



EXAMINATIONS COUNCIL OF ESWATINI
Eswatini General Certificate of Secondary Education

CANDIDATE
NAME

CENTRE
NUMBER

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CANDIDATE
NUMBER

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ENGLISH LANGUAGE

6873/01

Paper 1 Reading and Writing

October/November 2020

1 hour 30 minutes

Candidates answer on the Question Paper.

No Additional Materials are required.

READ THESE INSTRUCTIONS FIRST

Write your Centre number, candidate number and name in the spaces provided.

Write in dark blue or black pen.

Do not use staples, paper clips, highlighters, glue or correction fluid.

Answer **all** questions.

Dictionaries are **not** allowed.

At the end of the examination, fasten all your work securely together.

The number of marks is given in brackets [] at the end of each question or part question.

For Examiner's Use	
Exercise 1	
Exercise 2	
Exercise 3	
Exercise 4	
Exercise 5	
Total	

This document consists of **11** printed pages and **1** blank page.

Exercise 1

Read the following rules on how to use the angle grinder and then answer the questions on the opposite page.

ANGLE GRINDER

Useful tool

The angle grinder is a tool intended for lightly grinding or cutting metal and stone materials with the appropriate accessories. The tool can also be used for brushing and polishing metals and stones. It is not intended for professional use but to make work easier for anyone using it. The angle grinder works well if you apply no pressure to it, but just let the speed of the cutting disc do the work. When using this tool, ensure that there is nobody, especially children, close by.

Electrical Safety

Special plugs are essential in operating an angle grinder. The special plug must match the electrical socket and should never be modified. While using the grinder, avoid body contact with earthed or grounded surfaces such as pipes, radiators and refrigerators. Do not expose the power tool to rain or wet conditions. There is an increased risk of electric shock if water enters the power tool. Never use the cord for carrying, pulling or unplugging the power tool. Keep the cord away from heat, oil or sharp edges. Damaged or entangled cords increase the risk of electric shock. To reduce this risk, use a suitable extension cord when operating the tool outdoors. In addition, one must also use an earth leakage circuit breaker if using the tool in a damp location.

Other safety measures

Ensure that you use the correct attachment for your material. The correct attachment will do the job

better and more safely at the rate for which it was designed. Do not use the tool if the switch does not turn it on and off. A tool that cannot be controlled using a switch is dangerous and must be repaired. Disconnect the plug from the source before using the tool. Such preventative safety measures reduce the risk of starting the tool accidentally. This tool is not suitable for wet grinding or cutting. Only use the extensions which are supplied with it. The grinder should not be used by people under the age of 16.

Storage

Power tools are dangerous in the hands of untrained users. When not in use, store the grinder out of reach of children. For safety reasons, always keep the grinder in a safe container to ensure it is not exposed to dust. Before storing, ensure that the cutting tools are sharp and clean. Properly maintained tools with sharp cutting attachments are less likely to bind and are easier to control.

Health precautions

When the grinder is used, there will be dust released from the materials such as paint, contaminated lead, some wood pieces, minerals and metal. These may be harmful. Contact with, or inhalation of, the dust may cause allergic reactions and respiratory diseases for the operator or bystanders. Therefore, it is essential that the user wears a dust mask and has a dust extraction device.

(a) Who can be at risk when an angle grinder is in use?
..... [1]

(b) What is the main danger linked to using this tool?
.....
..... [1]

(c) Why is it advisable to store the tool in a safe container?
..... [1]

(d) How can one ensure that the tool works safely and at the desired rate?
.....
..... [1]

(e) Why is it important to ensure that the angle grinder is sharp and clean before storing?
.....
..... [1]

(f) Which **two** health defects can one get when in an environment where grinders are used?
.....
..... [1]

[Total: 6 marks]

Exercise 2

Read the following article on the history of money and then answer the questions on the opposite page.

THE HISTORY OF MONEY

The history of money began with people learning to trade the things they had for the things they wanted. If they wanted an axe, they had to find someone who had one and was willing to exchange it for something else. The system works the same way today, with one variation: now you can give the seller money in exchange for the item you want, and the seller can use the money to buy something else.

Our earliest ancestors were self-sufficient; they provided their own food, clothing and shelter from their surroundings. There was rarely anything extra – and nothing much to trade it for. But as communities were formed, hunting and gathering became more efficient. Occasionally, there were surpluses of one commodity and insufficiency in another. A group of people with extra animal skins but not enough grain could exchange their surplus with another group who had plenty of food but not skins. In that way, bartering was born. As societies grew more complex, bartering flourished. The most famous example may be Peter Minuit's swap in 1626 of \$24 in beads and trinkets for the island of Manhattan. Its property value in 1998 was estimated at \$23.4 billion.

It took time and energy to find someone with exactly what you wanted, and it was not always easy to agree on what things were worth. As trade flourished, money came into use. Once buyers and sellers agreed on what was acceptable as a means of payment, they could establish a system that assigned different values to coins or other durable and easily transportable items. The term currency, another word for money, means anything that is actually used as a means of exchange. Using money also meant that buying and selling did not have to happen at the same time. Sellers could wait until they were ready to make a purchase to spend the money they had received. What was more, they could accumulate money from a number of sales to give them more buying power. Money has taken different forms over the years. In Rome, for example, soldiers were often paid with sacks of salt – that is the root of the meaning of the word salary, namely salt. Salt was also used in Ancient China to pay for small purchases.

As early as 2500 BC various precious metal coins – gold, silver and copper – were used to pay for goods and services in Egypt and Asia Minor. By 700 BC the kingdom of Lydia was minting coins made of electrum, a pale yellow alloy of gold and silver. The coins were portable, and because they were easy to carry around. This gave them a great advantage. Better yet, they were durable as they could not die or rot on the way to the market.

For a long time, the relative value of currencies was measured against precious metals, usually gold or silver. That was where terms like pound sterling and gold standard originated. In modern times, though, national economies have moved away from basing their currency on metal reserves. Gold has not been a universal yardstick since 1971, when the U.S. stopped redeeming its paper currency with gold. Nowadays, money has become liquid, numbers on a page. It moves fast from one hand to another, one bank to the other. Currencies are internationally linked. It is easy for the economy of one country to affect its partners in the blink of an eye. Economists talk of financial stability and recession these days. It is a known fact that, worldwide, day to day living revolves around money. 'Money makes the world go round', so they say. Even though money has turned out to be the source of many people's joy it cannot be acquired overnight.

- (a) Before money was used how did people acquire things?
..... [1]
- (b) What could have triggered bartering in ancient societies?
..... [2]
- (c) State the definition of currency.
..... [1]
- (d) Mention **two** ways in which using money brought a great improvement.
 - (i)
.....
 - (ii)
..... [2]
- (e) How were the Roman soldiers initially paid?
..... [1]
- (f) What are the **most** significant advantages of using metal coins? Give **two** details.
.....
..... [2]
- (g) There has been a dramatic change in what constituted money in former times to what constitutes money today. What is this change?
.....
..... [2]
- (h) How are international economies linked?
..... [1]
- (i) State **four** ways in which trade has evolved over the years.
 - (i)
 - (ii)
 - (iii)
 - (iv) [4]

[Total: 16 marks]

Exercise 3

Patrice Nomvete grew up at Lugongolweni in Siteki, the administrative town of the Lubombo Region. He attended secondary school at Sitsatsaweni. At school, he was athletic as he partook in various sporting activities such as football, cricket and basketball. On top of that, he sang in the school choir. He started singing hip hop at the age of 12.

In Form 3, Patrice moved to his grandmother's place in Phangweni where he completed school. Soon after completing, he told his parents that he wanted to follow his dream of being a musician. He then relocated to Mbabane the following year to pursue a career in music, as a rapper and producer.

In 2004, he became a member of a group called *Childhood Buddies* which later disbanded. He then joined an eight-member group, *Slow Motion*, which included the production team, Garafa Beatz. The following year, at the age of 16, he was signed by Matsafeni Label. Months later, another rapper, Kortecy, spotted Nomvete at a performance. Kortecy was impressed and featured him in his song, *Do You Know That Man?* on the album, *Dumela*. Nomvete embarked on international tours with Kortecy where he gained exposure as an artist. He has also shared stages with international acts such as Kaizer Waifer.

In 2013, he released *Goshen*, his first official single from his debut album, *Tsholope*. After *Goshen*, he released his second single titled *Docket* which saw him gain major success. The song peaked

at number 4 on Eswatini's official music chart. It received positive reviews from the public and other musicians.

After the release of *Tsholope*, Nomvete hinted that he was in studio recording songs, presumably for his second album. He was seen working with Casey, DJ Droola, and frequent collaborator, Atticia. However, it was later revealed that the songs were for the platinum edition of *Tsholope*, which was released in April 2015. More than 100,000 copies were sold.

Nomvete announced that he was planning to host a concert on 31 October 2015 at the Mavuso Dome billed as *Fill up the Dome* and release his second album at the venue on the same day. On July 2015, he revealed the title of the second album as *Refiles*. He further mentioned that he wanted to fill the dome – which accommodated up to 20,000 people. In a Twitter post, he explained that there will be a free album for every ticket holder and that, if he managed to fill the dome, *Refiles* would go gold in a day. The album cover was released on August via Nomvete's Facebook, Twitter and Instagram accounts.

Patrice received a total of 9 nominations at the 2016 SADC Youth Awards. He partnered with AG Mobile in 2015 to release a phone that was inspired and partly designed by him called the *AG Hashtag*. He has also been awarded and nominated in various music awards, both locally and internationally.

Imagine you are Patrice. Fill in the SADC Youth Achievement Awards Nomination Form on the opposite page, using the information above.

The SADC Youth Achievement Awards Nomination Form

SECTION A

Full name: [1]

Music groups: and [1]

Song featured in: [1]

First official Album: [1]

'Fill up the Dome' concert: (circle the correct date)

17-04-15

13-07-15

10-08-15

31-10-15

[1]

Business Partnership: [1]

SECTION B

1. Write one sentence of between 12–20 words explaining why you did not pursue a career in athletics.

.....

..... [2]

2. Write one sentence of between 12–20 words explaining why you think you qualify to win the SADC Hip Hop Award.

.....

..... [2]

[Total: 10 marks]

Exercise 4

Read the following article on the impact of email in our daily lives, and then complete the notes on the opposite page.

THE IMPACT OF EMAIL IN OUR DAILY LIVES

Email is one of the most prevalent forms of computer mediated communication today. The original idea of email was that it would facilitate communication and make lives easier. Email is no longer just a tool to communicate with people over long distance. Business deals can be sealed via email and it is a major part of communication even with colleagues in close proximity. There is evidence that email encourages people to communicate more and is critical for success in businesses. However, the way in which employees manage time and attention in relation to answering emails is susceptible to mismanagement.

Emails constantly ask for attention and intrude on our working schedule. Only a few people have the discipline to structure the day in such a way that they plan fixed times to deal with email. Email has the reputation of being less time-consuming, more reliable, and more efficient. Communication is an inherent attractive feature of emails. Another reason behind the success of email might be that most recipients have the habit of answering messages the minute they arrive. This makes email almost as quick as a phone call.

Physical distance is no issue on the internet. In a fraction of a second one can interact with someone at the other end of the globe, where regular mail takes days or even weeks. It can be an influential cue in interpreting a message. When a colleague sends you an email at 2 a.m. you see it in a different perspective than when you receive the same message at 10 a.m. The internet is a speedy medium that allows us to reach a large group of people in

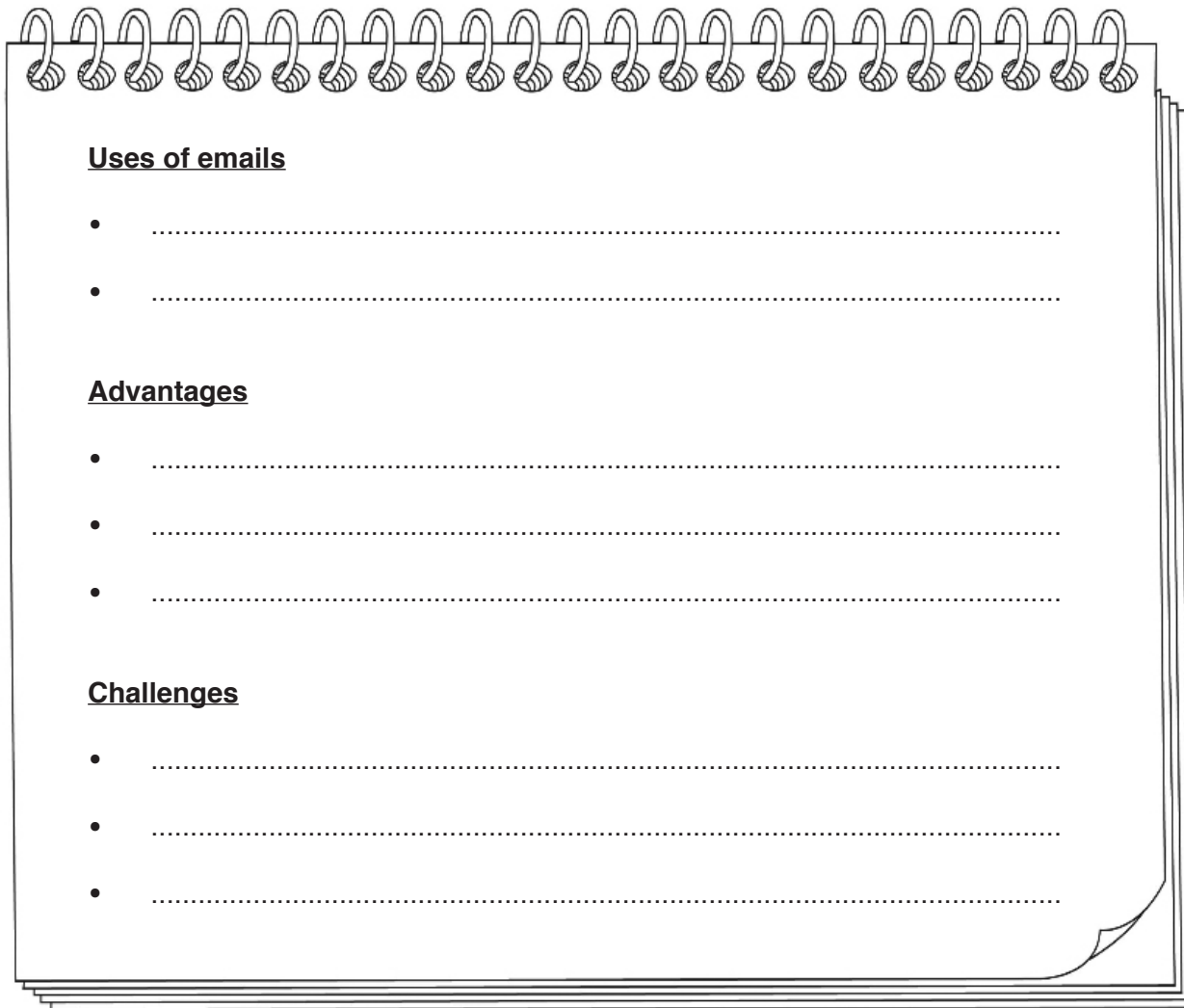
one delivery. Finally, it is easier to be anonymous while communicating on the internet. It is common to use nicknames and often pseudonyms are used in the construction of email accounts.

When email was first introduced, people thought it was impossible to have other interactions other than the exchange of short task-oriented messages. Physical appearance and visual cues are absent in email. The lack of non-verbal cues automatically implies that not all information is fully transferred. The messages typically conveyed by non-verbal cues are absent in a written environment. This may have consequences for the decoding of others' emotions because we cannot make use of non-verbal cues in the interpretation of messages. In addition, the lack of non-verbal cues also has consequences for the expression of our own emotions.

Miscommunication at the workplace can be a source of stress when an employee has to take action to understand the message. This implies that extra time and attention are needed to handle the message again. Additionally, an employee sometimes needs to use damage control to maintain a good relationship with the "victim" of a miscommunication. The main part of email communication should be devoted to creating long-term relations between colleagues or customers. There are indications that focus on oneself is a major cause of miscommunication. This is especially true in customer service which increasingly takes place online. It can be a reason for losing customers without knowing why.

You are preparing to give a presentation **on the impact of emails**. Using the information in the article, prepare some notes to use as a basis for your talk.

Make short notes under each heading.



Uses of emails

-
-

Advantages

-
-
-

Challenges

-
-
-

[Total: 8 marks]

Exercise 5

Read the following article on happiness games. Write a summary on the opposite page stating the benefits and disadvantages of happiness games.

Your summary should be about 100 words (and no longer than 120 words). You should use your own words as far as possible. You will receive up to 6 marks for the content of your summary and up to 4 marks for the style and accuracy of your language.

HAPPINESS GAMES

Sometimes one can have a bad day at work, be overwhelmed by family responsibilities and struggle to get a good night's sleep. Children also experience some forms of anxiety. According to research, thousands of people have found an aid to get them through challenging moments. They have resorted to gaming as a relaxation technique.

Some psychologists now include game therapy during counselling sessions. They have introduced activities like colouring in, trampolining and drawing. These games can help take the edge off an ordinarily stressful day. Sometimes it is uncomfortable and threatening for an adult to sit and talk about his painful experiences, anxieties, needs and shame. Therefore, these games have become a good alternative to talking about painful experiences. As a result, experts claim to have seen an increase in academic results, motivation levels and reading. Game therapy is not just for people recovering from major traumatic experiences, but a place where adults can release some of the emotions they feel too inhibited to share.

While you may not have the luxury of a great time at work, it is possible to craft your own recess in the evenings or over weekends. Happiness games give people time to forget about work and commitments, and become sociable in an unstructured creative way. The focus of happiness games is on the actual experience, not on accomplishing any goal. There does not need to be any point to the activity beyond having fun and enjoying yourself. By allowing yourself to play with the joyful liberation of childhood, you can reap a myriad of helpful benefits throughout life. Getting some time outdoors to have fun is good for your body, but any form of play is good for your mind.

Gaming can make children sharper and mentally active. These games generally have various missions and levels to be completed within a limited time. After a specified period, the game will 'time out' if the level has not been completed. As a result, these games help children learn about time management and at the same time develop their mental strength. The games also lead to improved hand and mind coordination. The person learns to coordinate the action of his hands with his mind. This may even lead to improved writing speed, a boost in creativity and enhanced social skills. Gaming can empower a person to be more mentally tough and to recognise and develop their strengths.

Some games are available online. These games can come as video games that are either partly or mainly played through the Internet or any other computer network available. Online games are available on modern gaming platforms, including PCs and mobile devices. They can comprise a variety including first-person shooters, strategy games and massively multiplayer online role-playing games. However, parents can protect their children from becoming victims of online attacks such as cyber bullying, violence and xenophobia. The internet is an open space where children can access lots of dangerous information. Children can download games from less reputable sites. As a result, they can end up downloading viruses and spams. Moreover, games can become addictive and they can end up taking up the time that would be useful for study. Since online games have attracted players from a variety of ages, nationalities and occupations, it can also lead to breakdown in family relations as members will be glued to the games instead of sharing their daily experiences.

