



Cambridge  
International  
AS & A Level

**Cambridge International Examinations**  
Cambridge International Advanced Subsidiary and Advanced Level

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**ENGLISH LANGUAGE**

**9093/12**

Paper 1 Passages

**February/March 2017**

**2 hours 15 minutes**

No Additional Materials are required.

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**READ THESE INSTRUCTIONS FIRST**

An answer booklet is provided inside this question paper. You should follow the instructions on the front cover of the answer booklet. If you need additional answer paper, ask the invigilator for a continuation booklet.

Answer **two** questions: Question 1 **and either** Question 2 **or** Question 3.

You should spend about 15 minutes reading the passages and questions before you start writing your answers.

You are reminded of the need for good English and clear presentation in your answers.

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

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This document consists of **7** printed pages, **1** blank page and **1** Insert.

**2**

Answer Question 1 **and either** Question 2 **or** Question 3.

- 1** The following extract is taken from the novel *The Namesake* by Jhumpa Lahiri. Gogol and Sonia have been brought up in America and are now visiting India with their parents (Ashoke and Ashima) for the first time.
- (a) Comment on the style and language of the extract and the ways in which it conveys the children's reactions to the situation. [15]
- (b) The children's mother keeps a diary of the visit, noting in particular her own feelings about seeing her children in a new place.

Write a section (120–150 words) of her diary. Base your answer closely on the material of the original extract. [10]

The wheels touch the ground, the aircraft is sprayed with disinfectant,

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the armoire in which they would have stored their clothes.

2 The following is from a magazine review of a computer game called *Harold*.

- (a) Comment on the language and style of the passage. [15]
- (b) Write an extract (120–150 words) from a review of a hobby or activity that you know well. Base your answer closely on the style and features of the original passage. [10]

### Harold Review

#### Devilishly difficult.

Harold is a cleverly crafted, personality-packed infinite-runner platformer with visual style to spare. Its title character, however, is an awkward athlete and a bit of a loser, both literally and figuratively. Despite Harold's unwavering determination and enduring spirit, he does dumb things, like high-fiving a cactus. Thankfully, you don't assume the role of this doomed underdog, but of his equally-determined guardian angel Gabe. 5

The monkey wrench<sup>1</sup> in this race is that you have no direct control over the perpetual runner, so clearing and altering his path via divine intervention is the key to ensuring that the lanky, bespectacled competitor finishes in at least third place. Earning the bronze is no simple feat, though, as Harold is an intentionally difficult game, one that ultimately has hardcore completionists and seasoned speed runners in mind. 10

The courses sport the usual platforming elements and obstacles, from moving blocks and slippery surfaces to spiky walls and bottomless pits, but Harold goes beyond the tried-and-true template with some especially inspired touches; using an ethereal mallet to transform a chomping crocodile into a belly-up bridge and flinging Harold forward with a sling-shotting noose trap never gets old. 15

Interacting with these hazards involves using the left analog stick in a variety of ways: a single level could see you pushing, pulling, flicking, and rotating the stick over the course of just a few seconds. Given how you also cycle through obstacles by squeezing the triggers, Harold puts your nimble fingers through the paces. It feels fantastic when you're in the zone—circumventing traps, swinging on ropes, and hitting the ground running with a speed boost—but getting to that point takes some serious practice. ... 20 25

Harold's gameplay is complemented by a hand-drawn art style that wouldn't look out of place in a 90s era Disney film. Seriously, swap the runners—during the jungle races—with the cast of *The Lion King*, and the action wouldn't miss a visual beat. The pop-off-the-screen art style isn't limited to static backgrounds, either; characters animate in amazing, cartoony detail, and gameplay elements, like rope bridge planks that can be popped to persuade Harold to pick up the pace, bring the pretty presentation to life. Sadly, Harold's steep difficulty doesn't leave you with any time to admire the gorgeous surroundings like a first time tourist. As pleasing as the presentation is, only the most skilled players will enjoy having their eyes and reflexes engaged simultaneously. 30 35

Harold is at its fleet-footed best when everything clicks; when your divine guidance not only propels the protagonist to victory, but also leaves his cocky competition on the wrong end of a devious trap. But these momentum-fueled moments will be experienced by only the most dedicated players. And even genre enthusiasts will occasionally be let down by the gamepad-only controls; the inputs are generally 40

## 5

spot-on, but the mouse-and-keyboard crowd might miss the precision of their preferred set-ups when they're called upon to manage multiple tasks simultaneously.

Although this genre's been done to death, Harold's inspired levels, imaginative mechanics, eye-popping presentation, endless charm, and steep challenge separate it from the pack. It's only that latter element that crosses the line, sometimes making Harold more frustrating than fun. This game's reflex-taxing level of difficulty isn't for the faint of heart. However, if you're not afraid of a few laps on the trial-and-error treadmill, Harold might just become your next endless-runner fixation. 45

<sup>1</sup> *monkey wrench*: the main difficulty

- 3 The following text is the opening of an article which catalogues seven types of workplace boss that employees may encounter.
- (a) Comment on the style and language of the passage. [15]
- (b) You have been asked to write an article entitled *Five Types of Fabulous Friends*. Write the opening (120–150 words) of this new piece. Base your answer closely on the style and language of the original passage. [10]

### Seven types of horrible boss

There are some terrific leaders out there, but unfortunately there are also some absolute stinkers.

I've encountered lots of types of horrible boss over the past couple of decades.

I've put together our top seven types of horrible boss. Let's kick off with one I'm sure we can all identify with. 5

#### Horrible Boss No 1: The Lost Lamb

This is the poor soul who has risen through the ranks too quickly and is now completely out of their depth. They literally have no idea what they are doing and are certainly not ready to manage other people. Their shortcomings should quickly be found out and they will hopefully tumble back down the corporate ladder as quickly as they came up it. In the meantime, be careful not to pick up their slack, therefore keeping them in denial of their own ineffectiveness and in the lofty managerial position that just isn't right for them. 10

#### Horrible Boss No 2: Miserable McMisery 15

I don't expect people to be buoyant all the time, but how on earth do leaders expect to motivate staff when they are continually grumpy, stressed or angry? A Miserable McMisery can also be extremely unapproachable, meaning staff are unlikely to share any problems they have with projects, which can have a massive detrimental effect on productivity. Don't sink to their levels of despondency and try to keep the relationship as professional as possible. 20

#### Horrible Boss No 3: The BFF

This is the horrible boss, better known as everyone's "best friend forever", who hasn't quite managed to strike that balance between professionalism and camaraderie. They can't fathom why befriending you on Facebook doesn't really send the right message to the rest of the team. They don't really command the respect they crave and can't understand why nobody takes them seriously in the workplace. 25

#### Horrible Boss No 4: The Energiser

This horrible boss makes you feel as if even your greatest efforts are barely 10 per cent of what they achieve on a regular basis. Nicknamed the Energiser because they keep going and going; working late, getting in early and even working weekends. 30

They will think nothing of sending emails from their BlackBerry at 4 am marked "URGENT" and will always set the right example by getting into work even if their appendix has just been removed or the office has been hit by a meteorite. Don't try to compete. If they want to work themselves into the ground, leave them to it! 35

**Horrible Boss No 5: Terry Teflon**

Terry Teflons will take the credit when their team delivers the goods but will be quick to point the finger when the team messes up. They hide their lack of abilities by changing direction so frequently that people stop paying them any attention. Remember that top-priority project they launched last month? Well guess what? It's been superseded by another lame-brain scheme Terry Teflon is sure will make all the difference this time around. Don't be afraid to question the thought processes behind their projects, but remember you are judged on execution as well as results, so sometimes you will have to go along with their bizarre projects. 40

**Horrible Boss No 6: The Big Baby**

45

This is the boss who acts like a toddler, constantly whingeing and complaining about their own boss to you. The way to manage a big baby is to ensure you don't stoop to their level. Stay professional, positive and neutral. Eventually they will get the message that you are not a sympathetic ear and they will move on to other poor souls who will feel the brunt of their misery. 50

**Horrible Boss No 7: The Climber**

The climber always has promotion at the forefront of their thoughts and is desperate to get to the top of that corporate ladder, no matter what it takes. Ultimately they will see you as just a piece of their jigsaw to achieve success and will trample over you if you get in their way. The best way to manage the climber's peacock-like ego is to tell them that you understand that your job is to make them look good and then try to step into their shoes as soon as they get that swift promotion. 55

In summary, if you don't get on with your boss it can be a real pain and your options might be limited. Don't suffer in silence though, life is too short and if your problems are unresolvable, there are always other jobs out there. 60

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