GEOGRAPHY
T.S.G.L.
2004
Marking Scheme

FOLDER : SECTION 1 (60 marks).

	Answer	MARK	COMMENT
1	Rocks to break down	3	
2	Granite	3	
*3A	one half; one quarter; less than	3 (1+1+1)	**credit one option only**
*3B	The Netherlands	3	**credit one option only**
*4A	Relief Rainfall	3	**credit one option only**
*4B	Clear skies, sunny in the	3	**credit one option only**
*5A	Acid Rain	3	**credit one option only**
*5B	North West to South East	3	**credit one option only**
6	Washing down of minerals	3	
7	the suburbs	3	
8	when food, blankets, medicine…	3	
9	Linear	3	
10	25%	3	
11	The Greenhouse Effect OR Carbonic Acid	3	
12	Landsowne (Lansdowne) Rd.	3	
13	Moated Site	3	
14a	G 22 14	3	**credit one option only**
14b	There are not enough resources..	3	**credit one option only**
15	Tertiary Activities	3	
16	There is sometimes conflict…	3	
17	The hourly wage for women…	3	
18	Killybegs	3	
19	War	3	
20	Accept any or no answer	3	No direct syllabus ref.

NOTE: Q.s 3, 4, 5 and 14 have EITHER/OR options. **Mark both if attempted, but credit only ONE if candidate has both correct.**
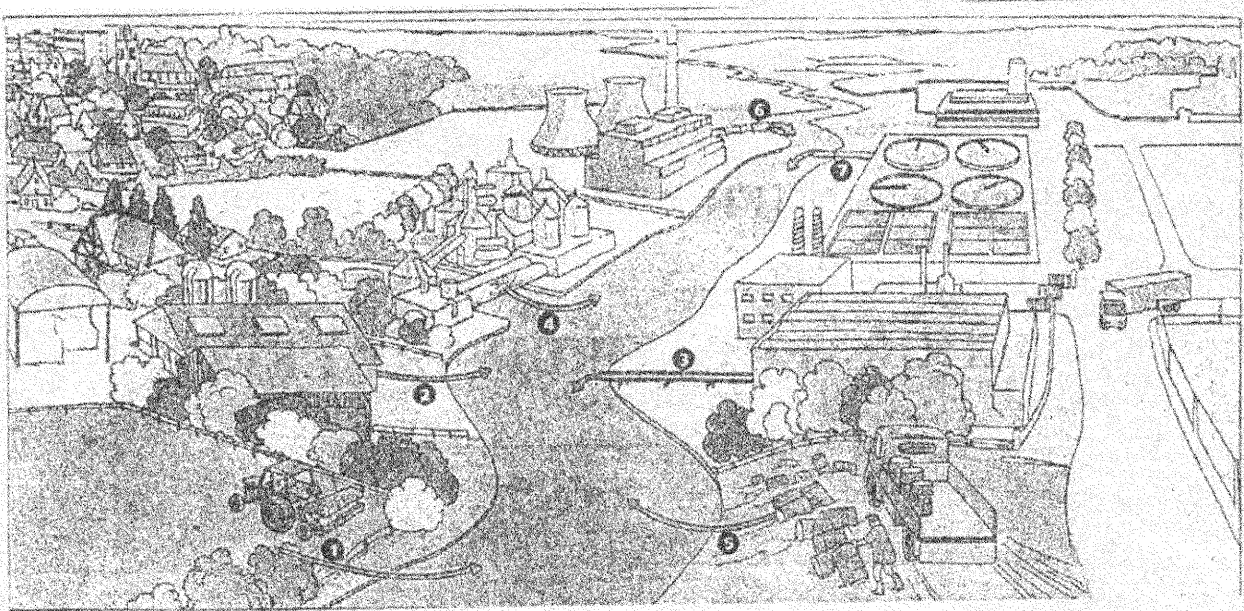
1. USE OF RESOURCES

A. WATER

Look at the diagram above. It shows seven sources of river pollution.
Choose THREE of these. For each of the ones you have chosen:

- say what is causing the pollution
- describe how it is a problem

(9)

Three sources @ 3m each
Each Cause named = 2m
 Dev.   = +1

2 + 1   3 + 1   2 + 1   = 9

Sample: *Farming (2) pollutes rives with slurry (+1).*
Sewage (2) from houses (+1) damages rivers.
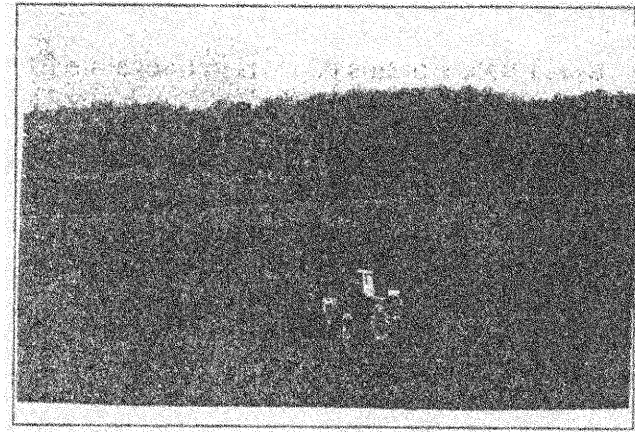*Oil is spilled into the river (2 + 0).*

Notes:
Accept sources such as Farming, Factories, Power Stations, Domestic, Water
Treatment, Illegal Dumping or more specific causes such as slurry, oil, and sewage.

Accept up to TWO sources from any of the generic activities e.g. two from farming.

B. Farming

The photograph shows a farmer spraying barley.

Describe the farm as a system, referring to **TWO** inputs, **TWO** processes (apart from the spraying shown) and **ONE** output.   (10)

Two inputs named @ 2m each
Two processes named @ 2m each
One output @ 2m.

| 2 + 2 | 2 + 2 | 2 | = 10 |

Sample: *Inputs   = machines (2) and fertiliser (2);*
Processes = milking (2) and ploughing (2);
Output   = milk (2).

<u>Notes:</u>

C. FISHING

(i)   Over fishing has caused a shortage of fish in many sea areas. Explain **TWO** ways more modern fishing boats and equipment have led to over fishing. (6)
(ii)   Describe **ONE** effect of over fishing in the seas around Ireland.   (3)
(iii) Explain what is meant by a **renewable resource**.   (2)

(i)	TWO ways @ 3m. each; each way named = 2m, Dev. = +1. 2 + 1 and 2 + 1	= 6
(ii)	One effect @ 3m.; effect named = 2m, Dev. = +1 2 + 1	= 3
(iii) Renewable Resource explained = 2m gr.(2-1-0) 2 or 1 or 0		= 2

Sample: i. *Bigger nets* (2) *catch more fish* (1). *Echo sounders* (2) *show where fish are* (1).
    ii. *Fishermen will lose their jobs* (2), *as the fish will be gone* (1).
    iii. *It's a resource that can be used again* (2). OR Water is one (1).

Notes:

2. SHAPING THE EARTH'S SURFACE

A. Chose EITHER **Glaciation** OR the **Sea** and then answer the following questions:

(i) Draw a diagram of **ONE** landform formed by erosion.   (2)
     Name the landform and explain how it is formed.   (6)

(ii) Draw a diagram of **ONE** landform formed by deposition.   (2)
     Name the landform and explain how it is formed.   (6)

Diagram = 2m (Graded 2:1:0)	= 2
Landform named = 2	
Two points on formation = 2 + 2.	= 6.
Note: same scheme applies to parts i. and ii.	
i. Diag.= 2, Name = 2, Form.= 2 + 2	= (2 + 6)
ii. Diag.= 2, Name = 2, Form. = 2 + 2.	= (2 = 6)

Sample: Very clear diagram = 2; weak attempt, but recognisable = 1.
     A cliff (2) *is formed when the sea wears away* (2) *the land by the*
     force of the water (2).
     A beach (2) *is formed when sand is deposited* (2) *by the swash* (2).
                 OR
     A cirque (2) *is when the wearing away* (2) *by the ice makes a hollow* (2).
     A drumlin (2) *is a load of sand and gravel* (2) *dropped by the ice* (2).

Notes:

B. i. Name **ONE** place in the world where earthquakes happen often. (2)
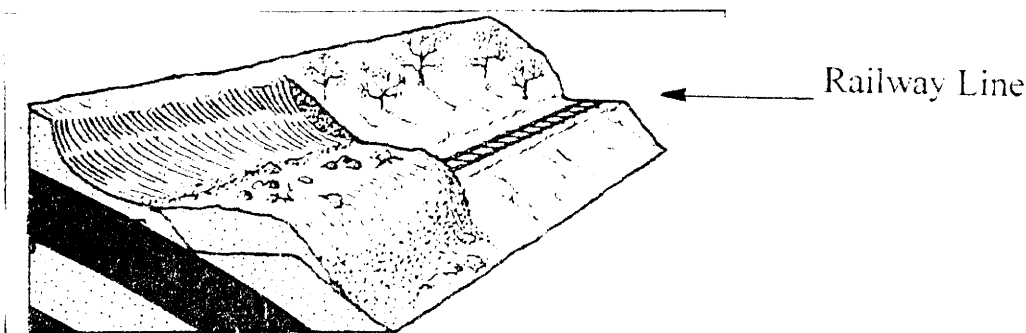**ii.** Describe **TWO** results of an earthquake hitting a large city. (6)

> i. Place named   = 2.
> ii. Two results described @ 3m each.
> Each 3m : result named = 2m, Dev.= +1.
>
> Place = 2   (2)
> 2 + 1 and 2 + 1   (6)

Sample: (i.) *San Francisco Turkey Pacific Ring Plate Boundaries* (2).
  (ii)   *Buildings shake* (2) *and collapse* (1).
         People die (2) *when the roof falls in* (1).

Notes:

C.

Railway Line

Referring to the diagram above, explain how landslides can happen. (6)

> Three elements of explanation @ 2m each
> Accept one cause named + 2 elements of dev. @ 2+2+2
> OR three different causes @ 2+2+2
> Or any combination of cause/explanation.
>
>   2 + 2 + 2   (6)

Sample: *Landslides are due to humans cutting into the land* (2) *to build
    railways* (2) *and the rocks collapse* (2).
    Landslides are caused by noise (2), *cutting down trees* (2) *and heavy
    rain* (2).

Notes:

3. ORDNANCE SURVEY MAP

A.   Look at the Ordnance Survey map and legend (key) provided.

Draw a sketch map of the area shown on the **map**.

Mark on the sketch map and identify:
- The built up area of Ballina;
- The River Moy;
- The National Primary and secondary Routes;
- TWO historical Sites;
- The Railway Line.   (10)

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7 items shown & named @ 1m each = 7
Frame (Correct proportion) [   ] = 1

Title OR North arrow   = 1
Overall impression   = 1
Note: items shown, but NOT named allow for half mark
rounding up e.g. river & 2 roads shown but NOT named
= 1/2 + 1/2 + 1/2 = 1 and 1/2 rounded up = 2m
                                                        = 10

Notes: Suggested Grid

B U	1
RM	1
NP	1
NS	1
HS	1
HS	1
RW	1
Fr	1
T/N	-
OI	1
Tot.	9

B. Look again at the Ordnance survey map.
'Ballina is a very old town. It has developed at this location for a number of reasons.'

(i.) Give **TWO** reasons why Ballina originally developed at this location. (6)
(ii.) What is the distance in Kilometres, along the N59 from the Tourist Information Centre(G 250 190) to the junction with the R207 (G 282 220)?(4)

i.TWO reasons @ 3m each.
 Each reason named = 3m.   = 6

ii. Distance

2m	4m	2m	
4.0	4.2	4.8	5.0 = 4

Sample: i. *on a river* (3); *nodal point* (3); *low ground* (3); *priory* (3); *bridge* (3).

<u>Notes:</u>

C. You have been asked to design a Tourist Guide for the Ballina area shown on the Ordnance Survey map.
Describe **THREE** attractions which might be of use to tourists and **give a Grid reference for each one.** (10)

Three attractions @ 3 + 3 + 3
Each attraction named = 1m,
Development   = 1m,
4 or 6 fig. grid ref.   = 1m.

If Zone Letter (G) is given in each G.R. = +1

1+1+1   1+1+1   1+1+1   and +1   =10

Sample: *There is a caravan site* (1) *for accommodation* (1) *at G 242 211* (1).
There is a lake (1) *for fishing* (1) *at G 173 143* (1).
For people interested in history (1) *there is a Standing Stone* (1) *at G 272 208* (1).
Zone Letter correct each time = +1

Notes:

4. **AERIAL PHOTOGRAPH OF BALLINA**

Study the Aerial Photograph of Ballina supplied with this paper.

> {**Hint:** Remember it is an Oblique Photograph therefore you should use the correct terms - i.e. Left Background, Right Foreground}

A. Traffic flow is a problem in many Irish towns like Ballina.

(i.) State **TWO** reasons why traffic jams happen in Ballina. (6)

(ii) Imagine that you work for Ballina Urban Council's traffic department. Explain **TWO** measures you would use to reduce traffic jams in Ballina.(6)

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i. Two reasons stated @ 3 m. each
    reason One = 3   Reason Two = 3   = 6.
            3 + 3

ii. Two measures @ 3m each.
     First measure stated = 2, Dev. = + 1
     Second measure stated = 2, dev. = + 1.   = 6

         2 + 1   and   2 + 1

Sample: i. *The streets are narrow (3). Too many cars are parked on the street (3).*

Notes:

Sample: ii. *I would build a new car park (2) in the centre foreground (1).*
            I would build a ring road (2) to cut down traffic in the town (1).

B. (i.) List **TWO** land uses in the area on the photograph.   (4)

(ii) Colour is an advantage when studying Aerial photographs in geography. Explain **ONE** way in which the use of colour helps you understand Land Use on this photograph.

i.	TWO uses listed @ 2 m each	
	2 + 2	= 4
ii.	One way stated = 2m	
	Dev. = + 2	
	2 + 2	= 4

Sample: i. *Farming* (2) and *Factories* (2).

Notes:

Sample: ii. *I can pick out the fields* (2) *with the different shades of green* (2).

Notes:

C. Ballina Urban Council have asked you to build a Leisure Centre and Swimming pool.

(i)   Choose a suitable location on the photograph.   (2)
(ii) Explain **TWO** reasons why you chose this site.   (6)
(iii) Suggest **ONE** disadvantage to this site.   (2)

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i. Location = 2   =2.

ii. TWO reasons @ 3m each.
First reason stated   = 2 , Dev. = +1
Second reason stated = 2, Dev. = +1

        2+1   and   2+1   = 6

iii. One disadvantage stated = 2.   = 2.

Sample: i. *I would pick the Left Background* (2).
   (<u>For location</u> accept terms such as Right F'ground OR a sketch map OR
   actual photo with location indicated).
    ii. *The land is level* (2) *and would be easy to build on* (1).
    It is near the town (2) *and people could walk to the pool* (1).

    iii. *Maybe the river could flood* (2).

<u>Notes:</u> **A. <u>IF NO LOCATION IS GIVEN OR IF IT IS TOO VAGUE</u>**
    (i.)   = 0, mark (ii) and (iii) as per original scheme BUT **DIVIDE**
    TOTAL BY 2 ROUNDING UP THE MARK.

  B. <u>IF LOCATION IS CLEAR BUT CANDIDATE HAS NOT</u>
    <u>USED ACCEPTABLE METHOD</u>
    (i.) = 0, mark (ii) and (iii) as per original scheme.

5.   GEOGRAPHICAL MIX

Answer ANY THREE of the questions: A, B.C, D.

(NOTE: This question continues on to the next page)

A.   AID TO DEVELOPING COUNTRIES

'The boy in this photo lives in a Less Developed Country. War and famine are big problems in his country. There are no schools and the hospitals cannot cope because of the war. Disease is a problem in the capital city because sewer pipes have been blown up'

Describe **TWO** types of AID that may be given to his country.   (10)

Two types @ 5m each.
Type One named = 2, First Dev. = 2   Second Dev. = + 1
Type Two named = 2, First Dev. = 2   Second Dev. = + 1

         2 + 2 + 1 and   2 + 2 + 1   = 10

Sample: *He could get emergency aid (2) such as food (2) from GOAL (1).*
       They could get more medicine (2) to cure disease(2) from the sewage (1).

Notes:

B.   CLIMATE STUDIES

BOREAL CLIMATE OR TUNDRA CLIMATE

Choose **ONE** of these climate types that you have studied.

(i.)   Briefly describe the temperature and precipitation (rainfall etc.)   (6)
(ii)   Describe ONE way in which this climate has influenced how people
    earn a living.   (4)

> i.   One point re Temperature @ 3, One point re Precipitation @ 3.
> In each case point stated = 2m, Dev. = + 1
>
>   2 + 1   and   2 + 1   = 6.
>
> ii.   One way stated = 2m, Dev. = + 2
>
>   2   +   2   = 4.

Sample: i. *Boreal Climate has very cold winters* (2) *due to latitude* (1).
       They get snow (2) *because winters are so cold* (1).

    ii.   *They work in lumbering* (2) *because forests grow there* (2).

OR: i. *Tundra climate is very cold* (2) *because it's near the North Pole* (1).
      They get a lot of snow (2) *because winters are very cold* (1).

    ii. *They cannot farm* (2) *because crops won't grow there* (2).

C.   **SHANTY TOWNS**

Look at the photograph above and then answer these questions.

i.   Name **ONE** city you have studied which has Shanty Towns.
ii.   Name and describe **THREE** problems for people living in Shanty Towns.
        (10)

> City named = 2m
> Problem One named   = 2m, Dev. = +1
> Problem Two named   = 2m, Dev. = +1
> Problem Three named = 2m,
>
>   2 : 2 +1 : 2 + 1 : 2   = 10

Sample: *Calcutta (2).*
        There is no fresh water (2) so people get disease (1).
        The rubbish isn't collected (2) and it smells (1).
        They have to live in huts made of tin and cardboard (2).

Notes:

D. FACTORY LOCATION

Many new factories are built at the edge of towns and cities.

i.   Name **ONE** such factory you have studied.
ii. Explain **THREE** reasons why such factories are built at the edge of towns and
     cities.   (10)

i.	Factory named = 2m
ii.	Reason One named = 2m, Dev. = + 1
	Reason Two named = 2m, Dev. = + 1
	Reason Three named = 2m.
	2 : 2 + 1 : 2 + 1 : 2 = 10

Sample: i. *Intel* (2)
   ii. *There is more land than in the city centre* (2) *and they need room* (1).
      It avoids the traffic(2) *which is worse in the city* (1).
      It is near a good road (2).

Notes: