



# Cambridge International AS Level

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ENGLISH GENERAL PAPER

8021/22

Paper 2 Comprehension

May/June 2022

INSERT

1 hour 45 minutes

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## INFORMATION

- This insert contains all the resources referred to in the questions.
- You may annotate this insert and use the blank spaces for planning. **Do not write your answers** on the insert.

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This document has **8** pages. Any blank pages are indicated.

## Material for Section A

### Background

Kranke University Computer Studies Department has set its second-year students an assignment to create an app\*. Students have been asked to work in pairs so that their ability to work collaboratively can also be assessed. Finally, each pair will deliver a presentation about their app to the rest of the class who will then peer assess that pair's work. Each pair's final grade will consist of an average of their fellow students' marks added to the tutor's mark.

Paulo and Aneeta have agreed to pair up.

**Paulo** is the more creative member of the pair, having come up with two ideas in just a few minutes, seemingly effortlessly. He can be easily distracted, so he needs to be kept on task by regular interventions. He is an extrovert with a charming personality.

**Aneeta** is the quiet, studious member of the pair, working hard at her studies every day in the library when not in lectures. She is a determined character, always keeping her eyes fixed firmly on the prize and prepared to encourage those around her to do likewise. She has had one idea for their app.

### Paulo's ideas

#### *A. Family Fortuna: The Adventures of Adorable Angelfish*

A free-to-play game for up to 4 players with 10 levels, designed as a player-versus-environment situation, in which players would co-operate to achieve a common goal by completing missions. The game is set after a storm has blown the family far from home. The players take on the roles of family members, carrying out missions to get them back home. By completing these missions, players win in-game items, such as maps and food. The game could make money from players paying for in-app purchases, such as buying more energy or lives. A sequel could involve the family having to defend themselves against aliens from outer space.

#### *B. A Survival Guide for Students*

This would be an interactive magazine for students with four editions a year (October, December, March and June). The first edition would contain articles on student finance and accommodation, career prospects in science and technology, and trendy music festivals to attend. Future editions could include blogs, podcasts, videos, forums and interviews with current and former students. Companies with products, services or events to promote to students would be encouraged to sponsor competitions or offer student discounts. The magazine would allow advertisements and charge a small subscription fee, in order to be financially viable.

### Aneeta's idea

#### *C. Aneeta's Adrenaline-Filled Workouts*

Aneeta would lead a free basic daily exercise routine lasting 10 minutes, consisting of a warm-up, then a workout for one area of the body, finishing off with a cool-down section. This could be made to pay by offering in-app purchases, such as longer versions allowing for a full-body workout, more advanced workouts, personalised workouts or nutritional advice. Money could also be earned by encouraging sports-related companies and personal trainers to advertise products and services on the app. Personal trainers could also pay to have their cancelled appointments filled by alerting potential clients to the newly available appointments and benefiting the clients who sign up for one with a 15 per cent discount.

**Additional Information**

1. Aneeta keeps fit by balancing studying with her love of running, entering as many 10km runs and half marathons as she can.
2. Paulo and Aneeta have known each other for years, having attended the same school.
3. Paulo and Aneeta have heard that Pilar and Franck, another pair of second-year students, have almost finished creating a fitness app for this assignment.
4. The Computer Studies Department has been in existence for many years, one of the first of its kind.
5. Aneeta regards cartoons and fantasy films as childish, preferring more intellectual entertainment.
6. Both members of each pair must take an active role in the presentation part of the assignment.
7. Pilar and Franck tend to over-rate their creative abilities.
8. Paulo is a keen gamer, recently winning a regional gaming tournament in style.
9. Statistics have shown that teenage girls are the most likely group to give up exercising as soon as they can.
10. People who use apps are less likely to download one if it contains advertisements.
11. The tutor's mark will take into account how useful each app could be to society in general.
12. Paulo spent his schooldays trying to avoid any form of physical activity.
13. Research shows that games with the most universal appeal have characters with a high level of cuteness.
14. Paulo and Aneeta both took journalism as a subsidiary subject last year.
15. The Ministry of Health is becoming more concerned about the increasing number of people failing to take the recommended amount of exercise each week.
16. The magazine industry has seen its revenues tumble, with many magazines now existing only online and facing huge competition to attract advertisers.

\*an application, especially as downloaded by a user to a mobile device

## Material for Section B

Extract from an article by Jodie Tyley

### The Agricultural Revolution

Some 11 000 years ago, how humans lived changed forever when hunter-gatherers became farmers. It brought an end to the nomadic lifestyle – constantly moving with animal migrations and the changing seasons. Humans started to build permanent dwellings instead; communities grew among the crops they learned to cultivate. This was a seismic shift in society known as the Neolithic Revolution. It's thought the first farms originated in the Fertile Crescent – a region spanning modern-day southern Iraq, Syria, Lebanon, Jordan, Israel and northern Egypt – where regular rainfall and fertile soil made it ideal for growing crops and raising livestock. This area was also the birthplace of writing, the wheel, currency, astronomy and many more innovations that changed the world.

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Studies have revealed we don't have one early population to thank for the Neolithic Revolution, however, but several groups of people across the region. Scientists tested the DNA of the world's first farmers and found that they were genetically distinct, so it's likely the practice was independently invented multiple times and techniques would have developed gradually. Over millennia, the migration of farmers slowly introduced agricultural methods and tools throughout western and southern Asia, northern Africa and Europe.

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But what caused people to stop foraging and settle down? There are many theories. Some suggest increased competition for food might have sparked the need for alternative sources. Others think it might have been driven by climate changes at the end of the last Ice Age. Or perhaps the human brain reached a new level of intelligence that triggered this lifestyle change. It's likely the reasons varied depending on the region.

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By taking control of food production, populations grew fast and the division of labour freed up time for leisure activities such as art, pottery and other crafts. However, more mouths to feed meant when food shortages, livestock disease, pests or drought struck, famine followed. A study has revealed the spread of agriculture through central Europe 7500 years ago coincided with a pattern of boom-and-bust in the size of regional populations.

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That wasn't the only drawback – skeletal and dental analysis has shown that farming communities had poorer nutrition and shorter life expectancies than foragers due to eating a limited variety of food. Scientists also found that, over time, farmers evolved to have weaker bones, more susceptible to breaking, while hunter-gatherers had bones as strong as a modern orangutan! This is likely due to the more sedentary lifestyle – working and living in a defined area rather than roaming the landscape in search of food.

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Another drawback to farming was the outbreak of disease caused by people living in close proximity to each other and their livestock. These densely populated areas meant that bacteria could thrive and mutate into new forms rather than running their course. Nevertheless, animals were integral to the community – providing labour, additional meat and milk for nutrition, and skin and wool for clothing.

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The first domesticated animals were bred from the creatures Neolithic man once hunted, while dogs helped to herd and protect them. Later, cattle became a farmyard staple,

as they played a symbolic role in rituals and art in the Near East, leading some to think they were first herded for sacrifices and feasts. They came to realise their full potential when, following the invention of the wheel, farmers began attaching oxen to ploughs to turn the soil and prepare it for seeding – a more effective method than the sticks early farmers had used. The manure they produced also served as a fertiliser. 45

Alongside taking care of livestock, Neolithic farmers looked after crops. They cleared the ground, sowed seeds and harvested crops according to the seasons. Cereal grains like barley were among the first crops to be domesticated by farmers in the Fertile Crescent, and later peas, lentils and flax (which was also used to make linen). Eventually, these wild plants evolved to depend on humans for seed dispersal, losing the ability to drop their seeds on the ground. Domesticated crops also grew much larger over time – maize seeds are 15 times bigger than their wild counterparts – either through natural selection or because farmers bred from the largest plants. How crops evolved and yields increased is something modern-day scientists are striving to understand, as food sustainability becomes an ever-pressing issue. 50 55

However, despite population sizes being tiny compared to more than seven billion people today, fear of famine plagued farming communities. It would have driven them to work harder to create food surpluses essential for survival. Regular surpluses gave rise to larger societies; different roles began to emerge, such as toolmakers and butchers. Eventually, there was a need for warriors to protect the land from wild animals and outsiders looking to steal their wealth. Communities also sought to ensure their good fortune by building places of worship to appease the gods. 60

As men took on these leading roles, inequality grew not only between the sexes but also between social classes. The farmers and craftsmen vital to the success of these early settlements eventually found themselves at the bottom of the social ladder. They produced the surplus food but it was the elite who controlled it, as archaeological digs have revealed the largest houses were next to the grain storage. 65

Farming is the oldest industry in the world, and these primitive steps into productivity, trade and governance directly influence how we live today. 70

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