking Section B: Unit 9512 Roman Civilisation Topics. In using this grid equal weight should be given to AC2 (Knowledge) and AC4 (Personal Response).

The following procedure should be followed when marking using the grid.

- read the answer as a whole
- work down through the bands to find the one that fits best
- where there is more than one mark available, determine the correct mark by judging whether the answer is closer to the band above or the one below. NB it may be in the middle
- examiners should not require every element of the descriptor to be there.

Mark Range	Characteristics of performance
Band 4 10-12 marks	A very good range of relevant material. Candidates have generally met the demands of the question. Specialist terms are used with precision.
Band 3 7-9 marks	Many aspects of the question covered in detail. Material is generally relevant, candidates use a good range of specialist terms.
Band 2 4-6 mark	Some aspects of the question covered with some detail. Material is not always relevant. Candidates use few specialist terms.
Band 1 0-3 marks	Little or no attempt to answer the question. Frequent mistakes in the use of specialist terms/none are used.

#### Q.6 discipline

responsible for discipline of own century living with these men in same barracks carrying a vinestick for corporal punishment responsible for allocating duties in charge of training and in battle

#### the soldiers' physical fitness

training physically tough marching at regulation pace, up to 24 miles a day route marches in the open countryside carrying heavy packs (armour, weapons, equipment for cooking/for building camp etc) running swimming jumping

#### weapon training

wooden practice sword and wicker shield learning to handle shield correctly attacking dummy targets learning to throw spear/javelin/*pilum* 

Credit all valid points, but allow 6 marks for personal response. [12]

Q.7	opportunities and rewardsopportunities for promotion e.g. to optio/centurionsteady jobregular paytrained in a profession e.g. masonchance to travelgratuity/land on retirementphysically fitBUT training very toughprospect of dyinglife in the fortressgood leisure facilities e.g. bathscamaraderiefood and shelter all foundBUT cramped accommodation in the barracksfighting the enemysuperior to enemy forcesbetter armour and weaponshighly organised - better tactics and leadership	
	BUT terrain often unfamiliar	
	Credit all valid points but allow 6 marks for personal response.	[12]
Q.8	the part you play in battle supporting the legions as a cavalryman or with a special skill e.g archer/slinger cavalry placed each side of infantry to protect centre/launch attacks/pursue the enemy the legionary soldiers auxiliaries paid less than legionaries this may have caused resentment	
	BUT probably felt proud to be serving Rome <b>benefits and drawbacks of serving with the Roman army</b> Roman citizenship on retirement (after 25 years) cavalry had high status in the army made a valuable contribution – special skills sometimes served in own country BUT often had to serve far from home more vulnerable position in battle greater risk of dying	
	Credit all valid points, but allow 6 marks for personal response.	[12]

#### Q.9 the differences from home

wife and family not with you BUT girlfriends in the *vicus* outside the fort cramped conditions for sleeping/cooking harsh discipline BUT camaraderie in the barracks

#### jobs you have to do in the fort

cleaning the baths repairing boots/armour/weapons guard duty cooking for the legion stoking the fires/ovens

#### life outside the fort in the village (vicus)

traders set up bars where soldiers could buy food/drink and could gamble and meet girls/brothels could form unions with local women and raise a family sons could gain citizenship and follow fathers into the army.

Credit all valid points, but allow 6 marks for personal response. [12]

**Total for Section B: 24 marks** 

Total: 50 marks

# **Topic 4: Entertainment and Leisure**

# SECTION A

Q.1	(a)	A is a flask/pot (1) used for carrying oil (1)	
		B is a strigil/scraper (1) used for removing dirt/oil from the skin (1)	[4]
	(b)	metal	[1]
	(c)	caldarium/hot room	[1]
		Total marks for Question 1:	[6]
Q.2	(a)	held as part of (sacerdotal) games/festival/competition (1) involved dancing (1) involved freedmen (1)	
		Accept any 2	[2]
	(b)	story generally from (Greek) mythology mimed one actor supported by a chorus and an orchestra masks were worn	
		Accept any 3 valid answers	[3]
		Total marks for Question 2:	[5]
Q.3	(a)	discharge/an end to the fight	[1]
	(b)	the losing gladiator (1) because he wanted to be spared (1) or similar	[2]
	(c)	they need never fight again/freedom	[1]
		Total marks for Question 3:	[4]
Q.4	(a)	deer, bull, ostrich Accept any 2	[2]
	(b)	lion/tiger/wild boar/elephant (1) because it is fiercer/ the fight with these animals is not exciting enough (1)	
		Accept any valid answers	[2]
	(c)	so that he can move quickly	
		Accept any valid answer	[1]
		Total marks for Question 4:	[5]

(a)		<b>U</b> 1	ounters (1)	[2]
(b)		•		[1]
(c)	(i)	4		[1]
	(ii)	by the team colour		[1]
(d)	to cut	himself free from the reins/wreckag		[1]
			Total marks for Question 5:	[6]
	(b) (c)	B is ro (b) he is ta Accep (c) (i) (ii)	<ul> <li>B is row of dolphins to mark the laps/ lap control</li> <li>(b) he is taking the bend too fast/too close Accept any valid answer</li> <li>(c) (i) 4</li> <li>(ii) by the team colour</li> </ul>	<ul> <li>B is row of dolphins to mark the laps/ lap counters (1)</li> <li>(b) he is taking the bend too fast/too close Accept any valid answer</li> <li>(c) (i) 4 <ul> <li>(ii) by the team colour</li> </ul> </li> <li>(d) to cut himself free from the reins/wreckag</li> </ul>

**Total for Section A: 26 marks** 

#### Section B

For the MARKING GRID to be used when marking Section B: Topic 4, please see the marking grid for Topic 3, together with the instructions for its application. In using this grid equal weight should be given to AC2 (Knowledge) and AC4 (Personal Response).

#### Q.6 the facilities at the baths

exercise in the *palaestra* - different sports bathing in different types of bath getting clean lavatories massage hairplucker food sellers

#### the noise from the baths

shouting singing the arrest of a thief slaps of the masseur's hand cries of people selling/advertising e.g. food screams of the hair-plucker's victim

#### the people who visit the baths

friends business acquaintances prostitutes thieves athletes poets.

Credit all valid points, but allow 6 marks for personal response. [12]

#### Q.7 the plot

a complicated plot a young man in love with a pretty girl/slave girl his father disapproves a slave helps the son to win the girl she turns out to be of good family/ lost as a baby

#### the characters

father violent/bad tempered son likes parties/gets drunk cunning slave uses tricks to outwit the father

#### costumes and masks

costumes were long - togas for father/son slaves wore short tunics costumes helped to identify characters as did the exaggerated masks masks of linen, covered in plaster and painted in bright colours masks helped to amplify sound in the theatre.

Credit all valid points, but allow 6 marks for personal response.

[12]

#### Q.8 the reaction of the spectators

large crowds of spectators enjoying the holiday atmosphere grand parade gladiators enter – impressive costumes/weapons salute the sponsor of the show/emperor trumpets blare religious ceremony fan club fame

#### the weapons you and your opponent will be using

either *murmillo* – oblong shield and sword or Thracian – round shield and curved sword or Samnite – oblong shield and short sword or *retiarius* – net and trident or *bestiarius* - spear contest between evenly matched fighters or not?

#### the fight and how it might end

gladiators fought in pairs weapons not always evenly matched this made the fight more exciting much bloodshed fight ended when one gladiator wounded/at mercy of opponent defeated gladiator appealed to the crowd – arm/finger raised asking for mercy victor killed opponent if crowd said he deserves to die by turning thumb (upwards/towards chest) or freed him if crowd allowed him to live wooden sword meant he need never fight again/freedom gifts of money for the winner many admirers.

Credit all valid points, but allow 6 marks for personal response. [12]

#### Q.9 the Circus Maximus

huge crowds - public holiday - all businesses closed Circus Maximus held 250,000 people tiered/stone seats gave a good view starting gates for chariots central barrier/*spina* emperor/sponsor present

#### the races

24 races a day, each of 7 laps (about 8 km), lasting 15 minutes 7 eggs/dolphins marked the laps 4 teams competing – red, blue, white and green each team had one/two/three chariots racing up to 12 chariots competing, each with 4 horses speed of the chariots tight turns on the corners led to crashes charioteers tied in with reins - had to cut themselves free if they crashed palms for the victorious team

#### the support for the teams

crowds cheered on favourite teams each team was wearing a different colour betting.

Credit all valid points, but allow 6 marks for personal response. [12]

**Total for Section B: 24 marks** 

Total: 50 marks

#### **LEVEL 2 - ROMAN CIVILISATION**

#### **UNIT 9522**

#### **Topic 3: The Roman Army**

Q.1 (a) guard duty repairing weapons making armour repairing boots work in the baths building work

Accept any 3 valid answers

(b) facilities

cook

barracks for sleeping/cooking – could be uncomfortable/cramped baths (often outside the fort) and toilets hospital if sick/wounded granaries ensured regular food supply

#### protection

surrounding wall ditch watchtowers 4 gates with double doors siege engines on the walls

Credit all valid points but for the top band must include reference to facilities and security. Use the marking grid for 8 marks. [8]

Total marks for Question 1: [11]

[3]

Q.2	(a)	when they were moving/setting up camp more convenient than using a large number of carts they cooked their own food in the barracks	
		Accept any 2 valid points	[2]
	(b)	helmet, dagger, javelin/spear, food, equipment for making camp/tools (saw, pickaxe), carts, tents, standards	
		Accept any 2 valid answers	[2]
	(c)	training aimed at physical fitness running/jumping/swimming route marches learning to march long distances at regulation pace practice in setting up camp when away from the fort/constructing forts weapon training – with sword/javelin	
		BUT other factors also responsible for success quality of armour and weapons military tactics recruitment- different professions excellent discipline chain of command from centurion to <i>legatus</i> army supported by auxiliaries with special skills/local knowledge supported by engineers a professional army	
		Credit all valid points but for the top band must include factors other than training. Use the marking grid for 8 marks.	[8]

# Total marks for Question 2: [12]

Q.3	(a)	Gaius Mannius Secundus Accept any 2 names	[2]
	(b)	20 <sup>th</sup> legion	[1]
	(c)	52	[1]
	(d)	31 years of service	[1]
	(e <b>)</b>	<b>promotion</b> to optio/deputy centurion and centurion better accommodation no routine duties/fatigues these posts open to all legionaries then a few could become chief centurion, but had to be aged at least 50 after this allowed to retire with large gratuity could also become camp commander and deputise for the <i>legatus</i>	
		BUT senior officers <b>not</b> appointed from the ranks and for many there was lit chance of promotion to centurion	tle
		other factors: regular job/ pay status food and shelter all found chance to travel patriotism camaraderie	
		Credit all valid points, but must make some reference to factors other than promotion for the top band. Use the marking grid for 6 marks.	[6]
		Total marks for Question 3: [	11]
Q.4	(a)	he wears a cloak <b>or</b> the soldiers have no cloaks (1) his breastplate is solid/has no overlapping plates/no cuirass <b>or</b> the soldiers have overlapping breastplates (1)	[2]
	(b)	training with wooden sword (1) and wicker shield (1) weight of equipment (1 Accept any 2 valid answers	) <b>[2]</b>

(c) it bent on impact
 It could not be re-used
 It could penetrate armour
 It could be hurled from a distance
 Accept any 2 valid answers

[2]

Total marks for Question 4: [6]

- Q.5 (a) to form a strong centre
  - (b) they could bear the brunt of the attack/they were cannon fodder or similar. [1]
  - to protect the centre they could ride round and attack the enemy in the rear to pursue the fleeing enemy

Accept any 2 valid answers.

#### (d) attractions

gained employment gained status on completion of service awarded citizenship this handed down to their sons they could use their special skills

#### drawbacks

often fighting far from home high risk of being killed legionaries valued more highly

Credit all valid points, but must include some evaluation of the attractions and drawbacks for the top band. Use the marking grid for 6 marks. [6]

## Total marks for Question 5: [10]

Total: 50 marks

[1]

[2]

# Topic 4: Entertainment and Leisure

Q.1	(a)	it separated the common people from the important spectators/to indicate different tiers of seating	[1]
	(b)	canvas awnings/hats/fans/sprinkling of scented water	
		Accept any 2 valid answers.	[2]
	(c)	to give gladiators a firm footing (1) to soak up the blood (1) it could be changed easily Accept any 2 valid answers	[2]
	(d)	cheered by the crowds the most successful were very popular/had admirers received gifts of money the excitement of the fight wore spectacular costumes the variety of weapons offered a challenge chance to show stamina and skill winning the wooden sword a great honour – no need to fight again they had poor lives before becoming gladiators	
		BUT many had no choice but to become a gladiator hard life in a barracks monotonous/harsh training if defeated, the gladiator's fate was in the hands of the sponsor/crowd risk of serious injury or death.	
		Credit all valid points but must include some evaluation for the top band. Us the marking grid for 6 marks.	se [6]

Total marks for Question 1: [11]

Q.2	(a)	(grotesque) mask	
		padded costume	
		short tunic	
		big boots	
		character sitting on an altar	

Accept any 2 valid points

- (b) a slave/ Pappus/old fool Accept any valid answer
- (c) comedies

elaborate plots a happy ending witty dialogue familiar characters

#### farces

rude jokes slapstick familiar characters grotesque masks BUT these frightened children

## Pantomime

based on mythology spectacle – singing and dancing music – orchestra provided beat and chorus sang the lyrics popular actors had fan clubs.

Credit all valid points but must include some evaluation of all 3 for the top band. Use the marking grid for 8 marks. [8]

#### Total marks for Question 2: [11]

[2]

[1]

Q.3	(a)	people exercising masseurs bathers (singing in the baths/jumping in) hairpluckers <b>or</b> their victims food sellers (shouting) people socialising businessmen			
		Accept any 3 valid answers	[3]		
	(b)	afternoon	[1]		
	(c)	only chance to get clean as few had running water at home chance to exercise at a variety of different sports chance to catch up on news/gossip chance to make business deals/discuss politics a relaxing way to spend the afternoon chance to meet friends/socialise			
		Credit all valid points. Use the marking grid for 6 marks.	[6]		

Total marks for Question 3: [10]

Q.4	(a)	a furnace produced hot air the raised floor allowed hot air to circulate this heated the floor also heated a hot tank pipes/flues led hot air up the walls	
		Accept any 3 valid points, but there must be some explanation for each one	e. [3]
	(b)	warm room/ <i>tepidarium</i> (1) hot room/ <i>caldarium</i> (1) dry heat/ <i>laconicum</i>	
		Accept any 2	[2]
	(c)	guarded clothes/stoked furnace/ cleaned baths/scraped bathers clean/gave massages/collected entrance fees	e
		Accept any valid answer.	[1]
		Total marks for Question 4:	[6]
Q.5	(a)	by shouting/calling them back (1) by flapping their togas (1)	[2]
	(b)	they had to keep close to the turning point/ <i>meta</i> (1) the horse on the left would have been on the inside (1)	
		Accept any 2 valid answers.	[2]
	(c)	Answers may include:	
		supporting your team/colour betting on the race the excitement of the race favourite charioteer meeting friends/women/men there was free entry it was a day off work speed of the chariots skill of the charioteer	
		crashes/bloodshed deaths especially involving favourite team rival team winning cramped/hot conditions people like Pliny found the races boring as they were all the same	
		Credit all valid points but must include some evaluation for the top band. U the marking grid for 8 marks.	se [8]

# Total marks for Question 5: [12]

Total: 50 marks

### MARKING GRID to be used when marking Unit 9522: Roman Civilisation

The following procedure should be followed when marking using the grid.

- Read the answer as a whole
- Work down through the bands to find the one that fits best
- When there is more than one mark available, determine the correct mark by judging whether the answer is closer to the band above or the one below. NB It may be in the middle.
- Examiners should not require every element of the descriptor to be there.

#### 6 mark questions

Mark Range	Characteristics of performance
Band 4 5-6 marks	Most important aspects of the question covered in detail. Candidates employ a wide-ranging selection of facts. Spelling, punctuation and grammar are almost faultless and specialist terms are used with precision.
Band 3 3-4 marks	Some aspects of the question covered with adequate detail. The candidate has used relevant facts. Candidates spell, punctuate and use the rules of grammar with reasonable accuracy. They use a limited range of specialist terms.
Band 2 1-2 marks	Few aspects of the question covered. Facts not always relevant. Spelling, punctuation and the use of grammar frequently inaccurate.
Band 1 0 marks	Little or no attempt to answer the question. Spelling, punctuation and grammar consistently inaccurate.

#### 8 mark questions

Mark Range	Characteristics of performance
Band 5 7-8 marks	A very good range of relevant facts. Candidates have met the demands of the question. Spelling, punctuation and grammar are almost faultless and specialist terms are used with precision.
Band 4 5-6 marks	Many important aspects of the question covered in detail. Spelling, punctuation and the rules of grammar are used with considerable accuracy. Candidates use a good range of specialist terms.
Band 3 3-4 marks	Some aspects of the question covered with some detail. Spelling, punctuation and the rules of grammar are used with reasonable accuracy. Candidates use a limited range of specialist terms. Most facts are relevant.
Band 2 1-2 marks	Few aspects of the question covered. Facts not always relevant. Spelling, punctuation and grammar are frequently inaccurate.
Band 1 0 marks	Little or no attempt to answer the question. Spelling, punctuation and grammar consistently inaccurate. Frequent loss of sense.

# LEVEL 1 ADDITIONAL LATIN LANGUAGE

#### **UNIT 9514**

1 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[15]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[13]
1 1 1 1 1 1 1 1 <i>Marc</i> us non erat <i>improb</i> us, sed semper <i>garrie</i> bat.	[7]
1 1 1 1 1 1 1 <i>magister Marc</i> um saepe <i>vitupera</i> bat, <i>saepe verbera</i> bat.	[5]
1 1 1 1 1 1 1 1 1 nunc <i>Marc</i> us ad_ <i>basilic</i> am cum_ <i>patr</i> e festinabat. <i>pater</i> erat <i>causidicus</i> .	[8]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 ubi per vias ambulabant, <i>pater Marc</i> um rogavit: 'quid tu in_ <i>lud</i> o heri <i>didic</i> isti?'	[14]
1 1 1 1 1 1 1 1 1 1 1 'nihil,' respondit <i>Marc</i> us. ' <i>magister semper</i> me <i>verber</i> at, <i>numquam doce</i> t.'	[8]
1 1 1 1 1 <i>pater</i> ei non credidit.	[5]
1 1 1 1 1 1 1 1 1 1 1 1 1 'audi omnia <i>verb</i> a,' inquit <i>pater</i> , 'quae ego in_ <i>basilic</i> a dico.	[12]
1 1 1 1 1 1 tum mihi <i>sententi</i> am dare potes.'	[7]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[11]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[9]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 ubi ad_domum lente <i>ambula</i> bant, <i>pater</i> filium <i>roga</i> vit: 'quid de_ <i>oration</i> e mea <i>dic</i> is?'	[13]
11111 1 1 1 1 1 1 ʻoptima fuit, <i>pater. tot</i> am <i>oration</i> em <i>intellex</i> i. <i>ego quoque causidic</i> us esse <i>vol</i> o.'	[13]
1 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[11]
1 1 1 1 <i>postridie Marc</i> us <i>ad lud</i> um <i>festina</i> vit <i>laet</i> issimus.	[4]

Total mark: [155]; use scaling grid to produce final mark out of [50].

Total mark for paper: [50]

<i>Marc</i> us erat laetus,	singular subject of <i>erat</i> = 1 be = 1; 3 <sup>rd</sup> singular past = 1 happy / joyful / pleased / glad = 1; agreement = 1
quod hodie	because / for / since / as = 1 today = 1
pater non miserat eum	(his) father = 1; singular subject of <i>miserat</i> = 1 not (in context) = 1 send = 1; $3^{rd}$ singular pluperfect = 1 he / him = 1; singular object of <i>miserat</i> = 1 take = 0
ad_ <i>lud</i> um.	to school = 1
<i>Marc</i> us numquam volebat	singular subject of <i>volebat</i> = 1 never = 1 want / wish = 1; 3 <sup>rd</sup> singular past = 1
ire <i>ad ludum</i> ;	go = 1; infinitive = 1 come = 0
nam <i>magister</i> erat	for / as / because / since (conjunction only) = 1 singular subject of <i>erat</i> = 1 was = 1 If both parallel past tenses are translated as present, penalise the first only. (This principle applies only to exactly parallel past verbs (i.e. lines 2,3 and 4). Each section is treated independently.
vir crudelis.	man = 1; singular complement of $erat = 1$ cruel = 1; agreement = 1 he was very cruel: if <i>vir</i> = very, then 'cruel;' = 2; he was a very cruel man = -1 (i.e. 4 / 5)
<i>Marc</i> us non erat <i>improb</i> us,	singular subject of <i>erat</i> = 1 not (in context) = 1 was = 1 agreement = 1
sed semper <i>garrie</i> bat.	but = 1 always = 1 3 <sup>rd</sup> singular past = 1

<i>magister</i> saepe <i>vitupera</i> bat <i>Marc</i> um,	singular subject of <i>vituperabat</i> = 1 often = 1 (a lot = OK) $3^{rd}$ singular past = 1 singular object of <i>vituperabat</i> = 1 the teacher of Marcus was often telling him off = -1
saepe verberabat.	3 <sup>rd</sup> singular past = 1
nunc <i>Marc</i> us festinabat	now = 1 singular subject of <i>festinabat</i> = 1 hurry / hasten / rush / run / go quickly = 1; 3 <sup>rd</sup> singular past = 1
ad_ <i>basilic</i> am cum_ <i>patr</i> e.	to the lawcourt = 1 with his father = 1 (was at the lawcourt = 2 / 3)
pater erat causidicus.	singular subject of <i>erat</i> = 1 was a lawyer = 1
ubi ambulabant per vias,	when / while / as = 1 walk = 1; $3^{rd}$ plural imperfect = 1 (walked = 1 / 2) through / along / down = 1 streets + dependent on <i>per</i> = 1 (when walking = OK)
<i>pater</i> rogavit <i>Marc</i> um:	singular subject of <i>rogavit</i> = 1 ask = 1; $3^{rd}$ singular past simple = 1 singular object of <i>rogavit</i> = 1 Marcus' father asked him = OK Marcus asked his father = 2 / 4
ʻquid tu <i>didic</i> isti	what + object of <i>didicisti</i> = 1 you (singular) + subject of <i>didicisti</i> = 1 $2^{nd}$ singular past simple / perfect = 1
in_ <i>lud</i> o heri?'	in school / at school = 1 yesterday = 1

'nihil,' <i>Marc</i> us respondit.	nothing = 1 singular subject of <i>respondit</i> = 1 reply / answer / respond = 1; $3^{rd}$ singular past simple = 1
<i>'magister semper verber</i> at me,	singular subject of verberat = 1 $3^{rd}$ singular present = 1 (past = 0) me + object of verberat = 1
numquam docet.'	3 <sup>rd</sup> singular present = 1 If past tense repeated, do not penalise again.
pater non credidit ei.	singular subject of <i>credidit</i> = 1 (he = OK) not (in context) = 1 believe / trust / believe in = 1; $3^{rd}$ singular past simple = 1 him / it + object of <i>credidit</i> = 1
ʻaudi omnia <i>verb</i> a,'	listen to / hear = 1; singular imperative = 1 all = 1; agreement = 1 plural object of <i>audi</i> = 1 every word = OK
inquit <i>pater</i> ,	say = 1; 3 <sup>rd</sup> singular past = 1 singular subject of <i>inquit</i> = 1
ʻquae ego dico	which / that + correct syntax = 1 (allow 'what' if correct syntax) (them = 0) I = 1 say +1 <sup>st</sup> person singular only, present or future = 1
in_ <i>basilic</i> a.	in the lawcourt = 1
tum potes	then = 1 be able / can = 1; 2 <sup>nd</sup> singular present = 1 (accept future)
dare <i>sententi</i> am mihi.'	give / tell = 1; infinitive = 1 singular object of <i>dare</i> = 1 to me = 1 'you will give' ( <i>potes</i> omitted) = 2 / 4

mox <i>pater Marc</i> i	soon = 1 singular subject of <i>faciebat</i> = 1 genitive singular + dependent on <i>pater</i> = 1
faciebat orationem;	3 <sup>rd</sup> singular past = 1; make / do / speak / read out = 1 singular object of <i>faciebat</i> = 1
<i>primo Marc</i> us noluit	singular subject of <i>noluit</i> = 1 not want / refuse = 1; $3^{rd}$ singular past = 1 (was not wanting = 1 / 2)
<i>audi</i> re <i>patr</i> em;	infinitive = 1 singular object of <i>audire</i> = 1
deinde, quod	then = 1 because = 1
facile intellegebat	easily = 1 understand = 1 3 <sup>rd</sup> singular past = 1 (could understand = OK) (it was easy for him to understand = OK) (passive without agent = -1)
<i>verb</i> a eius,	plural object of <i>intellegebat</i> = 1 his + dependent on <i>verba</i> = 1
coepit audire intente.	3 <sup>rd</sup> singular past simple = 1 infinitive = 1
ubi lente <i>ambula</i> bant,	when / while / as = 1 slowly = 1 $3^{rd}$ plural past = 1
ad_domum	home / homewards / to home / to the house = 1

<i>pater roga</i> vit filium:	singular subject of <i>rogavit</i> = 1 $3^{rd}$ singular past simple = 1 son = 1; singular object of <i>rogavit</i> = 1
ʻquid <i>dic</i> is	what + object of <i>dicis</i> = 1 $2^{nd}$ singular present = 1 did you think = 0
de_ <i>oration</i> e mea?'	about / of the speech = 1 my = 1; agreement = 1 (from the speech (after e.g. 'learn') = OK)
ʻfuit optima, <i>pater</i> .	be = 1; $3^{rd}$ singular past = 1 good / great = 1; agreement (with 'it') = 1; superlative = 1 (very well = 2 / 3; the best = OK) singular vocative = 1 (you are the best = 3 / 5)
<i>intellex</i> i <i>tot</i> am <i>oration</i> em.	1 <sup>st</sup> singular past simple = 1 agreement = 1 singular object of <i>intellexi</i> = 1
ego quoque volo	I want = 1
esse <i>causidic</i> us.'	be = 1; infinitive = 1 singular complement = 1
<i>pater</i> risit.	singular subject of <i>risit</i> = 1 laugh / smile = 1; 3 <sup>rd</sup> singular past simple = 1
'si vis esse causidicus,	wish / want = 1; 2 <sup>nd</sup> singular present = 1 to be / become = 1 singular complement = 1
debes audire magistrum.'	ought / should / must = 1 (owe = 0); 2 <sup>nd</sup> singular present / future = 1 infinitive = 1 singular object of <i>audire</i> = 1

postridie Marcus	singular subject of <i>festinavit</i> = 1
ad ludum festinavit	3 <sup>rd</sup> singular past simple = 1
<i>laet</i> issimus.	agreement = 1; superlative = 1 very happily = OK (M was very happy as he hurried = max.)

# LEVEL 2 ADDITIONAL LATIN LANGUAGE

# UNIT 9524

Q.1	(a)	if / whether men / people / humans / mortals (1) were good (1) or bad (1) were there any good humans = 1 which humans were good or bad = 2 who were the good and who were the bad humans = 2 good and bad humans = $1 / 2$ how good people were = 1 whether people were behaving well or badly = 3 or not = 0	[3]
	(b)	B,C,E	[3]
	(c)	<ul><li>(i) to destroy them / the kings / men (with a flood)</li><li>kill = 0</li></ul>	[1]
		<ul> <li>(ii) he believed / thought (1) (knew / found out / trusted = 0)</li> <li>all (men) were / to be (1) very bad (1)</li> <li>(all humans deserved it = 2)</li> </ul>	[3]
	(d)	(i) a storm / tempest (plural = 0)	[1]
		(ii) many days (1) and nights (1)	[2]
	(e)	A	[1]
	(f)	<b>most</b> / <b>very</b> many (1) men / people and animals (1) perished / died / were killed (1)	[3]
	(g)	they fell into the water(s) / drowned (1) (flew / dived = 0) exhausted / worn out / tired (1)	[2]
	(h)	C	[1]

Total mark for Question 1: [20]

<b>Q.2</b> 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 ceteris hominibus mortuis, solum duo vivi manebant, <i>Deucalion</i> atque uxor.	[14]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[18]
1 1 1 1 1 1 1 1 1 1 1 hi in nave parva ad montem summum vecti erant.	[11]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[14]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[12]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[13]
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[16]
1 1 1 1 1 1 1 1 1 1 <i>Pyrrh</i> a eum hortata est ut a_ <i>de</i> is auxilium oraret.	[10]
11 1 1 1 1 1 1 1 1 1 1 1 1 1 quo audito, <i>luppiter gent</i> em novam <i>cre</i> andam esse constituit.	[12]

# Total mark = [120]; use scaling chart to convert to a mark out of [30]

Total mark for Question 2: [30]

Total marks for paper: [50]

ceteris hominibus mortuis,	the rest / the other = 1; agreement = 1 (other = 0) man / human / person = 1; plural + abl. abs / conversion = 1 dead / having died = 1; agreement / conversion = 1 (killed = 0) conversion without continuity = -1
solum duo vivi manebant,	only / alone / just + connection to $duo = 1$ two + subject = 1 alive / living = 1; agreement = 1 remain = 1; $3^{rd}$ plural past = 1 (two lives remained = 4 / 5)
Deucalion atque uxor.	and (in context) = 1 wife + apposition = 1
fuerat nullus vir	be = 1; 3 <sup>rd</sup> singular pluperfect = 1 no = 1; agreement = 1 (no one = OK) man = 1; singular subject = 1
melior quam <i>Deucalion</i> ,	good = 1 (great = 0); comparative = 1; agreement = 1 than = 1 dependent on <i>quam</i> = 1
<i>null</i> a femina benignior <i>quam_Pyrrha</i> .	agreement = 1 woman = 1; singular subject = 1 kind(ly) = 1; comparative = 1; agreement = 1 than Pyrrha = 1
in nave parva	in + link = 1 a ship / boat = 1 (ships = 0) small = 1; agreement = 1
hi vecti erant	these (two / people) / they = 1 convey / travel / go = 1; $3^{rd}$ plural pluperfect passive / active = 1 they had sailed = OK; the ship had sailed = 2 / 3
ad montem summum.	to(wards) = 1; the topmost / highest = 1; agreement = 1 / the top of + agreement = 2; mountain + singular = 1
simulatque egressi sunt,	as soon as = 1 (at the same time / and as soon as / at the same time as = 0) go out / leave / disembark / get off / move out = 1; 3 <sup>rd</sup> plural past = 1 go / go away / move away / = 0)

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e_nave	from the $(ship) = 1$
se deiecerunt ad_terram	themselves + object of <i>deiecerunt</i> = 1 throw (down) = 1; $3^{rd}$ plural past simple = 1 (jump down / fall down = 0) to the ground / earth / land = 1
ut deis gratias agerent.	to / in order to/ so that (purpose only) = 1 god = 1; plural indirect object = 1 thanks / gratitude = 1; object of <i>agerent</i> = 1 give + infinitive / $3^{rd}$ plural past (as appropriate) = 1 to thank the gods = max. in thanks to the gods = 4 / 6
<i>luppiter</i> , gaudens	singular subject of <i>abegit</i> = 1 rejoice / be glad / be happy / be pleased = 1; present participle + agreement = 1 pleased / happy etc. = OK
quod vivebant	because / that = 1 live = 1; 3 <sup>rd</sup> plural imperfect = 1
propter_ <i>virtut</i> em eorum,	on account of / because of goodness / virtue = 1 of them / their = 1 virtues = OK (because they had virtues = 1 / 2)
tempestatem abegit.	storm = 1; singular object of <i>abegit</i> = 1 drive away / dispel / remove / stop / send away = 1; (drive = 0) $3^{rd}$ singular past simple = 1
ubi autem	when = 1 however / but = 1
Deucalion cognovit	singular subject of <i>cognovit</i> = 1 find out / realise / get to know / discover = 1 (know / recognise = 0); $3^{rd}$ singular past = 1
ceteros <i>homin</i> es	agreement = 1 plural object of <i>cognovit</i> = 1
mortuos esse,	agreement = 1 indirect statement + appropriate part of 'be' = 1 had died = max.

coepit desperare.	begin = 1; 3 <sup>rd</sup> singular past simple = 1 despair = 1; infinitive = 1
ʻquo modo' <i>uxor</i> i inquit	how / in what way = 1 singular indirect object = 1 say = 1; 3 <sup>rd</sup> singular past simple = 1 (allow present)
'nos_ <i>duo</i> possumus	we two = 1 can / be able = 1; 1 <sup>st</sup> plural present = 1
reficere gentem <i>human</i> am?	repair / remake / bring back = 1; infinitive = 1 race / kind / humanity = 1 (family / tribe = 0); singular object of <i>reficere</i> = 1 agreement = 1
sumus senes.'	be = 1; 1 <sup>st</sup> plural present = 1 old (people) = 1; plural complement = 1 I am an old man = 3 / 4
<i>Pyrrh</i> a hortata est eum	singular subject of <i>hortata</i> est = 1 urge / encourage = 1; $3^{rd}$ singular past simple = 1 (was in the garden = 0) him + object of <i>hortata</i> est = 1
ut oraret auxilium	to + indirect command = 1 beg for / ask for / pray for = 1; appropriate part of verb = 1 help = 1; singular object of <i>oraret</i> = 1 to help = OK (i.e. begged the gods to help)
a_ <i>de</i> is.	from the (plural) = 1 (to / by the gods = 0)
quo audito,	which (thing) / whom = 1; this (thing) / him = 2 hear / listen (to) = 1; ppp + agreement = 1 when he heard this (vel sim.) = 4
<i>luppiter</i> constituit	singular subject of <i>constituit</i> = 1 decide = 1; 3 <sup>rd</sup> singular past simple = 1
<i>gent</i> em novam <i>cre</i> andam esse.	singular object of <i>constituit</i> = 1 new = 1; agreement = 1 was / to be = 1 gerundive + agreement = 1 decided to create / he would create / he was to create = -1



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