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# **Mark Scheme (Results)**

Summer 2017

Pearson Edexcel GCSE  
In German (5GN03)  
Paper 3H: Reading and understanding  
in German.

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## General Marking Guidance

- All candidates must receive the same treatment. Examiners must mark the first candidate in exactly the same way as they mark the last.
- Mark schemes should be applied positively. Candidates must be rewarded for what they have shown they can do rather than penalised for omissions.
- Examiners should mark according to the mark scheme not according to their perception of where the grade boundaries may lie.
- There is no ceiling on achievement. All marks on the mark scheme should be used appropriately.
- All the marks on the mark scheme are designed to be awarded. Examiners should always award full marks if deserved, i.e. if the answer matches the mark scheme. Examiners should also be prepared to award zero marks if the candidate's response is not worthy of credit according to the mark scheme.
- Where some judgement is required, mark schemes will provide the principles by which marks will be awarded and exemplification may be limited.
- When examiners are in doubt regarding the application of the mark scheme to a candidate's response, the team leader must be consulted.
- Crossed out work should be marked UNLESS the candidate has replaced it with an alternative response.

Question Number	Answer	Mark
<b>1(i)</b>	E	<b>(1)</b>

Question Number	Answer	Mark
<b>1(ii)</b>	F	<b>(1)</b>

Question Number	Answer	Mark
<b>1(iii)</b>	A	<b>(1)</b>

Question Number	Answer	Mark
<b>1(iv)</b>	D	<b>(1)</b>

Question Number	Answer	Mark
<b>2(i)</b>	B	<b>(1)</b>

Question Number	Answer	Mark
<b>2(ii)</b>	E	<b>(1)</b>

Question Number	Answer	Mark
<b>2(iii)</b>	D	<b>(1)</b>

Question Number	Answer	Mark
<b>2(iv)</b>	C	<b>(1)</b>

Question Number	Answer	Mark
<b>3(i)</b>	Past	<b>(1)</b>

Question Number	Answer	Mark
<b>3(ii)</b>	Future	<b>(1)</b>

Question Number	Answer	Mark
<b>3(iii)</b>	Present	<b>(1)</b>

Question Number	Answer	Mark
<b>3(iv)</b>	Present	<b>(1)</b>

For Question 4 the order of elements is important: First answer counts (for Question 4biii: first two answers)

Question Number	Acceptable Answers	Reject	Mark
<b>4(a)</b>	-important form of entertainment -you can find them anywhere -they sell very well (any one)	-they are criticised by the media and/or politicians -computers are important for communication - <u>good</u> entertainment (for children) -they are extremely popular (not specific enough) -they sell for a good price	<b>(1)</b>

Question Number	Acceptable Answers	Reject	Mark
<b>4(b) (i)</b>	-their children (they) spend too much time in front of them/with them/computer games/consoles -their children (they) spend (a lot of/all) their (pocket) money on them/computer games (any one)	-parents spend ... -children become addicted (not specific enough) -children are studying less	<b>(1)</b>

Question Number	Acceptable Answers	Reject	Mark
<b>4(b) (ii)</b>	- it is not a waste of time -they/children can develop (from a gamer) into a designer - <u>knowledge/knowing</u> about technology is important/an absolute must/needed for jobs -it helps if they become a professional designer (any one)	-their parents are wrong -it is time consuming -because the games are very creative -technology is important/an absolute must/needed for jobs -can learn things from gaming (not specific enough)	<b>(1)</b>

Question Number	Acceptable Answers	Reject	Mark
<b>4(b) (iii)</b>	Any two out of: -they agree with the children/children are correct -one has to use one's	-children love (designing) computer games -games must be creative	<b>(2)</b>

	creativity/being creative -games <u>use</u> creativity -it allows/makes/encourages children to be creative -good for/improves children's creativity -when children design themselves, they are more likely to do it/participate/ they like it more/prefer it	-it is creative -it makes them create	
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Question Number	Acceptable Answers	Reject	Mark
<b>4(c)</b>	-they offered (courses for) (computer) programming/coding languages (for children) -they/the children were able to programme/code (for the first time)/to try out programming/coding -they learnt to programme/code (any one)	-to see how games are programmed -it shows children what computer programming is (not specific enough) -they offered easy programming	<b>(1)</b>

Question Number	Acceptable Answers	Reject	Mark
<b>4(d)</b>	-they can learn more about school work/ subjects/education (through computer games) -helps with school work/ subjects/education (Maths and Writing/English) -children (from the age of 8) can do/produce computer games - they can practise/train skills regularly (any one)	-you can start early to develop computing skills -children can learn from computers (not specific enough) -making/creating computer games (unspecific who does it) -teaches children how to programme/about computers at school	<b>(1)</b>

Question Number	Acceptable Answers	Reject	Mark
<b>4(e)</b>	- can lead to fabulous/successful career -learn independence -solve problems (quickly) (any one)	-any notion of a negative influence	<b>(1)</b>

Question Number	Answer	Mark
<b>5(i)</b>	D	<b>(1)</b>

Question Number	Answer	Mark
<b>5(ii)</b>	B	<b>(1)</b>

Question Number	Answer	Mark
<b>5(iii)</b>	C	<b>(1)</b>

Question Number	Answer	Mark
<b>5(iv)</b>	A	<b>(1)</b>

Question Number	Answer	Mark
<b>6 (i)</b>	C	<b>(1)</b>

Question Number	Answer	Mark
<b>6 (ii)</b>	A	<b>(1)</b>

Question Number	Answer	Mark
<b>6 (iii)</b>	B	<b>(1)</b>

Question Number	Answer	Mark
<b>6 (iv)</b>	B	<b>(1)</b>

Question Number	Answer If more than 4 ticks-deduct one mark for each extra tick	Mark
<b>7</b>	A,B,F,G	<b>(4)</b>

Question Number	Answers	Mark
<b>8(i)</b>	C	<b>(1)</b>

Question Number	Answers	Mark
<b>8(ii)</b>	B	<b>(1)</b>

Question Number	Answers	Mark
<b>8(iii)</b>	C	<b>(1)</b>

Question Number	Answers	Mark
<b>8(iv)</b>	A	<b>(1)</b>

Question Number	Answers	Mark
<b>8(v)</b>	B	<b>(1)</b>

Question Number	Answers	Mark
<b>8(vi)</b>	B	<b>(1)</b>

Question Number	Answers	Mark
<b>8(vii)</b>	A	<b>(1)</b>

Question Number	Answers	Mark
<b>8(viii)</b>	C	<b>(1)</b>



