| Question number | Answer | Notes | Marks |
|-----------------|--|--|-------|
| 2 (a) | clear recognition that stationary is the horizontal sections; 3.5 (minutes); | seen on graph or in working e.g. use of 1.5 or 2 allow 31/2 | 2 |
| (b) | A; idea of line having smallest gradient; | allow 'line is shallowest' / 'least steep' etc. allow calculated speeds | 2 |
| (c) (i) | (average) speed = distance (moved) / time (taken); | allow in standard symbols or in words e.g. $s = d/t OR v = s/t$ | 1 |
| (ii) | substitution; evaluation; matching unit; e.g. (speed =) 200 / 60 (speed =) 3.3 m/s | must match units used in calculation allow 3, 3.33, 3.333 etc. condone 3.34 200 metres per minute receives 3 marks 12 km/h (condone kph) receives 3 marks 200 m/s receives 2 marks allow any suitable unit of speed for 1 mark if no other mark scored | 3 |
| (d) | any 2 of: speed of car; mass / weight of car; road / weather conditions; road slope / angle; condition / type / age of tyres; condition / age of brakes; wind speed / direction; | ignore references to reaction time, thinking distance, stopping distance etc. road surface, rain, ice, snow etc. ignore fog, mist etc. | 2 |

Total for question 2 = 10 marks

| (d) | any two of: MP1. move scale closer to card / use a ruler and place it nearer the light gate; MP2. measure height at eye level / | ignore references to precision, human error, repeats allow 'ruler' for scale | 2 |
|-----|---|---|---|
| | parallax; MP3. drop using a clamp / eq; MP4. make sure scale is vertical / | allow idea of consistent release mechanism | |
| | perpendicular to ground / use a set square; MP5. idea of accounting for zero error; | allow put light gate at zero | |

Total for question 3 = 14 marks

| Question number | Answer | Notes | Marks |
|--------------------|---|---|-------|
| 12 (a) (i) | smoke (particles) in air (in smoke cell) OR pollen (grains) on water OR dust (particles) in air; | | 1 |
| (ii) | MP1. large (observed) particles move randomly; | allow named large particle e.g. smoke, pollen, dust | 3 |
| | MP2. (because) tiny / small particles are hitting them; | allow named tiny particle e.g. air, water | |
| | MP3. tiny / small particles are not visible (by eye); | allow invisible | |
| (b) | MP1. (particles) collide with walls (of container); MP2. idea that force is produced (by bombarding molecules); | bombard, hit, impact upon allow Newton's Laws / momentum argument | 3 |
| (c) (i) | MP3. pressure is force on an area; pressure = force / area; | allow p = F / A allow in standard | 1 |
| (C) (I) | pressure = force / area, | symbols or in words e.g. p = F / A | 1 |
| (ii) | substitution; rearrangement; evaluation; | -1 for POT error | 3 |
| | e.g. 193,000 = F / 0.013 (F =) 193,000 x 0.013 | allow 2510, 2500 | |
| | (F =) 2500 (N) | allow 2510, 2509 | |
| | | 2.509 (N) gets 2 marks 2.509 kN gets 3 marks | |
| (iii) | with any 2 of: • particles move faster / have more KE; • particles hit (tyre) wall more | allow molecules for particles throughout | 3 |
| | frequently / with more force / harder; • pressure increases (and force of vehicle weight stays the same); | reject if incorrect reference to volume increasing | |