# Mark Scheme (Results) 

## June 2011

GCSE Psychology (5PS01) Paper 01 Perception \& Dreaming

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## Topic A: How do we see our world?

| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1}$ | Aonly rods <br> B <br> only cones <br> no rods or cones <br> Cods or cones that do not work <br> D <br> rods | AO1 = <br> $\mathbf{1}$ |

\(\left.$$
\begin{array}{|l|ll|l|}\hline \begin{array}{l}\text { Question } \\
\text { Number }\end{array}
$$ \& Answer \& Mark <br>
\hline \mathbf{2} \& A \& superimposition <br>
\& \mathbf{B} \& relative size <br>
\& C \& texture gradient <br>

D \& stereopsis\end{array}\right]\)| AO2 = |
| :--- |
|  |

$\left.\begin{array}{|l|ll|l|}\hline \begin{array}{l}\text { Question } \\ \text { Number }\end{array} & \text { Answer } & \text { Mark } \\ \hline \mathbf{3} & \text { A } & \text { relative size } & \mathbf{A O 2}= \\ & \text { B } & \text { linear perspective } & \mathbf{1} \\ & \text { C } & \text { superimposition } & \text { linear gradient }\end{array}\right]$

| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{4}$ | A | similarity | AO2 = |
|  | B | superimposition | $\mathbf{1}$ |
|  | C | texture gradient |  |
|  | D | stereopsis |  |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{5}$ | A All the participants all do all the conditions.  <br> B The participants are divided into groups and each group <br> does a different condition on the same day. <br> The participants are divided into groups and each group <br> does a different condition on different days. <br> The participants are put into pairs for different conditions. <br> D $\mathbf{1}$ |  |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{6}$ | A people perceive animals as different from fields <br> B there will be a difference between perception and similar <br> items <br> C similar items will be perceived as grouped <br> D a Gestalt law says we tend to perceive figures against a <br> background | A03 = <br> $\mathbf{1}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{7}$ | A | confidentiality |
|  | $\mathbf{B}$ | right to withdraw |
|  | C | consent |
|  | D | protection from harm | | AO3 = |
| :--- |
|  |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{8}$ | $\mathbf{A}$ | The mean | $\mathbf{A O 3}=$ |
|  | B | The median |  |
| C | The range |  |  |
| D | The mode | $\mathbf{1}$ |  |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{9}$ | A | The mean | AO3 = |
|  | $\mathbf{B}$ | The median | $\mathbf{1}$ |
|  | C | The range |  |
|  | D | The mode | (1) |

$\left.\begin{array}{|l|ll|l|}\hline \begin{array}{l}\text { Question } \\ \text { Number }\end{array} & \text { Answer } & \text { Mark } \\ \hline \mathbf{1 0} & \text { A } & \text { It was longer. } \\ & \mathbf{B} & \text { It contained less detail. } & \mathbf{A O 1}= \\ & \text { C } & \text { Details were changed. }\end{array}\right]$

| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 1}$ | AA study that compares two conditions and looks for <br> differences between them. | AO3 = <br> $\mathbf{1}$ |
| B $\quad$A study which collects data about real people. <br> A way to look at a single person in depth so they need to be <br> in a controlled environment. <br> A test of the mean and range. |  |  |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 2}$ | When light enters the eye it is detected by special cells on the <br> retina. The rods can only detect how bright light is but the cones <br> can also detect different colours of light. They pass this message <br> on to the optic nerves. Some of the information from each optic <br> nerve crosses over at the $\underline{\text { optic }} \underline{\text { chiasma. From here, the }}$ <br> information is passed on to the $\underline{\text { visual cortex }}$ in the brain which <br> processes the information and produces our perception of the <br> scene. | $\mathbf{4 O 1}=$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 3 ( a )}$ | B | $\mathbf{A O 1}=$ |
|  |  | $\mathbf{1}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 3 ( b )}$ | 1 mark per valid point/elaboration. OWTTE <br> - people in a carpentered environments experience angular <br> - $\quad$3D scenes so also see 2D scenes as the same; they are <br> more likely to 'see' distortion illusions (2 marks) <br> - they interpret the 2D cue as a 3D scene; <br> - so we apply (monocular) depth cues to the 2D image <br> including depth cues such as linear perspective/relative <br> size/texture gradient; 2 marks <br> - this happens because we (mis)apply constancy scaling; <br> Can award these points if they are explained in the context of an <br> example. <br> Look for other reasonable marking points. | AO1 <br> $\mathbf{= 2}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 3 ( c ) ( i )}$ | the circles can't be interpreted as depth cues/don't give a linear <br> perspective cue; <br> so we cannot interpret the 2D image as 3D; <br> eg the circles can't be interpreted as the (inside and outside) <br> corners of a room; <br> Can award these points if they are explained in the context of an <br> example. <br> Look for other reasonable marking points. OWTTE | AO2 = <br> $\mathbf{2}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 3 ( c ) ( i i ) ~}$ | it doesn't explain some fictions (eg the Kanizsa triangle) as well <br> as Gestalt theory; <br> it doesn't explain some ambiguous figures (eg Rubin's vase) as <br> well as Gestalt theory; <br> it cannot explain (the ambiguous figure) Leeper's Lady; <br> it does not explain the (fiction illusion) Jesus Illusion; <br> AO2 = <br> NB ignore reference to Muller-Lyer and circles but can accept <br> reference to linear perspective. <br> Look for other reasonable marking points. OWTTE | (1) |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 4 ( a )}$ | All marks are available for any section (although it is unlikely that <br> a candidate will achieve all 4 in any section other than the <br> procedure) <br> aim: <br> to find out whether a schema influences recognition of objects; <br> no mark for aim if as given in question ('to find out how context <br> affects recall of items in a scene') <br> procedure: <br> lab experiment; <br> Ps shown visual scenes (eg kitchen) to provide a context; <br> they were then (briefly) shown an object to identify (eg a mail <br> box / loaf / drum); <br> this either matched the scene or didn't (simplified versions like <br> this are entirely acceptable); 1 mark <br> OR <br> Some objects matched the scene eg loaf after seeing kitchen or <br> looked similar but didn't match eg mailbox after seeing kitchen; 2 <br> marks <br> the number of correctly identified objects was counted; <br> results <br> most objects identified/recognised correctly from appropriate <br> scenes / best when matches eg bread in kitchen; <br> least objects identified/recognised correctly from inappropriate <br> scenes / worst when doesn't match eg drum in kitchen; <br> results for no context in between these two / for kitchen scene <br> order loaf/drum/mailbox; <br> Ignore references to 'tea tray' experiment ie idea that the <br> matching/unmatching object is there in the scene that the <br> participant looks at |  |
| conclusion: <br> appropriate context helps with perception; <br> because expectations are based on perceptual set; <br> Look for other reasonable marking points. owTTE |  |  |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{1 4 ( b )}$ | 0 marks <br> No rewardable material. <br> $\mathbf{1}$ mark <br> Brief or muddled identification of a strength or weakness. <br> 2-3 marks <br> Identification of a strength and a weakness, either both simple or <br> one better than the other. <br> OR <br> Either strength(s) or weakness(es) done well. <br> 4-5 marks <br> Clear identification of both strength(s) and weakness(es), at least <br> one should be explained well. <br> indicative content: <br> strengths <br> if Ps had forgotten their glasses they weren't used in the <br> experiment; <br> so differences in the results were not due to differences in vision; <br> timing was controlled; <br> so differences between conditions were not due to some <br> situations being easier as Ps had longer to identify the objects; <br> weaknesses <br> Ps might have worked out what the experimenter wanted to find; <br> so they would try harder to identify the object in the matching <br> condition; <br> Ps did all four conditions so might have been muddled; <br> Ignore simplistic general comments which could be a <br> strength/weakness of any lab experiment but can aggregate <br> (would be 2-3 mark band). <br> Look for other reasonable marking points. OwTTE |  |

## Topic B - Is dreaming meaningful?

| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 5}$ | Memories are randomly put together in a jumbled way  <br>  B <br> Certain hidden memories are deliberately stimulated  <br> C Memories are randomly stimulated <br> D Memories are put into a story-like sequence | AO1 = <br> $\mathbf{1}$ |  |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 6}$ | Memories are randomly put together in a jumbled way  <br>  BCertain hidden memories are deliberately stimulated <br> C <br> Memories are randomly stimulated <br> Memories are put into a story-like sequence | $\mathbf{1}$ |  |
|  |  |  |  |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 7}$ | Asking the patient how long they sleep.  <br> B Asking the patient's family how long the patient sleeps. <br> C Using equipment at the clinic to measure the time <br> spent asleep. | AO3 = <br> Watching the patient sleeping at the clinic. |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 8}$ | A | Privacy | AO3 = |
|  | B | Confidentiality | $\mathbf{1}$ |
|  | C | Debriefing |  |
| D | Deception |  |  |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{1 9}$ | A | axon | AO1 = |
|  | $\mathbf{B}$ | impulse | $\mathbf{1}$ |
|  | C | dendrite |  |
|  | D | electron |  |
|  |  |  | (1) |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{2 0}$ | A | receptors joining to synapses <br> receptors transmitting signals to axons |  |
|  | B | neurotransmitters crossing gaps between neurons <br> axons crossing gaps called synapses | $\mathbf{1}$ |
|  | D |  |  |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{2 1}$ | A | Confidentiality | $\mathbf{A O 3}=$ |
|  | B | Subjectivity | $\mathbf{1}$ |
|  | C | Qualitativity |  |
|  | D | Generalisibility |  |
|  |  |  | (1) |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 2}$ | A it made Sarah feel good about herself <br> B it meant that Sarah could tell Derek about her parents  <br> C Sarah and Derek could improve their parenting skills <br> D Derek could express feelings about his parents to <br> Sarah  | $\mathbf{\text { AO2 = }}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 3}$ | A could overcome her own problems and be detached | AO2 = |
| B $\quad$knew her clients' problems <br> C could focus on her own dreams and use them in therapy <br> with her clients <br> D would have learned the words that therapists use | $\mathbf{1}$ |  |


| Question <br> Number | Answer | Mark |  |
| :--- | :--- | :--- | :--- |
| $\mathbf{2 4}$ | A the training is very easy <br> B the training is too quick <br> anyone can claim to be a psychoanalyst  | AO2 = | $\mathbf{1}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 5 ( a )}$ | Accept aims specific to Aimee. | AO3 = <br> to find out whether people dream about what has happened <br> during the day; <br> to explore the content of people's dreams; <br> Look for other reasonable marking points. OWTTE |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 5 ( b )}$ | Dream analysis answers can receive credit (max 1 mark) only if <br> they are the only indication that information about dreams must <br> have been obtained - otherwise no credit as about analysis not <br> data collection. <br> Ensure marks are awarded only for how information is collected <br> not what is collected or how it is analysed. <br> Sleep clinic/sleep lab answers can receive credit (max 1 mark) as <br> they are a way to access information about dreaming. | AO3 = <br> ask him questions/interview him; <br> such as 'What did you dream about last night?' / 'What did you do <br> yesterday?'; <br> ask him to fill in a diary; <br> with what he has dreamt about/what he did during the day; (1 <br> mark for 1 or 2 ideas, can award mark if both in irrelevant <br> context of analysis) <br> ask him to fill in a questionnaire; <br> she should ask him if he minded participating /(so this would <br> allow him to give) informed consent; * |
| Allow 1 mark for how to collect data ethically as elaboration. * | (4) |  |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 5 ( c )}$ | Mark all and credit the best etc. <br> Must be about solving or dealing with the issue not just about the <br> issue itself. Beware the circular argument (eg in order to debrief <br> you debrief = 0) <br> 0 marks <br> No rewardable material. <br> 1 mark <br> One clear solution to Aimee's ethical issues OR more than one <br> described weakly. | AO2 = <br> $\mathbf{2}$ marks <br> One elaborated solution or two clear solutions to ethical <br> issues. <br> confidentiality: <br> by not showing the results to anybody else; <br> by keeping the information secure so no one could find it <br> accidentally; <br> by not putting Joel's name on any of the results; <br> privacy: <br> by telling Joel he doesn't have to write down every dream; so <br> that he doesn't feel that he has to reveal things he wants to keep <br> to himself; (2 marks) <br> by telling Joel he doesn't have to write down everything he has <br> done in the day; <br> by not asking questions about very personal things Joel has <br> dreamt/done; <br> by not forcing Joel to answer questions if he doesn't want to; <br> Ethical issues other than confidentiality and privacy are legitimate <br> answers but must offer description and solution rather than just <br> solutions. <br> Look for other reasonable marking points. owTTE |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| 25(d) | 1 mark per valid point/elaboration. <br> If more than one advantage, mark all and credit the best. <br> eg: <br> can investigate in detail; <br> building up trust over time means participant may give more <br> information; <br> eg: <br> can study rare cases; <br> which tells us about unique instances rather than averages (as in <br> experiments); <br> Look for other reasonable marking points. OWTTE | (2) |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 5 ( e )}$ | 1 mark per valid point/elaboration. <br> If more than one practical problem mark all and credit the <br> best. <br> eg: <br> in depth study takes a lot of time (accept 'expensive' but not as a <br> separate point); <br> may not be able to find individuals who are willing to commit to <br> detailed investigation; <br> eg: <br> investigator gets to know participant well; <br> so may be subjective; <br> Look for other reasonable marking points. OWTTE | AO3 = |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 6 ( a )}$ | 1 mark per valid point/elaboration. OWTTE <br> Freud thought that dreams held unconscious <br> wishes/unpleasant/sexual thoughts; <br> but we didn't know about them/they were repressed; <br> these make up the latent content of dreams; <br> this is made into the manifest content that we remember; <br> by dreamwork; <br> condensation makes several ideas into one (in the dream); <br> displacement redirects attention from important things (in the <br> dream); <br> secondary elaboration (muddles up the ideas in the dream and) <br> makes them into a story; <br> so the dream is made up of symbols; | AO1= <br> $\mathbf{4}$ |


| Question <br> Number | Answer | Mark |
| :--- | :--- | :--- |
| $\mathbf{2 6 ( b ) ( i )}$ | Mark all and credit the best etc. <br> 0 marks <br> No rewardable material. <br> $\mathbf{1}$ mark <br> Brief or muddled strength of some of Freud's dream theory. <br> $\mathbf{2}$ marks <br> Clear strength of Freud's theory. <br> Both marks for one strength | AO2 |
|  | eg: <br> it is based on in-depth data; <br> because he listened to people carefully/over a long time; <br> so there is plenty to support his ideas; <br> so it is more detailed than experimental evidence (so is more <br> valid); <br> eg: <br> it is based on real-life data; <br> because it came directly from the patients' descriptions; <br> so is likely to reflect people's actual dreams/feelings (so is more <br> valid); <br> A term eg 'validity' alone does not earn a mark but explaining <br> how a named term is an advantage can earn 2 <br> eg: <br> it includes detailed data directly from the source; which makes it <br> valid as it must be true of that individual; (2 marks) | (2) |


| Question Number | Answer | Mark |
| :---: | :---: | :---: |
| 26(b)(ii) | Mark all and credit the best etc. <br> 0 marks <br> No rewardable material. <br> 1 mark <br> Brief or muddled weakness of some of Freud's dream theory. <br> 2 marks <br> Clear weakness of Freud's theory. <br> Both marks for one weakness. <br> Do not accept 'activation synthesis explains why dreams are random' as a criticism - Freud's theory does too. <br> The term 'validity' alone (lack of) does not earn a mark <br> eg: <br> it is based on evidence from a biased sample; because most of his patients were women/Austrian/Viennese/well-off/in therapy; <br> eg: <br> it is based on trying to measure the unconscious; which is difficult it is hard to access/to verify; <br> Freud interpreted the evidence from his patients; an might have been biased/ it could have been interpreted in different ways; <br> Activation-synthesis is a better theory because it is easier to test scientifically: <br> as brain activity can be measured accurately/directly; this is less subjective/more objective; and can explain other things about dream such as why we need to be paralysed; | $\begin{aligned} & \text { AO2 }= \\ & 2 \end{aligned}$ <br> (2) |

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