

Please write clearly in block capitals.

Centre number

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Candidate number

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Surname

Forename(s)

Candidate signature

GCSE ENGLISH LANGUAGE (8700)

Paper 1 Explorations in creative reading and writing

Time allowed: 1 hour 45 minutes

Materials

For this paper you must have:

- **Source A** – provided as a separate insert

Instructions

- Answer **all** questions.
- Use black ink or black ball-point pen.
- Fill in the boxes on this page.
- You must answer the questions in the spaces provided.
- Do not write outside the box around each page or on blank pages.
- Do all rough work in this book. Cross through any work you do not want to be marked.
- You must refer to the insert booklet provided.
- You must **not** use a dictionary.

Information

- The marks for questions are shown in brackets.
- The maximum mark of this paper is 80.
- There are 40 marks for **Section A** and 40 marks for **Section B**.
- You are reminded of the need for good English and clear presentation in your answers.
- You will be assessed on the quality of your **reading** in **Section A**.
- You will be assessed on the quality of your **writing** in **Section B**.

Advice

- You are advised to spend about 15 minutes reading through the Source and all five questions you have to answer.
- You should make sure you leave sufficient time to check your answers.

Section A: Reading

Answer **all** questions in this section.
You are advised to spend about 45 minutes on this section.

0	1
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Read again the first part of the Source from **lines 1 to 7**.

List **four** things from this part of the Source about the boy.

[4 marks]

1 _____

2 _____

3 _____

4 _____

0 2

Look in detail at this extract from **lines 5 to 15** of the Source:

He tumbled fragments of old window in his hands like shattered marbles. He pushed the glass into the mound, making houses, balancing roofs on them, building towers. The last of the sunlight caught and glinted in the tiny glass walls.

More of the black birds than he'd ever seen before rushed overhead and gathered on the lamppost. The orange light hadn't yet switched on but the shadows were growing. He heard nine chimes of the town hall clock. For a moment, the lamppost looked like a tall thin man wearing a large black hat. When the man turned towards him, he looked like a lamppost. The man had a greyish-green coat speckled with rust and a black hat that quivered with beaks and feathers. The man didn't need to climb the mound; he was face to face with the boy with his feet still planted in the pavement.

How does the writer use language here to describe the boy playing in the evening?

You could include the writer's choice of:

- words and phrases
- language features and techniques
- sentence forms.

[8 marks]

0 3

You now need to think about the **whole** of the **Source**.

This text is from the middle of a short story.

How has the writer structured the text to interest you as a reader?

You could write about:

- what the writer focuses your attention on at the beginning
- how and why the writer changes this focus as the Source develops
- any other structural features that interest you.

[8 marks]

0	4
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Focus this part of your answer on the second part of the Source from **line 16 to the end**.

A reviewer wrote: 'This end part of the extract where the boy's game comes to life takes a darker and more chilling tone.'

To what extent do you agree?

In your response, you could:

- consider your own impressions of the boy's game
- evaluate how the writer creates a dark and chilling tone
- support your response with references to the text.

[20 marks]

A large rectangular box containing 25 horizontal lines, intended for writing or drawing.

Section B: Writing

You are advised to spend about 45 minutes on this section.

Write in full sentences.

You are reminded of the need to plan your answer.

You should leave enough time to check your work at the end.

0 5

You have been invited to produce a piece of creative writing about how children play imaginatively.

Either:

Write a story set on a dark night as suggested by this picture:



Or:

Write a story about a game that goes badly wrong.

(24 marks for content and organisation

16 marks for technical accuracy)

[40 marks]

There are no questions printed on this page

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ANSWER IN THE SPACES PROVIDED**

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