

Functional Skills Mathematics Entry 3 Sample assessment



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Assessment guidance and mark scheme Video games

Time guidance

1 hour and 30 minutes

Assessor guidance notes before the candidate starts the paper

The candidate will need a clear, simple calendar for Task 1.

Assessor guidance notes for marking

- The assessor should mark the test according to the mark scheme.

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 appropriate 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: _____

	Task 1	Marks	Candidate mark	Assessor feedback/comments
1a	(£)10	3		
	Suitable method eg (£)30–(£)20	(2)		
	5x(£)4 or (£)20 seen	(1)		
1b	Combination that includes both games and is £10 (or amount left) eg 2 x Gamecube + 2 x PSX <i>Follow through Q1a</i>	3		
	Any combination that includes prices but not names of both games and is £10 or less eg 2 x (£)2 + 2 x (£)3 <i>Follow through Q1a</i>	(2)		
	Number of games for one video game machine totalling £10 or less <i>Follow through Q1a</i>	(1)		
2a	1kg 700g or 1.7kg or 1700g with units	2		
	1.7(kg) or 1.6(kg) or 600g or 700g	(1)		
2b	(£)5.30 <i>Follow through Q2a</i>	2		
	(£)8.30	(1)		
2c	Correct day in 5 days time <i>Follow through Q2b</i>	2		
	5 days time or equivalent stated	(1)		
3	6 with suitable comment about the parcel being a cube (accept cuboid)	2		
	6 without reason or comment about the parcel being a cube (accept cuboid) but wrong number of faces	(1)		
Total marks available for Task 1		14		

	Task 2	Marks	Candidate mark	Assessor feedback/comments
1a	(£)174 accept (£)144 (excluding those sold to customer)	4		
	subtotals for all three games (£)50, (£)64, (£)60	(3)		
	subtotals for two games	(2)		
	subtotal for one game	(1)		
1b	Valid check shown, accept eg repeat calculation, estimation, reverse, alternate method, calculator check. <i>Calculator check must be confirmed by the assessor, signed and dated</i>	1		
Total marks available for Task 2		5		

	Task 3	Marks	Candidate mark	Assessor feedback/comments
1	One choice made with reason related to the information in the table eg Nintendo because it has the most games or Atari, it is the cheapest	1		
2a	(£)19	2		
	÷3 seen	(1)		
2b	(£)38 or (£)57 – their Q2a	1		
2c	Correct total for their games machine + their headphones price <i>follow through Q1 and Q2b</i>	2		
	A correct method seen	(1)		
2d	Valid check shown, accept eg repeat calculation, estimation, reverse, alternate method, calculator check. <i>Calculator check must be confirmed by the assessor, signed and dated</i>	1		
3	List presented clearly with all three pieces of information and structured	2		
	Partial list with one item missing or three items with lack of structure	(1)		
	Correct difference and whether more or less than new game machine cost <i>Follow through Task 1 and Task 2</i>	2		
	Correct difference only <i>Follow through Task 1 and Task 2</i>	(1)		
Total marks available for Task 3		11		

Total marks available: 30		Pass mark: 20	
Candidate total marks:			
PRINT Assessor name:	Signature:	Date:	

Please indicate as applicable:

Candidate has achieved:

Candidate has not achieved:

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