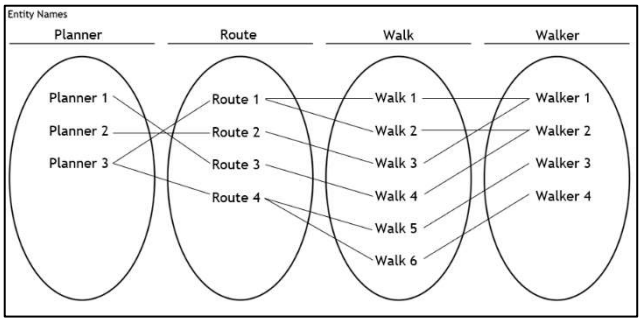
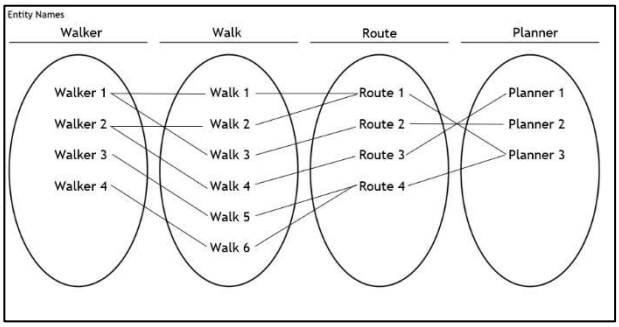
Task	Expected response	Additional guidance	Marks available	
2	**Database design and development**			
2a	1 mark for each bullet. ♦ entity names, in the correct order ♦ correct number of instances ♦ adding the correct associations	Entities could be written in reverse order	3	Analysis
				
2b	1 mark for each bullet. ♦ fields, function, alias - forename, surname, plannerNo - COUNT of records with alias ♦ equijoins ♦ GROUP BY (forename), (surname), plannerNo ♦ ORDER BY COUNT of records DESC	SELECT Planner.forename, Planner.surname, Planner.plannerNo, COUNT(Walk.walkID) AS [Total Participants] FROM Walk, Route, Planner WHERE Walk.routeID = Route.routeID AND Route.plannerNo = Planner.plannerNo GROUP BY Planner.forename, Planner.surname, Planner.plannerNo ORDER BY COUNT(Walk.walkID) DESC; Count can be on any field or * SQL allows ordering on alias for Count. 4 records produced	4	Implementation

Task	Expected response	Additional guidance	Marks available	
2	**Database design and development**			
2c	1 mark for each bullet. ♦ query to find longest walk using Max function ♦ correct fields and tables ♦ equi-joins ♦ use of Query 1 result in the criteria to produce correct output ♦ use of GROUP BY walkerNo (forename, surname, telNo) to remove walkers who have walked the longest route more than once	Query using MAX function could be a sub-query within the criteria. SELECT MAX(distance) AS longest FROM Route; (query saved as LongestWalk) SELECT Walker.walkerNo, Walker.forename, Walker.surname, Walker.telNo FROM Walker, Walk, Route, LongestWalk WHERE Walk.routeID = Route.routeID AND Walker.walkerNo = Walk.walkerNo AND distance = longest GROUP BY Walker.walkerNo, Walker.forename, Walker.surname, Walker.telNo; Award 0 marks for bullet 3 if innerjoin is used Award 0 marks for bullet 4 if value is used instead of field.	5	Implementation
2d	1 mark for each bullet. ♦ use of wildcard before shoe/s ♦ printed evidence of new SQL statement accommodating additional types of shoe producing same output		2	Testing
2e	♦ find the travelling distance from a walker's home to the starting point of a chosen route OR ♦ display walkers who prefer to walk a route with a chosen level of difficulty		1	Evaluation