

Functional Skills Mathematics Entry 3 sample assessment



www.cityandguilds.com
November 2012
Version 1.0

Mark scheme

Video games

Assessor guidance notes for marking

- The assessor should mark the test according to the mark scheme.
- Once the assessor has marked this paper, the centre must use the City & Guilds internal quality assurance processes before the candidate can be awarded a certificate.

Using the mark scheme

- apply the mark scheme methodically
- initially apply the **unshaded** section for each question
- if this is not achieved, then work down the shaded rows until you find the right mark
- if none of the shaded sections are met then award 0 for that part of the mark scheme.

Assessment Recording

Mark scheme for Entry 3

Candidate's name: _____

	Marks for	Marks	Candidate Mark	Assessor feedback
	Task 1			
1a	(£)10	3		
	Suitable method eg (£)30–(£)20	(2)		
	5x(£)4 or (£)20 seen	(1)		
1b	Any combination that includes both games and is £10 or less ie 1 x Gamecube + 1 x PSX or 1 x Gamecube + 2 x PSX or 2 x Gamecube + 1 x PSX or 2 x Gamecube + 2 x PSX or 3 x Gamecube + 1 x PSX	3		
	Any combination that includes prices but not names of both games and is £10 or less eg 2 x (£)2 + 2 x (£)3	(2)		
	Number of games for one video game machine totalling £10 or less	(1)		
2a	1kg 700g or 1.7kg or 1700g	2		
	1.7(kg) or 1.6(kg) or 600g or 700g	(1)		
2b	Appropriate cost chosen ie (£)8.30 or (£)5.30 with suitable reason – eg it's cheaper or quicker	2		
	(£)8.30 or (£)5.30	(1)		
	Total marks available for Task 1	10		
	Task 2			
1	Correct answer with units for 16–the number sold $x(£)4 \div 2$ eg £22 for $(16-5)x4 \div 2$	5		
	Correct answer without units for 16–the number sold $x(£)4 \div 2$ eg (£)22 for $(16-5)x4 \div 2$	(4)		
	16–the number sold $x(£)4 \div 2$	(3)		
	16–the number sold $x(£)4$ or half price of at least one game or (£)2	(2)		
	$x(£)4$ or $\div 2$ seen	(1)		

2	Answer with or without units for $(25 - \text{the number sold}) \times 2 + (20 - \text{the number sold}) \times 2$	4		
	Suitable method	(3)		
	$(25 - \text{the number sold}) \times 2$ or $(20 - \text{the number sold}) \times 2$	(2)		
	$25 - \text{the number sold}$ or $20 - \text{the number sold}$	(1)		
3	Sales from Task 1 Q1 and Task 2 Q1 and Q2 with units	3		
	Sales from Task 1 Q1 and Task 2 Q1 and Q2 without units	(2)		
	Suitable method	(1)		
4	Valid check shown (accept repeat calculation, estimate, reverse, alternate method or observed calculator check)	1		
Total marks available for Task 2		13		
Task 3				
1a	One choice made with reason related to the information in the table eg PlayStation because it has the most games	1		
1b	Half price of their chosen machine ie (£)80 or (£)90 or (£)60 or (£)100	3		
	Half price of any machine ie (£)80 or (£)90 or (£)60 or (£)100	(2)		
	$\div 2$ seen	(1)		
2	Yes or no with suitable reason consistent with their calculations from Task 2 Q3 and Task 3 Q1b	2		
	Suitable reason consistent with their calculations from Task 2 Q3 and Task 3 Q1b	(1)		
3	Valid check shown (accept repeat calculation, estimate, reverse, alternate method or observed calculator check)	1		
Total marks available for Task 3		7		
Total marks available		30	Pass mark	20

Please indicate as applicable:

Candidate has achieved: Candidate has not achieved:

Assessor name	Signature	Date marked
Internal Quality Assurer (if sampled)	Signature	Date marked
Qualification Consultant (if sampled)	Signature	Date marked

Published by City & Guilds
1 Giltspur Street
London
EC1A 9DD
T +44 (0)844 543 0000
F +44 (0)20 7294 2413
www.cityandguilds.com

City & Guilds is a registered charity
established to promote education and
training