MARK SCHEME for the October/November 2009 question paper

for the guidance of teachers

0460 GEOGRAPHY

0460/04

Paper 4 (Alternative to Coursework), maximum raw mark 60

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1 (a) (i) For veg. cover and height need reference to use of equipment and/or what it does for first mark. Any 4 points below; no reserves.

Examples

Sample points are 1 metre apart/equidistant/systematic (1) Vegetation cover Tape used to measure width of path (1) by laying across 10 metre transect (1) Quadrat used to measure area of veg/cover/bare ground (1). Calculate percentage of veg/bare ground by counting squares (1) Vegetation height Ruler used to measure height of vegetation at each sample point (1) Take a number of measurements and calculate average (1) $4 \times 1 = (4)$ [4]

- (ii) Completion of kite diagram.
 Tick P for each plot. Tick S for shading.
 2P + 1S = (3)
- (iii) Completion of bar graph. <u>Plot 4, 5, 12, 17</u>. Tick P twice. 4 correct = 2 marks, 2 or 3 correct = 1 mark Shading/1 correct =0 [2]
- (iv) Hypothesis is true tick H (1) OR erosion does decreases away from centre of footpath. <u>If write hypothesis must change wording of that given</u>. Allow a tick D mark for ref. to any pair of data in evidence.

<u>Evidence</u>: More bare ground in centre. (1) Vegetation increases in height away from centre (1) No veg. at site 6 in the centre but heights of 14 cm and 11 cm at sites 1 and 11 away from centre (1 + 1D)1H + 2 = (3) [3]

(b) (i) <u>Must refer to three different pieces of equipment from diagram and what is done with each.</u>

Examples

Push or hammer <u>drainpipe/tube</u> into ground (1) Pour a set/measured amount of <u>water</u> from <u>bottle/jug</u> into pipe/tube (<u>Water 1 max</u>.) Use <u>stopwatch/watch</u> to time how long it takes for the water to soak into ground (1) $3 \times 1 = (3)$ [3]

(ii) Completion of line graph. <u>Plot 48, 30, 38</u>. Tick P twice. Plots need not be squares; part of plot must be on the centre square above the relevant number.

3 correct plots + complete line = 2, 1 or 2 correct plots + complete line = 1. 3 correct plots but no complete line = 1 max. $2 \times 1 = (2)$

(iii) More bare ground equals longer/slower/higher/more infiltration time <u>OR reverse.</u> [3]

[2]

[1]

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(iv) Focus on impact of people walking

Examples

More people walking/trampling (1) Soil becomes compacted/pressed down/hard (1) More bare ground/less vegetation in centre due to people walking (1) 3×1 or (1 + 1) + 1 = (3) [3]

(c) Can refer to B and C in general or separately. Reserve 1 for H and W. Marks are for <u>HOW</u> and <u>WHY</u> (Tick H and tick W; max. 2 for each). Can match H/W any way.

Examples

HOW B and/or C different	WHY results differ
Vegetation could be taller (1)	Because less walkers (1)
More veg. cover/less bare ground (1)	Because further from car park (1)
Woodland path may be narrower (1)	Because trees restrict width for walkers (1)
Greater compaction/erosion (1)	Because walkers concentrated (1)
Less compaction/erosion (1)	Too far to walk to from car park (1)

2H + 1W or 1H + 2W = (3)

 (d) <u>Pedestrian count</u> to find out number of walkers. <u>Questionnaire</u> to find out why people came to the area/frequency of visiting/when they came. If "destination" must refer to place within the map area. <u>Different times of year</u> to see if results were affected by different weather/seasons/holiday patterns 3 × 1 = (3)

(e) First list OK with no qualification/elaboration. Ideas such as:

Restoration of footpath/create permanent paths (1) Create alternative/signposted paths (1) Improve drainage (1) Fence off areas/restrict access (1) Re-seed area around footpath/allow area to recover (1) Information and education centres (1) Build small/low bridges (1) Create nature reserves (1)

List below needs qualification/elaboration. Ideas such as:

Rules <u>about how to behave</u>/charges <u>for car parking</u>/fines <u>for misdemeanours</u> (1) Use rangers <u>to manage where visitors go/the environment</u> (1) More bins <u>to reduce littering</u> (1) Education <u>about the environment</u> (1)

[Total: 30]

[3]

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2 (a) 1 mark for each street i.e. correct plot and direction = 1. <u>If plots not labelled 05 and R5 no</u> <u>marks. Tick or x.</u>

<u>Direction</u> – allow within middle 30 degrees for SW and NE. <u>Plot</u> – R5 must be on 2 km line; allow 4.5 or 4.6 km for 05 plot. $2 \times 1 = (2)$

(b)	(i)
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Clear road with light parking Traffic moving freely, light parking Traffic moving freely, heavy parking Traffic congested, not moving freely

All correct for mark. Tick or x.

(ii) Ticks and/or x.

BEST = e.g. intermediate level of noise

WORST = e.g. High/loud/very noisy

Or similar descriptions. Look for a "step-up" in noise as go down the table. $2 \times 1 = (2)$

(iii) Do not allow what they have already done e.g. chosen sites/area of town to survey; prepared an env. survey sheet.

Examples

Whether to survey individually or in a group/pairs (1) How much time was available to do surveys (1) When would be best to do the surveys (1) Subjective nature of survey (1) Whether to base survey on whole street or measured section (1) Ground floor only/all floors land-use (1) How to identifying main land use (1) Safety refs (1 max.) $4 \times 1 = (4)$

[4]

[1]

[2]

[2]

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(c) Question is about designing a sheet that would work NOT fill in a sheet with one street's imaginary results. If do latter allow max. 1 for Category mark below.

Tick C for land-use categories; must have min. of three from list below. Tick S for a scoring system that relates to 0-3Tick T for ref. to totalling the env. scores.

Environmental Quality Survey

(Name of Street)		
Litter	3	2	1	0
Roads and pavements	3	2	1	0
Trees, shrubs, grass verges	3	2	1	0
Street furniture	3	2	1	0
Road signs	3	2	1	0
Traffic	3	2	1	0
Noise	3	2	1	0

Total environmental quality score

$3 \times 1 = (3)$	[3]

- (d) (i) Plotting on dispersion graph. Plot 8 and 17 (two ticks P) plus circling Median of 15 Tick M.
 2P + 1M = (3) [3]
 - (ii) Shopping, Residential, Open space, Industrial. All correct for mark [1]
 - (iii) Agree with Hypothesis Tick H or Main land use does affect the quality of environment. Need it stating in different words for latter.

Evidence:	Different land-uses have different env. scores (1)	
	Median scores are different for different land-uses (1)	
	Shopping has higher env. score than industry which is lowest (1)	
$2 \times 1 = (2)$		[2]

- (iv) No need to compare.
 <u>Shopping areas have higher environmental score because</u>: Better looked after, jobs to improve environment Need to attract customers, therefore needs to be attractive May be newer or re-developed areas <u>Industrial areas have lower environmental score because</u>: Noise from heavy machinery/heavy lorries accessing/leaving area Air pollution from factory Old sites, maybe semi-derelict 3 × 1 = (3)
- (e) (i) Plotting on scatter graph. 1.4/8; 2/12; 4.4/17 3 × 1 = (3)

[3]

[3]

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(ii) No marks for accepting/rejecting H. Marks for evidence supporting either. Credit data mark tick D if refer to two distances/env. scores.

<u>Agree with the hypothesis that it does vary because</u> there is a range of environmental scores with high scores both close and far away from the centre and lower scores between.

<u>Disagree</u>: because there is no clear overall pattern that environmental quality is affected by distance from the town centre

 $2 \times 1 = (2)$

[2]

(f) Reserve of 1 mark in each.

Environmental quality reference sheet:

Descriptions are vague (e.g. small amount of litter and much litter. No noise) Not all subject categories apply to each street (e.g. Open space street may have no street furniture) Individuals will score the same street differently because survey is subjective

Individuals will score the same street differently because survey is subjective New categories needed e.g. type of pollution.

Four land use categories:

Most streets contain a mixture of different land uses Land use categories are wide (e.g. residential, open space) Not enough categories/more land-uses/not varied enough Open space may be farmland or derelict land or Industrial may be a modern distribution site or 19th century factory No commercial/offices No schools/leisure centres/ other specific uses/"Others" (1 max)

3 + 1 or 2 + 2 = (4)

[4]

[Total: 30]