

# SEVENOAKS SCHOOL



## YEAR 9 (13+) SCHOLARSHIP

May 2016  
for entry in September 2016

## GENERAL PAPER (Specimen Paper)

Your Name: \_\_\_\_\_

Your School: \_\_\_\_\_

**Time allowed:** 1 hour (including 10 - 20 minutes reading time)

**Equipment needed:** Pen, pencil, lined paper, eraser.

**Information for candidates:**

1. Write your name and school on this page.
2. Write your answers on the **separate paper** provided. Please put your name on all the sheets of paper you use.
3. There are two questions, answer both of them.

For each question aim to spend 5-10 minutes reading, thinking and planning before you start to write:

**QUESTION 1:**

**Read the following extract and answer the question below.**

**Video games are good for children (sort of).**

**Why spending time playing video games instead of doing homework could help boost teenagers' grades.**

*By John Bingham, Social Affairs Editor, Daily Telegraph, March 2015*

Playing video games can help boost teenagers' results in crucial subjects such as maths and science, a major international study suggests.

Pupils who enjoy gaming in moderation scored slightly higher overall in international tests and fared particularly well on digitally-based problem solving tasks, according to research published by the Organisation for Economic Cooperation and Development (OECD).

But those who played online multiplayer games fared worse across the board, analysis from the respected Programme for International Student Assessment (Pisa) testing programme involving 15-year-olds in more than 60 countries found.

The report also called for schools to consider using comics and other unlikely materials in class to boost boys' interest in reading.

It suggested that one reason girls score more highly in literacy tests could be the emphasis on fiction, which appeared to be more appealing to girls, in teaching curriculums.

The study showed that across the world girls spend significantly longer on homework and reading for pleasure than their male classmates, while boys are far more likely to spend time playing video games.

Girls fared significantly better in reading tests across the world, while boys scored more highly in maths and science in many countries.

But it also showed that even when boys were behind girls at school they are already ahead in preparing for a future career.

The study found that only a quarter of boys but 56 per cent of girls rarely or never played more traditional one-player video games.

And while 71 per cent of the girls had never tried online games involving multiple players, only 29 per cent of the boys had not done so.

Andreas Schleicher, director of education and skills at the OECD, said: "Some people say that's all bad, that that's time taken away from learning and so negative for performance.

"But ... when you look at one-player games, actually kids who play them moderately are better problem solvers and are also doing better in maths.

"Playing one-player games is not always negative if you do it moderately. But playing collaborative online games seems to be consistently negatively associated with performance.

"One explanation is that these online players you have to play with other players are typically late at night, and take up large chunks of time.

"There may be explanations for this but overall you can't say that online games are systematically bad, they can have a positive effect or they can have a negative effect on outcomes.

"What we do see is that the most disadvantaged boys play them heavily and that is becoming a real drag on their performance."

**Question:**

**Do you agree with the writer's assessment of the benefits and drawbacks of playing computer games?**

**QUESTION 2**

**Write on ONE of the following topics:**

The advancements of Science and Technology have both empowered and weakened society. Do you agree?

"With great power comes great responsibility" Do you agree?

Does sport contribute to international harmony and understanding?