



Rewarding Learning

ADVANCED SUBSIDIARY (AS)
General Certificate of Education

Centre Number

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Candidate Number

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Spanish

Assessment Unit AS 2
(Section A)

assessing

Listening



[SEP21]

SEP21

Assessment

Assessment Level of Control:

Tick the relevant box (✓)

TIME

40 minutes.

Controlled Conditions	
Other	

INSTRUCTIONS TO CANDIDATES

Write your Centre Number and Candidate Number in the spaces provided at the top of this page.

You must answer the questions in the spaces provided.

Do not write outside the boxed area on each page or on blank pages.

Complete in black ink only. **Do not write with a gel pen.**

Answer Question 1 in **Spanish**.

Answer Question 2 in **English**.

INFORMATION FOR CANDIDATES

The total mark for this paper is 25.

Figures in brackets printed down the right-hand side of pages indicate the marks awarded to each question or part question.

The use of a dictionary is **not** permitted.

Additional Materials Required:

Audio CD

Personal Player

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1 Escucha el reportaje *¿Dar o no dar dinero a los hijos?* y contesta, en español, a las preguntas a continuación.

(a) ¿En qué lugar se sitúa España en cuanto a la cantidad de paga que reciben los niños?

[1]

(b) ¿Por qué pueden permitirse los padres españoles, darles mucha paga a sus hijos?

[2]

(c) ¿Qué representa la paga para muchos padres?

[2]

(d) ¿Por qué se dice que la paga es “dinero fácil” para muchos hijos?

[1]



(e) ¿Hasta qué punto se puede decir que la paga es un instrumento educativo?

[2]

(f) ¿Cómo puede ser la paga una manera de castigar a los hijos?

[2]

Marks for AO1 [10]

[Turn over



2 Listen to the report *Videojuegos, el nuevo motor del ocio global* and answer the following questions in English.

(a) What limitations did the first players of video games face?

[2]

(b) List the new technological advances that the speaker mentions.

[2]

(c) Which two possibilities are now open to modern players of video games?

[2]

(d) Who exactly are the millennials and why are they important to the video games industry?

[2]



(e) Why do millennials have such a capacity to understand the processes and the market of the video games industry?

[1]

(f) Which four employee specialisms of the games industry are listed?

[2]

(g) Why might video game competitions replace traditional sports for millennials?

[2]

(h) What advantages will the new form of streaming games bring?

[2]

Marks for AO1 [15]

Total marks [25]

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Question Number	Marks
1	
2	
Total Marks	

Examiner Number

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