

Tuesday 12 January 2016 – Morning

LEVEL 2 AWARD THINKING AND REASONING SKILLS

B902/01 Unit 2 Thinking and Reasoning Skills Case Study

Candidates answer on the Question Paper.

OCR supplied materials:

- Resource Booklet (B902/01/RB)

Other materials required:

None

Duration: 1 hour



Candidate forename		Candidate surname	
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Centre number						Candidate number				
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INSTRUCTIONS TO CANDIDATES

- Write your name, centre number and candidate number in the boxes above. Please write clearly and in capital letters.
- Use black ink. HB pencil may be used for graphs and diagrams only.
- Answer **all** the questions.
- Read each question carefully. Make sure you know what you have to do before starting your answer.
- Write your answer to each question in the space provided. If additional space is required, you should use the lined pages at the end of this booklet. The question number(s) must be clearly shown.
- Do **not** write in the bar codes.

INFORMATION FOR CANDIDATES

- The number of marks is given in brackets [] at the end of each question or part question.
- The total number of marks for this paper is **60**.
- Quality of written communication will be assessed in questions 12 and 13b.
- This document consists of **16** pages. Any blank pages are indicated.

SECTION A – Thinking through the documents.

You are advised to spend no more than 40 minutes on this section. It is worth 40 marks.

Answer all the questions in this section.

1 The following argument is taken from Document 2a:

Although long-term effects haven't been clinically documented, one need only look at the way video game violence has progressively increased over the past two decades to get a sense of potential long-term effects. Parents would be wise to monitor the amount of time their kids spend gaming and watch closely for any negative effects.

(a) Mark up the argument in the box above to show the different argument components:

(i) Underline the conclusion. **[1]**

(ii) Put brackets around one reason. **[1]**

(b) Which of the following best describes the structure of this argument?

Tick the correct response. **[1]**

Two reasons and a conclusion	<input type="checkbox"/>
One reason and two conclusions	<input type="checkbox"/>
A counterargument, one reason and a conclusion	<input type="checkbox"/>
A counterargument, two reasons and a conclusion	<input type="checkbox"/>

2 The following argument, taken from Document 2b, refers to the need for parents and teachers to take action:

The combination of intentional programming by designers and the predisposition some teens have to addictive behaviour means this is a real issue that parents and teachers should be aware of and take action to prevent.

Give two options available to parents and/or teachers that would be 'action to prevent' teenagers becoming addicted to gaming.

Option 1

.....
..... **[1]**

Option 2

.....
..... **[1]**

- 3 In Document 5b, the results of a consumer survey are given. Which of the following can be reliably concluded from these results? Circle the correct response for each conclusion. [3]

51% of parents think that PEGI ratings are a waste of time	Yes	No
7% of parents are buying games that are inappropriate for their children	Yes	No
93% of the people surveyed have seen the PEGI labels before	Yes	No

- 4 Document 7 presents a survey carried out by Felix.

- (a) Using the data in the table and Felix’s conclusions, decide which of the following statements could be true or not.

Tick the correct response for each statement.

[5]

	Could be true	Cannot be true
Felix thinks that using gaming as a way of escaping real-life problems is a sufficient condition for being addicted to gaming.		
Felix thinks that using gaming as a way of escaping real-life problems is a necessary condition for being addicted to gaming.		
Felix thinks that answering YES to four or more of his questions is a necessary condition for being addicted to gaming.		
Felix thinks that missing a deadline or rushing homework in order to spend time gaming is a sufficient condition for being addicted to gaming.		
Felix thinks that missing a deadline or rushing homework in order to spend time gaming is a necessary condition for being addicted to gaming.		

- (b) In Document 7, Felix makes an analogy, comparing gaming addiction to alcoholism:

Gaming addicts avoid dealing with real-life problems and responsibilities in the same way that alcoholics do, so gaming addiction is just like being an alcoholic.

- (i) Give one relevant, **additional** similarity between the two situations being compared in this analogy.

.....
 [1]

- (ii) Give one relevant difference between the two situations being compared in this analogy.

.....
 [1]

(c) Identify and explain two weaknesses in the way in which Felix’s survey has been conducted.

Weakness 1

.....
.....

Weakness 2

.....
.....

[4]

5 In Document 2a the relationship between video game violence and school shootings is pointed out:

It has been suggested that banning violent video games will reduce school shootings; most school shootings in recent years have been carried out by avid gamers, and their games of choice were always dark and violent.

Explain one weakness in this reasoning.

.....
..... [2]

6 In Document 4, a concerned parent gives the following argument against video game violence:

It is obvious that video games containing violence will have a negative impact on a child’s way of thinking. Some people think that watching violence on TV causes violence in young people because it desensitises them to violent behaviour, but this is not the same thing at all. Watching TV is passive, whereas the player is actually the one committing the violent acts in a video game. In the real world, a person would be punished for acting violently towards others, but a video game rewards violence by letting the player move up a level! Therefore, society has a responsibility to protect young people, and the rest of us, from violence in video games.

(a) Underline the conclusion in the above argument. [1]

(b) Put brackets around the counterargument. [1]

7 In Document 4, Oliver Jenkins comments as follows:

Parents ought to be very worried about their children playing video games because they are physically addictive. The reason they are so addictive is because playing them doubles the amount of dopamine the brain produces.

(a) Which of the following best describes his second sentence?

Tick the correct response.

[1]

Argument	<input type="checkbox"/>
Explanation	<input type="checkbox"/>
List of information	<input type="checkbox"/>
Rant	<input type="checkbox"/>

(b) Which of the following criteria would weaken the credibility of Oliver Jenkins' claim?

(i) Circle the correct answer.

Reputation

Ability to see

Vested interest

[1]

(ii) Explain your choice.

.....
 [1]

(c) Identify and explain a criterion that strengthens the credibility of Oliver Jenkins' claims.

.....

 [2]

- 8 In Document 4, Phillip Woods presents the following argument about banning video games.

The so-called experts say that video games cause violence, but if we ban gaming, teenagers will get bored and find other ways to keep themselves entertained. Before we know it, we'll have children playing on railway tracks and vandalising their own neighbourhoods.

- (a) Which of the following best describes the flaw in this argument?

Tick the correct response.

[1]

Ad hominem	<input type="checkbox"/>
False dilemma	<input type="checkbox"/>
Slippery slope	<input type="checkbox"/>
Tu quoque	<input type="checkbox"/>

- (b) Explain your choice.

.....
 [1]

7
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PLEASE DO NOT WRITE ON THIS PAGE

9 In Document 4, Daryl makes the following point:

Teachers say that games can damage the way we think, but they just want us to get involved in sports and not everyone is sporty so that's not fair.

Name and explain the flaw in his reasoning.

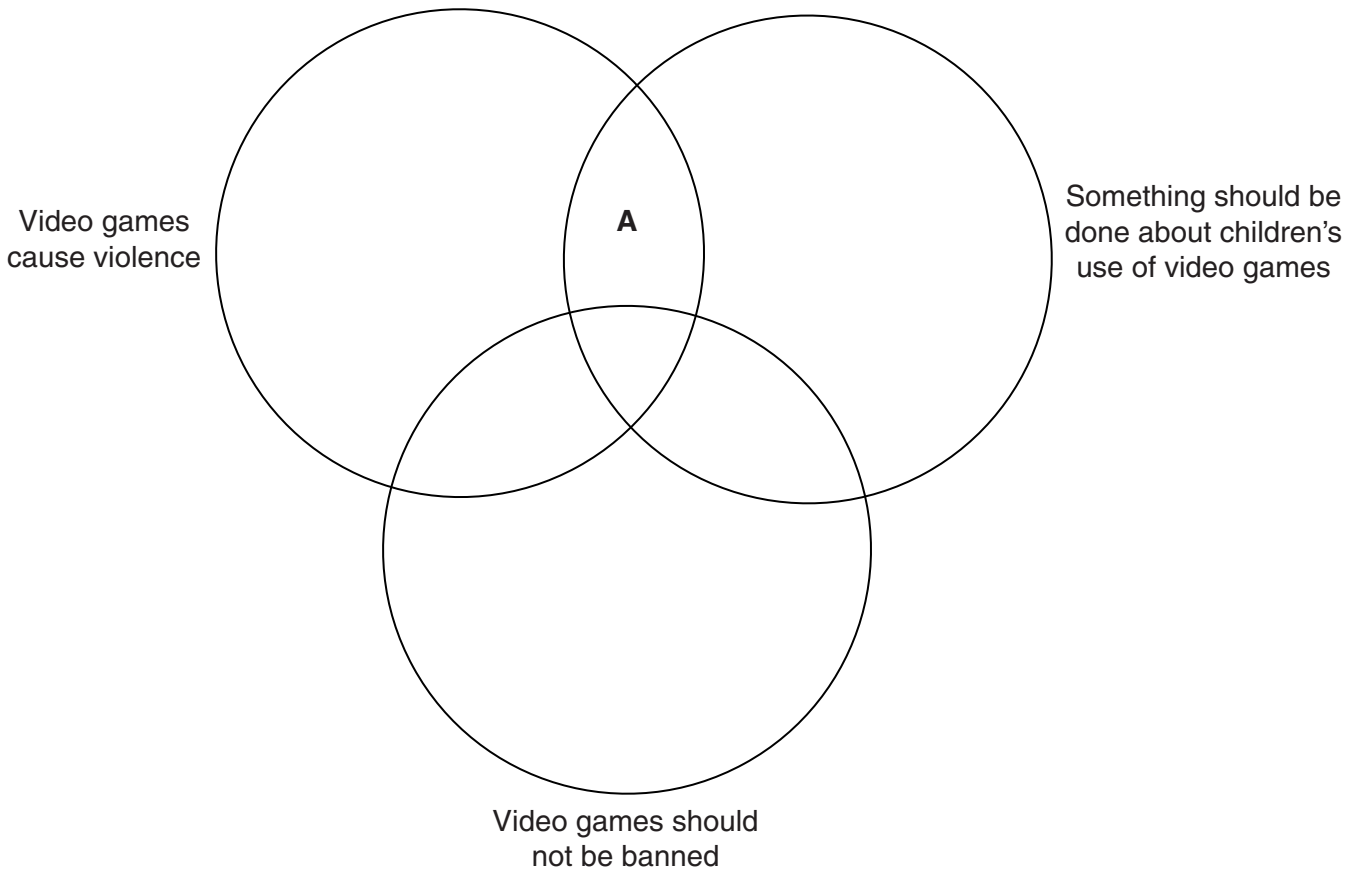
[2]

Name of flaw

Explanation

.....

10 Document 4 gives a selection of comments, **A** to **F**, made by six different people. Place the letters, **A** to **F** in the appropriate area of the Venn diagram, based on which of three claims below match with the views of each person. Comment **A** has been done for you.



[5]

A. Parents ought to be very worried about their children playing video games because they are physically addictive. The reason they are so addictive is because playing them doubles the amount of dopamine the brain produces. Not only that, but video games are the main cause of adolescent violence. Parents must unite to stop our children becoming game junkies and monsters!
Oliver Jenkins, author of 'Video games – a parent's worst nightmare'

B. Violent video games are teaching our kids to be violent. It is a known fact that we learn by repetition. Allowing children to play violent video games starts to desensitise them at an early age to the effects of violence. These games were originally designed for military training to help soldiers overcome their hesitancy in shooting the enemy. But these games are now being played by teenagers and we only need to look at the number of high school shootings by young people to see that it is having the same effect. They do it on a video game and receive no punishment, so they think that they won't get into any trouble for doing it in the real world.
Margaret Jones, Teacher

C. It is obvious that video games containing violence will have a negative impact on a child's way of thinking. Some people think that watching violence on TV causes violence in young people because it desensitises them to violent behaviour, but this is not the same thing at all. Watching TV is passive, whereas the player is actually the one committing the violent acts in a video game. In the real world, a person would be punished for acting violently towards others, but a video game rewards violence by letting the player move up a level! Therefore, society has a responsibility to protect young people, and the rest of us, from violence in video games.
A concerned parent

D. Banning violent video games would be pointless. I am an eighteen year old male who has played Call of Duty and other shooter games since I was fourteen years old. I have never once truly wanted to head out and legitimately kill someone. The so-called experts say that video games cause violence, but if we ban gaming, teenagers will get bored and find other ways to keep themselves entertained. Before we know it, we'll have children playing on railway tracks and vandalising their own neighbourhoods. I agree that we should do something to control the video games that children play and how often, but banning them is not the answer.
Phillip Woods, 18

E. Violent games teach kids lifelong lessons such as how to survive in a war or how to use guns if we join the army! They can cause some people to be violent, yes, but there are many up-sides to these games too, so it wouldn't be right to ban them altogether. Teachers say that games can damage the way we think, but they just want us to get involved in sports and not everyone is sporty so that's not fair. When I'm older and have kids, I would rather they stay at home and play video games than go outside and get themselves into real danger, with real people.
Daryl, 14

F. It is our right to purchase as we please. Restricting violent video games from the public would cause mass controversy. We buy games consoles so that we can play a variety of games, taking violence out of them will eliminate at least half of the variety. Games like Modern Warfare, Street Fighter, and even the classic Mario will be gone, given the fact that there is violence included. Violent or not, it is only fair that we get to choose for ourselves, and nobody should have the right to rob us of that.
Robbie, 36

11 In Document 4, Robbie makes the following point:

Violent or not, it is only fair that we get to choose for ourselves, and nobody should have the right to rob us of that.

(a) Which of these statements best describe how Robbie is using the word 'fair'?

Tick the correct response.

[1]

Competing without cheating or breaking the rules	
Doing something in an honest and straightforward way	
Doing what is right or appropriate in the circumstances	
Treating people equally, without favouritism or discrimination	

(b) Give two counterexamples of different situations in which it **would** be fair to prevent someone choosing for themselves.

Example 1

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Example 2

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[2]

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13 Felix argues, in Document 7, that the NHS should be providing help for gaming addicts.

It is clear that gaming is a big problem among teenagers today. My results show that two in five teenagers are already addicted. Gaming addicts avoid dealing with real-life problems and responsibilities in the same way that alcoholics do, so gaming addiction is just like being an alcoholic. Therefore, gamers should also be able to get help for their addiction on the NHS.

(a) Give two **additional** developed reasons to support his argument.

Reason 1

.....

.....

Reason 2

.....

.....

[4]

ADDITIONAL ANSWER SPACE

If additional space is required, you should use the following lined page(s). The question number(s) must be clearly shown in the margins.

A large area of lined paper for writing answers. It consists of a vertical margin line on the left side and horizontal dotted lines extending across the page, creating a grid for writing. The lines are evenly spaced and cover most of the page area.

A large rectangular area with a vertical solid line on the left side and horizontal dotted lines extending across the page, providing a grid for writing answers.



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