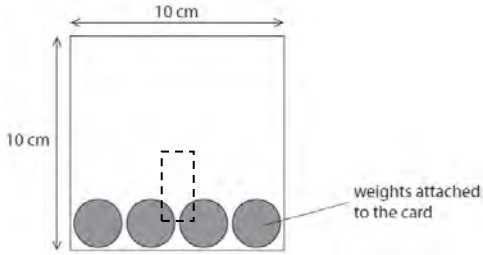
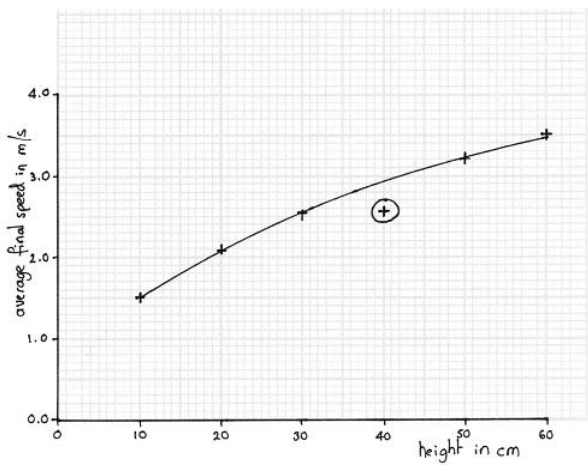


Question number	Answer	Notes	Marks
3 (a)	<p>X drawn at the horizontal centre AND <u>below</u> the vertical centre (by eye);</p> <p>i.e.</p> 	<p>allow any clear symbol in place of the X</p> <p>X must be in the area marked by the dashed lines</p>	1
(b)	<p>A – the final speed of the card;</p> <p>The only correct answer is A</p> <p>B is not correct because it's the independent variable</p> <p>C is not correct because it's a control variable</p> <p>D is not correct because it's a control variable</p>		1
(c) (i)	<p>correct value; given to 2 decimal places;</p> <p>e.g. 3.3966... 3.40</p>	<p>allow any value given to 2 d.p.</p> <p>3.39 gains 1 mark only</p>	2

(ii)	<p>suitable linear scale chosen (>50% of grid used); axes labelled with quantities and unit; plotting correct to nearest half square (minus one for each plotting error);</p> 	<p>ignore orientation</p> <p>ignore final point i.e. two plotting errors = no marks for plotting</p> <table><tr><th>height in cm</th><th>average final speed in m/s</th></tr><tr><td>10.0</td><td>1.39</td></tr><tr><td>20.0</td><td>1.97</td></tr><tr><td>30.0</td><td>2.43</td></tr><tr><td>40.0</td><td>2.45</td></tr><tr><td>50.0</td><td>3.09</td></tr><tr><td>60.0</td><td>3.40</td></tr></table>	height in cm	average final speed in m/s	10.0	1.39	20.0	1.97	30.0	2.43	40.0	2.45	50.0	3.09	60.0	3.40	4
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(iii)	(40.0,2.45) identified clearly;		1														
(iv)	line (curve) of best fit acceptable, ignoring anomalous point;	i.e. smooth curve within 1 small square of each point ignore parts of curve outside plotted points if extrapolated	1														
(v)	idea that (average final) speed increases with height; idea that relationship is non-linear;	allow RA ignore 'positive correlation' ignore references to line being curved allow not proportional allow idea of gradient changing	2														

(d)	<p>any two of:</p> <p>MP1. move scale closer to card / use a ruler and place it nearer the light gate;</p> <p>MP2. measure height at eye level / parallax;</p> <p>MP3. drop using a clamp / eq;</p> <p>MP4. make sure scale is vertical / perpendicular to ground / use a set square;</p> <p>MP5. idea of accounting for zero error;</p>	<p>ignore references to precision, human error, repeats</p> <p>allow 'ruler' for scale</p> <p>allow idea of consistent release mechanism</p> <p>allow put light gate at zero</p>	2
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Total for question 3 = 14 marks