

General Certificate of Secondary Education 2017

## **GCSE** Physics

Unit 1 Foundation Tier

### [GPH11]

**MONDAY 19 JUNE, MORNING** 

# MARK SCHEME

#### **General Marking Instructions and Mark Grids**

#### Introduction

Mark schemes are intended to ensure that the GCSE examination is marked consistently and fairly. The mark schemes provide markers with an indication of the nature and range of candidates' responses likely to be worthy of credit. They also set out the criteria that they should apply in allocating marks to candidates' responses. The mark schemes should be read in conjunction with these marking instructions.

#### Quality of candidates' responses

In marking the examination papers, examiners should be looking for a quality of response reflecting the level of maturity which may reasonably be expected of a 16-year-old which is the age at which the majority of candidates sit their GCSE examinations.

#### Flexibility in marking

Mark schemes are not intended to be totally prescriptive. No mark scheme can cover all the responses which candidates may produce. In the event of unanticipated answers, examiners are expected to use their professional judgement to assess the validity of answers. If an answer is particularly problematic, the examiners should seek the guidance of the Supervising Examiner.

#### Positive marking

Examiners must be positive in their marking, giving appropriate credit for description, explanation and analysis, using knowledge and understanding and for the appropriate use of evidence and reasoned argument to express and evaluate personal responses, informed insights and differing viewpoints. Examiners should make use of the whole of the available mark range of any particular question and be prepared to award full marks for a response which is as good as might reasonably be expected of a 16-year-old GCSE candidate.

#### Awarding zero marks

Marks should only be awarded for valid responses and no marks should be awarded for an answer which is completely incorrect or inappropriate.

#### Types of mark scheme

Mark schemes for questions which require candidates to respond in extended written form are marked on the basis of levels of response which take account of the quality of written communication.

Other questions which require only short answers are marked on a point for point basis with marks awarded for each valid piece of information provided.

| 1 (a) | (i)  | To the left of the starting post <b>or</b> moving left <b>or</b> reversin<br><i>different <b>not</b> acceptable</i>   | ıg                     | [1] | AVAILABLE<br>MARKS |  |
|-------|--|---|------------------------|-----|--------------------|--|
|       | (ii)   | 160 m   |                        | [1] |                    |  |
|       | (iii)  | Average speed = distance/time<br>= 160/24 allow ecf for distance from<br>= 6.7 (m/s)  | [1]<br>(ii) [1]<br>[1] | [3] |                    |  |
| (b)   | ) (i)  | Forward thrust <b>and</b> friction <i>both required</i><br>Accept indication that forces balanced or in equilibrium   | [1]                    |     |                    |  |
|       | (ii)   | They are equal <b>and</b> opposite <i>both required</i>   | [1]                    |     |                    |  |
|       | (iii)  | F = ma = 90 × 0.2<br>= 18 (N)   | [1]<br>[1]             | [4] |                    |  |
| (c)   | Indi<br>1.<br>2.<br>3.<br>4.<br>5.<br>6.<br>7. | <ol> <li>Indicative content</li> <li>Vary the mass of the trolley or adding 0.5kg masses accept weight</li> <li>Measure the distance (moved) – using the metre rule<br/>length of ramp</li> <li>Measure the time (to move this distance) – using the stopclock<br/>how long to move down ramp</li> <li>Repeat the time – ignore other quantities</li> <li>Calculate the average time</li> <li>Calculate (the average) speed</li> <li>(Graph of) mass (x-axis) and (average) speed (y-axis)<br/>axis not required</li> </ol> |                        |     |                    |  |
|       | Re   | sponse  | Mark                   |     |                    |  |
|       | Ca<br>pu<br>pre<br>hig<br>at                   | ndidates describe in detail using good spelling,<br>nctuation and grammar <b>5 points</b> shown above and the<br>ecaution is clearly stated. The form and style are of a<br>h standard and specialist terms are used appropriately<br>all times.  | [5]–[6]                |     |                    |  |
|       | Ca<br>pu<br>Th<br>ter                          | ndidates describe in detail using good spelling,<br>nctuation and grammar <b>3 or 4 points</b> shown above.<br>e form and style are of a high standard and specialist<br>ms are used appropriately at all times.  | [3]–[4]                |     |                    |  |
|       | Ca<br>ma<br>pu<br>a s<br>ref                   | andidates make some reference to <b>one or two of the</b><br><b>ain points</b> shown above using satisfactory spelling,<br>nctuation and grammar. The form and style are of<br>satisfactory standard and they have made some<br>erence to specialist terms.   | [1]–[2]                |     |                    |  |
|       | Re   | sponse not worthy of credit   | [0]                    |     |                    |  |
|       |  |   |                        | [6] | 15                 |  |

| 2 (a) | Tick           | is at<br>Wind  | [1]               |     | AVAILABLE<br>MARKS |
|-------|----------------|--|-------------------|-----|--------------------|
|       |                | Wood   | [1]               | [3] |                    |
| (b)   | (i)            | 91 (J)   |                   | [1] |                    |
|       | (ii)           | Light 95 (J)<br>Heat 5 (J)   | [1]<br>[1]        | [2] |                    |
|       | (iii)          | 9J = 0.95 of input energy<br>Input energy = 9/0.95<br>= 9.5 (J)  | [1]<br>[1]<br>[1] | [3] |                    |
| (c)   | (i)            | $E_p$ gained = mgh or $E_p = F \times d$<br>= 0.5 × 10 × 0.75<br>= 3.75 (J)  | [1]<br>[1]<br>[1] | [3] |                    |
|       | (ii)           | Sight of average time = 3.8 [1]<br>Power = energy gain/time or equivalent<br>Take the average time $(3.8) = 3.75/average$ time<br>= 0.98 (1  W)<br>$\frac{3.75}{3.5}  \frac{3.75}{4.1}  \frac{3.75}{3.8}$ sight of any 2 = [2]<br>Allow average power method<br>Allow ecf for energy from (c)(i) | [1]<br>[1]<br>[1] | [3] | 15                 |
| 3 (a) | (i)            | Momentum = mv or p = mv or equivalent or $0.06 \times 4$<br>Momentum = $0.06 \times 4 = 0.24$<br>kg m/s  | [1]<br>[1]<br>[1] | [3] |                    |
|       | (ii)           | Change in momentum = Ft or equivalent<br>Change in momentum = $0.6 \times 0.3$<br>= 0.18 (unit not required)   | [1]<br>[1]<br>[1] | [3] |                    |
| (b)   | E <sub>k</sub> | $= \frac{1}{2}mv^{2}$<br>= $\frac{1}{2} \times 1800 \times 15^{2}$<br>= 202 500 (J)  | [1]<br>[1]<br>[1] | [3] |                    |
| (c)   | (i)            | Work = force × distance<br>= 5000 × 40<br>= 200 000 (J)  | [1]<br>[1]<br>[1] | [3] |                    |
|       | (ii)           | Heat and Sound both required   |                   | [1] |                    |
| (d)   | Gra            | vitational $E_p = 75 (J)$<br>$E_k = 0$   | [1]<br>[1]        | [2] | 15                 |



| 5 | (a) | (i)   | ACM = CM (required for second mark)<br>when a lever is in equilibrium/balanced                | [1]<br>[1] | [2] | AVAILABLE<br>MARKS |
|---|-----|-------|---|------------|-----|--------------------|
|   |     | (ii)  | <b>P</b> clearly labelled at the base of the front wheel<br>See below for acceptable position |            | [1] |                    |
|   |     | (iii) | 9000 × 1 = Load × 4.5 [1] per side<br>Load = 2000 (N)   | [2]<br>[1] | [3] |                    |
|   | (b) | (i)   | Increase  |            | [1] |                    |
|   |     | (ii)  | No change   |            | [1] |                    |
|   |     | (iii) | To the right or closer to the cab or<br>Inwards, towards digger, closer to pivot              | [1]        |     |                    |
|   |     |       | The moment is reduced or kept the same  | [1]        | [2] | 10                 |
|   |     |       |   |            |     |                    |

P anywhere in shaded region

