

**AQA GCSE ENGLISH LITERATURE 8702/2 PAPER 2
SHAKESPEARE AND UNSEEN POETRY EXAM PAPER
(AUTHENTIC MARKING SCHEME ATTACHED)**

GCSE ENGLISH LITERATURE

Paper 2 Shakespeare and unseen poetry

Time allowed: 1 hour 45 minutes

Materials

For this paper you must have:

- an AQA 16-page answer book.

Instructions

- Use black ink or black ball-point pen. Do **not** use pencil.
- Write the information required on the front of your answer book. The **Paper Reference** is 8702/2. Answer **one** question from **Section A** and **both** questions in **Section B**.
- You must **not** use a dictionary.

Information

- The marks for questions are shown in brackets.
- The maximum mark for this paper is 70.
- AO4 will be assessed in **Section A** and **Section B**. AO4 assesses the following skills: use a range of vocabulary and sentence structures for clarity, purpose and effect, with accurate spelling and punctuation.
- There are 30 marks for **Section A** with 4 additional marks available for AO4
- There are 24 marks for **Section B** question 07.1 with 4 additional marks available for AO4
- There are 8 marks for **Section B** question 07.2

Literature 2014 Answers

Judd E. Hollander



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Your Library Is the Answer Christina T. Russo, Cathy Swan, 2015-01-22 Today's tech savvy and digitally connected students present a new challenge for today's school librarians. This book offers the 21st century tools and know-how necessary for educators to appeal to and challenge students to learn and to want to learn. What are the best ways to motivate students to become engaged and develop a passion for learning? Can appealing to their desire for socialization and constant communication attributes of their lives outside of education via the integration of cutting edge technologies and new media in the library or classroom serve to ignite creativity, curiosity and critical thinking? This book shows how you can make use of non-traditional tools such as popular social networks, collaborative technologies and cloud computing to teach information and communications technologies integrated with the school curriculum to improve student learning and demonstrates how these same technologies can help you measure skills and mastery learning. The book provides an easy-to-follow blueprint for using collaborative techniques, innovation and teaching for creativity to achieve the new learning paradigm of self-directed learning such as flipping the classroom or library. Readers of this book will find concrete step-by-step examples of proven lesson plans, collaborative models and time-saving strategies for the successful integration of American Association of School Librarians (AASL) standards. The authors, both award-winning teachers, explain the quantitatively and qualitatively measurable educational value of using these technologies for core curricular and information and communications technologies instruction, showing that they both enhance student learning outcomes and provide data for measuring their impact on learning.

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