

**Pearson Edexcel
Functional Skills**

English

Level 2

Component 2: Reading

16 – 20 July 2018

Text Booklet

Paper Reference

E202/01

Do not return this Text Booklet with the question paper.

Information

- This Text Booklet contains the three texts required for the Level 2 Component 2: Reading examination.
- This Text Booklet must be securely destroyed by the centre immediately after the exam has been completed.
- Learners must not therefore write any responses to questions in this Text Booklet.
- Only answers given in the answer paper booklet will be marked.

Advice

- Read all three texts before you attempt to answer the questions.

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Text A

A virtual future for health?



Virtual reality (VR) is technology that uses realistic images to make you feel that you are in a 3D lifelike environment. It can work through a headset or computer screen and generates convincing images and sounds to make you feel that you are there.

VR was first trialled by the armed forces in the 1980s to train pilots on flight simulators. The earliest VR technology was so big that it filled an entire room. As the technology got smaller and easier to use, as well as less costly to produce, the medical profession began to use VR for therapy, for example for dental pain relief and to help people with burns.

Six studies on small groups of patients tried to find out if VR games could relieve pain and the results suggest that it changes patients' response to discomfort. VR games are straightforward to operate and help because they distract the players from their pain. They do this by triggering changes in the brain and nervous system. More research is needed to find out exactly how good VR is for pain relief but it may reduce the need for strong medication.

'Guided imagery programs help people to imagine relaxing scenarios, and can treat a variety of medical disorders. Virtual reality is a great way to provide this type of therapy,' said Dr Anita Gupta of Princeton University. However, she said that some side effects of VR can include motion sickness, nausea and dizziness.

Today, VR devices are mass-produced and only need a smartphone to work which makes them accessible for everyone. Lots of people, both young and old, enjoy playing VR games or wearing VR headsets in order to visit places such as the Pyramids in Egypt and fly spacecraft. VR is used in many areas of our lives, such as for health care and in schools, as well as for work and play. The future is here and it is here to stay!

Text: (Source: Adapted from: 'Why virtual reality is the next frontier in pain relief: Games distract players and even trigger changes in the brain', © REUTERS)

Image: © Photographee.eu/Shutterstock



Text B



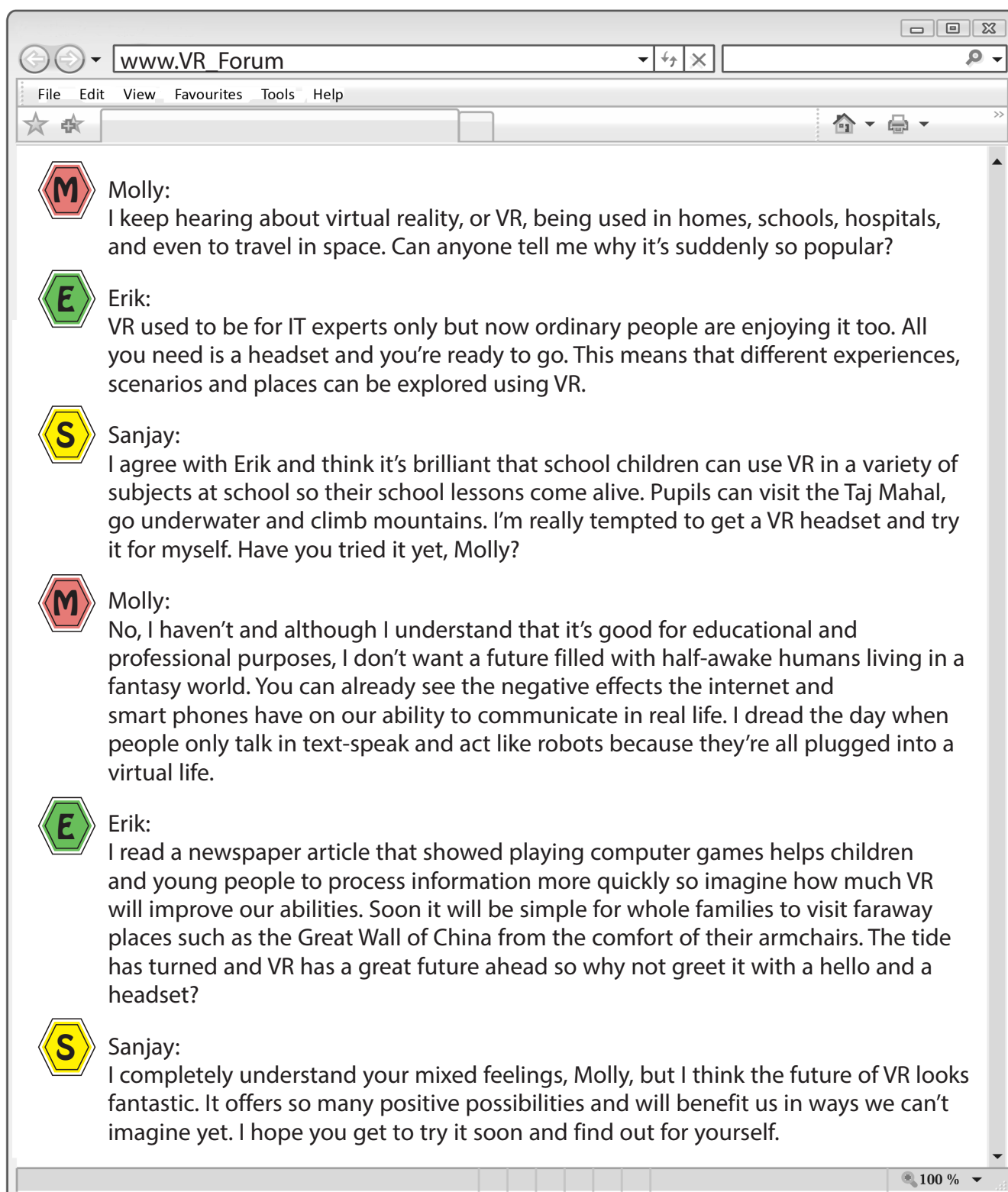
(Source: Adapted from: www.sciencemuseum.org.uk/see-and-do/space-descent-vr-tim-peake)



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Text C

You read this internet forum.



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Write your name below

Surname

Other names

**Pearson Edexcel
Functional Skills**

Centre Number

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Candidate Number

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English

Level 2

Component 2: Reading

16 – 20 July 2018

Time: 60 minutes

Paper Reference

E202/01

**You MUST have the correct Text Booklet.
You may use a dictionary.**

Total Marks

My signature confirms that I will not discuss the content of the test with anyone until the end of the 5 day test window.

Signature: _____

Instructions

- Use **black** ink or ball-point pen.
- **Fill in the boxes** at the top of this page with your name, centre number and candidate number.
- **Sign the declaration.**
- Answer **all** questions.
- Answer the questions in the spaces provided
– *there may be more space than you need.*

Information

- The total mark for this paper is 30.
- The marks for each question are shown in brackets
– *use this as a guide as to how much time to spend on each question.*
- This question paper assesses your reading skills, not your writing skills.

Advice

- Read all three texts before you attempt to answer the questions.
- Read each question carefully before you start to answer it.
- Keep an eye on the time.
- Check your answers if you have time at the end.

Turn over ►

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Context

You recently watched a TV programme on virtual reality.

You decide to find out more.

Instructions

Read Text A, Text B and Text C in the Text Booklet, then answer questions 1 – 13.

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DO NOT WRITE IN THIS AREA

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DO NOT WRITE IN THIS AREA



Answer question 1 with a cross in the box ☒. If you change your mind about an answer, put a line through the box ☒ and then mark your new answer with a cross ☒.

1 The writer of Text A believes that virtual reality:

- ☐ A was first used to play games
- ☐ B can help stop dizziness
- ☐ C was first used by the military
- ☐ D can help stop distraction

(Total for Question 1 = 1 mark)

2 In Text A, what do the following quotations suggest about the writer's view on virtual reality?

'side effects'

(1)

'mass-produced'

(1)

(Total for Question 2 = 2 marks)

3 What is the **main** purpose of Text A?

(1)

(Total for Question 3 = 1 mark)



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- 4 Give **one** idea from Text B that shows the high demand for the Science Museum's new VR exhibit.

.....

.....

(Total for Question 4 = 1 mark)

Answer questions 5 and 6 with a cross in the box ☒. If you change your mind about an answer, put a line through the box ☒ and then mark your new answer with a cross ☒.

- 5 In Text B, the paragraph beginning 'Travelling back to Earth...' implies that:

- ☐ A Russian capsules are difficult to climb aboard
- ☐ B people feel like they are flying a spacecraft
- ☐ C only a handful of Russian capsules were made
- ☐ D people must pass a test to fly a spacecraft

(Total for Question 5 = 1 mark)

- 6 In Text B, 'packed like sardines' is an example of:

- ☐ A rule of three
- ☐ B alliteration
- ☐ C slogan
- ☐ D simile

(Total for Question 6 = 1 mark)

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DO NOT WRITE IN THIS AREA

DO NOT WRITE IN THIS AREA



7 Identify **two** language features used in Text C to present views about virtual reality.

Give an example to support each answer.

1
.....
.....
..... (2)

2
.....
.....
..... (2)

(Total for Question 7 = 4 marks)

8 Your friend thinks that virtual reality is very difficult to use.

Using Text A and Text C, reassure your friend that virtual reality is not difficult to use.

.....
.....
.....
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.....

(Total for Question 8 = 5 marks)



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9 Give **one** quotation from Text B and **one** quotation from Text C that suggest that virtual reality will continue to increase in popularity.

Quotation from Text B

. (1)

Quotation from Text C

(1)

(Total for Question 9 = 2 marks)

10 Use Text B and Text C to answer this question.

Explain how these texts have similar ideas on how virtual reality can be used in education.

Give examples from **both** texts to support your answer.

(Total for Question 10 = 5 marks)



11 You are giving a talk on space travel.

Which text is the **most** useful when preparing your talk?

Give **one** reason for your choice and **one** example to support your answer.

Text (1)

Reason (1)

Example (1)

(Total for Question 11 = 3 marks)

12 You want to know which famous places on earth you can explore using virtual reality.

Identify **one** piece of evidence from **each** of the three texts that tells you about famous places on earth you can explore using virtual reality.

Text A (1)

Text B (1)

Text C (1)

(Total for Question 12 = 3 marks)



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Answer question 13 with a cross in the box ☒. If you change your mind about an answer, put a line through the box ☒ and then mark your new answer with a cross ☒.

13 Which statement below is an accurate summary of points made in the texts?

- ☐ A Texts A and C both agree virtual reality is less expensive now.
- ☐ B Texts B and C both show virtual reality reduces communication.
- ☐ C Texts A and B both claim virtual reality is only for entertainment.
- ☐ D Texts A and C both suggest virtual reality is bad for well-being.

(Total for Question 13 = 1 mark)

TOTAL FOR PAPER = 30 MARKS

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