
GCSE COMBINED SCIENCE: TRILOGY 8464/P/2F

Physics Paper 2F

Mark scheme

June 2021

Version: 1.0 Final Mark Scheme



Mark schemes are prepared by the Lead Assessment Writer and considered, together with the relevant questions, by a panel of subject teachers. This mark scheme includes any amendments made at the standardisation events which all associates participate in and is the scheme which was used by them in this examination. The standardisation process ensures that the mark scheme covers the students' responses to questions and that every associate understands and applies it in the same correct way. As preparation for standardisation each associate analyses a number of students' scripts. Alternative answers not already covered by the mark scheme are discussed and legislated for. If, after the standardisation process, associates encounter unusual answers which have not been raised they are required to refer these to the Lead Examiner.

It must be stressed that a mark scheme is a working document, in many cases further developed and expanded on the basis of students' reactions to a particular paper. Assumptions about future mark schemes on the basis of one year's document should be avoided; whilst the guiding principles of assessment remain constant, details will change, depending on the content of a particular examination paper.

Further copies of this mark scheme are available from aqa.org.uk

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Information to Examiners

1. General

The mark scheme for each question shows:

- the marks available for each part of the question
- the total marks available for the question
- the typical answer or answers which are expected
- extra information to help the Examiner make his or her judgement
- the Assessment Objectives, level of demand and specification content that each question is intended to cover.

The extra information is aligned to the appropriate answer in the left-hand part of the mark scheme and should only be applied to that item in the mark scheme.

At the beginning of a part of a question a reminder may be given, for example: where consequential marking needs to be considered in a calculation; or the answer may be on the diagram or at a different place on the script.

In general the right-hand side of the mark scheme is there to provide those extra details which confuse the main part of the mark scheme yet may be helpful in ensuring that marking is straightforward and consistent.

2. Emboldening and underlining

- 2.1** In a list of acceptable answers where more than one mark is available ‘any **two** from’ is used, with the number of marks emboldened. Each of the following bullet points is a potential mark.
- 2.2** A bold **and** is used to indicate that both parts of the answer are required to award the mark.
- 2.3** Alternative answers acceptable for a mark are indicated by the use of **or**. Different terms in the mark scheme are shown by a / ; eg allow smooth / free movement.
- 2.4** Any wording that is underlined is essential for the marking point to be awarded.

3. Marking points

3.1 Marking of lists

This applies to questions requiring a set number of responses, but for which students have provided extra responses. The general principle to be followed in such a situation is that 'right + wrong = wrong'.

Each error / contradiction negates each correct response. So, if the number of error / contradictions equals or exceeds the number of marks available for the question, no marks can be awarded.

However, responses considered to be neutral (indicated as * in example 1) are not penalised.

Example 1: What is the pH of an acidic solution?

[1 mark]

Student	Response	Marks awarded
1	green, 5	0
2	red*, 5	1
3	red*, 8	0

Example 2: Name two planets in the solar system.

[2 marks]

Student	Response	Marks awarded
1	Neptune, Mars, Moon	1
2	Neptune, Sun, Mars, Moon	0

3.2 Use of chemical symbols / formulae

If a student writes a chemical symbol / formula instead of a required chemical name, full credit can be given if the symbol / formula is correct and if, in the context of the question, such action is appropriate.

3.3 Marking procedure for calculations

Marks should be awarded for each stage of the calculation completed correctly, as students are instructed to show their working. Full marks can, however, be given for a correct numerical answer, without any working shown.

3.4 Interpretation of 'it'

Answers using the word 'it' should be given credit only if it is clear that the 'it' refers to the correct subject.

3.5 Errors carried forward

Any error in the answers to a structured question should be penalised once only.

Papers should be constructed in such a way that the number of times errors can be carried forward is kept to a minimum. Allowances for errors carried forward are most likely to be restricted to calculation questions and should be shown by the abbreviation ecf in the marking scheme.

3.6 Phonetic spelling

The phonetic spelling of correct scientific terminology should be credited **unless** there is a possible confusion with another technical term.

3.7 Brackets

(.....) are used to indicate information which is not essential for the mark to be awarded but is included to help the examiner identify the sense of the answer required.

3.8 Allow

In the mark scheme additional information, 'allow' is used to indicate creditworthy alternative answers.

3.9 Ignore

Ignore is used when the information given is irrelevant to the question or not enough to gain the marking point. Any further correct amplification could gain the marking point.

3.10 Do **not** accept

Do **not** accept means that this is a wrong answer which, even if the correct answer is given as well, will still mean that the mark is not awarded.

4. Level of response marking instructions

Extended response questions are marked on level of response mark schemes.

- Level of response mark schemes are broken down into levels, each of which has a descriptor.
- The descriptor for the level shows the average performance for the level.
- There are two marks in each level.

Before you apply the mark scheme to a student's answer, read through the answer and annotate it (as instructed) to show the qualities that are being looked for. You can then apply the mark scheme.

Step 1: Determine a level

Start at the lowest level of the mark scheme and use it as a ladder to see whether the answer meets the descriptor for that level. The descriptor for the level indicates the different qualities that might be seen in the student's answer for that level. If it meets the lowest level then go to the next one and decide if it meets this level, and so on, until you have a match between the level descriptor and the answer.

When assigning a level you should look at the overall quality of the answer. Do **not** look to penalise small and specific parts of the answer where the student has not performed quite as well as the rest. If the answer covers different aspects of different levels of the mark scheme you should use a best fit approach for defining the level.

Use the variability of the response to help decide the mark within the level, ie if the response is predominantly level 2 with a small amount of level 3 material it would be placed in level 2 but be awarded a mark near the top of the level because of the level 3 content.

Step 2: Determine a mark

Once you have assigned a level you need to decide on the mark. The descriptors on how to allocate marks can help with this.

The exemplar materials used during standardisation will help. There will be an answer in the standardising materials which will correspond with each level of the mark scheme. This answer will have been awarded a mark by the Lead Examiner. You can compare the student's answer with the example to determine if it is the same standard, better or worse than the example. You can then use this to allocate a mark for the answer based on the Lead Examiner's mark on the example.

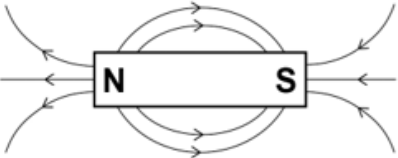
You may well need to read back through the answer as you apply the mark scheme to clarify points and assure yourself that the level and the mark are appropriate.

Indicative content in the mark scheme is provided as a guide for examiners. It is not intended to be exhaustive and you must credit other valid points. Students do **not** have to cover all of the points mentioned in the indicative content to reach the highest level of the mark scheme.

You should ignore any irrelevant points made. However, full marks can be awarded only if there are no incorrect statements that contradict a correct response.

An answer which contains nothing of relevance to the question must be awarded no marks.

Question	Answers	Extra information	Mark	AO / Spec. Ref.
01.1	electrostatic force		1	AO1 6.5.1.2
01.2	the downward force is the same size as the upward force		1	AO2 6.5.1.2
01.3	normal contact force		1	AO1 6.5.1.2
01.4	W = 55×9.8 539 (N)	allow 540 (N)	1 1	AO2 6.5.1.3
01.5	the weight decreased		1	AO3 6.5.1.3
01.6	centre of mass		1	AO3 6.5.1.3
01.7	300 (N)		1	AO2 6.5.1.4
Total			8	

Question	Answers	Extra information	Mark	AO / Spec. Ref.
02.1	first box ticked 		1	AO1 6.7.1.2
02.2			1	AO3 6.7.1.1
02.3	the iron bar experiences a magnetic force of attraction		1	AO1 6.7.1.1
02.4	nickel steel		1 1	AO1 6.7.1.2
02.5	an electromagnet can be switched on and off		1	AO3 6.7.2.1
02.6	the iron nail makes the magnetic field stronger		1	AO1 6.7.2.1
02.7	use a greater current		1	AO1 6.7.2.1
Total			8	

Question	Answers	Extra information	Mark	AO / Spec. Ref.
03.1	taking drugs		1	AO1 6.5.4.3.2
	tiredness		1	
03.2	24 (years)		1	AO3 6.5.4.3.2
03.3	0.55 (s)	allow answer in range 0.54 to 0.56	1	AO3 6.5.4.3.2
03.4	decreases	this order only	1	AO1 6.5.4.3.4
	increases		1	
03.5	braking distance = $\frac{(12)^2}{(2 \times 3)}$		1	AO1
	braking distance = 24		1	AO2
	unit = m		1	AO2
				6.5.4.1.5
03.6	so they know how far behind another car they should drive or so they can stop safely if the car in front stops		1	AO3 6.5.4.3.3
Total			10	

Question	Answers	Mark	AO / Spec. Ref.
04.1	Level 2: The design would lead to the production of a valid outcome. All key steps are identified and logically sequenced.	3–4	AO1 6.6.1.2
	Level 1: The design would not lead to a valid outcome. Some relevant steps are identified, but links are not made clear.	1–2	
	No relevant content	0	
	Indicative content Wavelength - place a metre rule at the side of the screen perpendicular to the wave fronts - use the metre rule to measure the length of the screen - take a photograph of the shadow on the screen - count the number of complete waves on the screen - determine the wavelength by dividing the length of the by the number of complete waves or - place a metre rule at the side of the screen perpendicular to the wave fronts - take a photograph of the shadow on the screen - use the metre rule to measure the distance between two wave front Frequency - count the number of waves that pass a given point - time how long it takes for the waves to pass that point using a stop clock - frequency is number of waves divided by time taken or - put a stop clock on the screen - use a digital video camera to record the waves passing a point - replay in slow motion and count the number of waves passing a point in 1 second There must be a description of both frequency and wavelength measurement to access level 2		

04.2	12.5 (Hz)		1	AO2 6.6.1.2
04.3	to reduce the effect of random errors		1	AO1 6.6.1.2
04.4	$\text{period} = \frac{1}{20}$ period = 0.05 (s)	allow 0.050 (s)	1 1	AO2 6.6.1.2
04.5	$v = 20 \times 0.012$ $v = 0.24 \text{ (m/s)}$		1 1	AO2 6.6.1.2
Total			10	

Question	Answers	Extra information	Mark	AO / Spec. Ref.
05.1	(air resistance) increases		1	AO1 6.5.4.1.5
05.2	less than		1	AO3 6.5.4.1.5
05.3	$s = 35 \times 14$ $s = 490 \text{ (m)}$		1 1	AO2 6.5.4.1.2
05.4	work done = force $\times$ distance or $W = Fs$		1	AO1 6.5.2
05.5	$54\,000\,000 = F \times 270$ $F = \frac{54\,000\,000}{270}$ $F = 200\,000 \text{ (N)}$		1 1 1	AO2 6.5.2

Question	Answers	Mark	AO / Spec. Ref.
05.6	Level 2: Scientifically relevant features are identified; the way(s) in which they are similar/different is made clear and (where appropriate) the magnitude of the similarity/difference is noted.	4–6	AO3 6.5.4.1.2
	Level 1: Relevant features are identified and differences noted.	1–3	
	No relevant content	0	
	Indicative content • distance travelled is the same for each aeroplane • time in the air is much greater for jet aeroplane • speed of rocket plane is much greater • speed of rocket plane is 32 times greater • radiation dose each hour greater for rocket aeroplane • radiation dose each hour is 2 times greater for rocket aeroplane • overall radiation dose is less for rocket plane • dose in jet aeroplane is 16 times greater overall • much higher risk in jet aeroplane • increased risk of skin cancer • increased risk of gene mutation and cancer To access level 2, there must be a relevant calculation.		
Total		14	

Question	Answers	Extra information	Mark	AO / Spec. Ref.
06.1	the spring will return to its original length when the force is removed		1	6.5.3 AO1
06.2	measure the original length of the spring and the extended length of the spring (with the metre rule) extension = extended length – original length		1 1	6.5.3 AO1
06.3	$e = 0.080 \text{ m}$ $E_e = 0.5 \times 40 \times (0.080)^2$ $E_e = 0.128 \text{ (J)}$	allow a correct substitution using an incorrectly / not converted value of e allow a correct calculation using an incorrectly / not converted value of e	1 1 1	6.5.3 AO2
06.4	force = spring constant $\times$ extension or $F = k e$		1	6.5.3 AO1
06.5	$300 = k \times 0.40$ $k = \frac{300}{0.40}$ $k = 750 \text{ (N/m)}$		1 1 1	6.5.3 AO2
Total			10	

Question	Answers	Extra information	Mark	AO / Spec. Ref.
07.1	a quantity with both magnitude and direction		1	AO1 6.5.1.1
07.2	displacement		1	AO1 6.5.4.1.1
07.3	gradient = $\frac{(4 - 0)}{(1.6 - 0)}$ acceleration = 2.5 m/s ²	allow use of a = $\Delta v / t$	1 1	AO2 6.5.4.1.5
07.4	constant deceleration	allow large deceleration allow decelerates to a stop	1	AO2 6.5.4.1.5
07.5	resultant force = mass × acceleration or F = ma	allow force = mass × acceleration	1	AO1 6.5.4.2.2
07.6	1800 = m × 25 $m = \frac{1800}{25}$ m = 72 (kg)		1 1 1	AO2 6.5.4.2.2
07.7	performance can be monitored during the game	allow do not have to wait until the end of the game to download data	1	AO3 6.6.2.4
Total			10	