



Student advisory exemplar – English B exemplar C

Criteria	Maximum mark	Descriptor level achieved	Comments
A Research question	2	2	The RQ is clear in the Abstract and Introduction.
B Introduction	2	2	The context is given and a connection to the real world shows its significance.
C Investigation	4	3	Appropriate primary and secondary sources are well used and noted.
D Knowledge and understanding	4	4	Very good understanding shown about the works and about the issue generally.
E Reasoned argument	4	4	The argument is clearly set out and logical. It is well supported.
F Analysis and evaluation	4	3	The analysis is generally sound and mostly well integrated.
G Use of subject language	4	3	The language communicates clearly despite some lapses.
H Conclusion	2	2	The conclusion is consistent with what has been presented and brings closure to the argument.
I Formal Presentation	4	3	The essay is well structured and the formal elements are consistent. Reference format, though consistent, is not always complete.
J Abstract	2	2	All three required elements are present.
K Holistic judgment	4	3	Overall, despite some weaknesses, the essay is effective and fairly persuasive.
Total		31/36	
Summative comment			This is not a perfect paper, but overall it is effective for this subject. Though it generally takes up the issue of gaming's influence on society, it is more about literature. The language, though comprehensible, does have errors but rarely do they cloud meaning. The reference form is not always complete, but it is consistent and the general layout of the essay ideas is logical and easy to follow. The strength of the essay lies in the sophisticated ideas tied conceptually to weave a plausible and interesting argument that is well supported with text and good use of secondary sources; thus a low A is a fair mark.