SMARTWIZ

GRADE11 ENGLISH EXAM

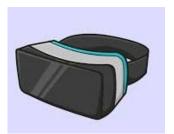
MARKS: 80	MARKS	
TIME: 2 HOURS		
SCHOOL		
CLASS (eg. 4A)		
SURNAME		
NAME		

Instructions for Learners:

- Read all instructions carefully before you begin the exam.
- Write your full name and student number clearly on the answer sheet/book.
- Answer all questions unless otherwise instructed.
- Show all your work/calculations where necessary.
- Write neatly and clearly.
- Use only a blue or black pen. Do not use correction fluid or tape.
- Electronic devices (calculators, cell phones, etc.) are not allowed unless explicitly permitted.
- Raise your hand if you have any questions.
- Do not talk to other learners during the exam.
- Any form of cheating will result in immediate disqualification from the exam.

This exam consists of six pages, including the cover page.

SECTION A: COMPREHENSION (30 marks)



Study the image and passage below:

Text: "Living in Two Worlds"

In today's fast-paced world, technology shapes how we live, learn, and communicate. Virtual Reality (VR) is one of the newest ways to connect with distant places and people without leaving your room. Sipho, a student from Soweto, uses a VR headset to explore ancient Rome for history class and to meet classmates from across the globe.

But technology also has downsides. Sipho sometimes feels disconnected from his family when he spends too much time in virtual spaces. He wonders how to balance the exciting possibilities of VR with real-life relationships.

1.1 What are two	o positive uses of VR technology mentioned in the passage? (2)
1.2 Explain why	Sipho feels "disconnected from his family." (2)
1.3 Find a phrase	e that shows VR allows travel without moving. (1)
1.4 What kind of	f person is Sipho, based on the passage? Support your answer with evidence. (3)
1.5 What questic	on does Sipho ask himself? (1)
1 6 Identify the t	one of the passage (1)

- **1.6** Identify the tone of the passage. (1)
 - Optimistic
 - Worrying
 - Neutral
 - Humorous

1.7 Suggest a new title for this passage. (2)
1.8 Write a synonym for "exciting." (1)
SECTION B: SUMMARY (10 marks) Instructions: Read the text below and write a summary of 7 sentences about the advantages and disadvantages of technology in education.
Text: Technology makes education accessible and interesting through videos, interactive lessons, and global connections. Students can learn anytime and anywhere. However, too much screen time can cause distraction and health problems. Not all students have equal access to technology, causing gaps. Teachers still play an important role in guiding learning. Balance is key to using technology effectively in schools.
Write your summary here (7 sentences):
SECTION C: LANGUAGE (20 marks)
QUESTION 1: WORD FORMS (5 marks)
Fill in the correct form of the word in brackets:
1.1 Technology has brought many (innovate).
1.2 Sipho uses technology (effect) for learning.

1.3 Spending too much time online can be (harm).
1.4 Teachers provide (guide) for students using technology.
1.5 VR offers an (experience) like no other.
QUESTION 2: DIRECT/INDIRECT SPEECH (5 marks)
2.1 Change to indirect speech: Sipho said, "I love exploring history with VR."
2.2 Change to direct speech: Sipho's mother said that he should spend more time with family.
QUESTION 3: ACTIVE/PASSIVE VOICE (5 marks)
3.1 Change to passive voice: Sipho explores ancient Rome using VR.
3.2 Change to active voice: The headset was developed by a tech company.
QUESTION 4: PUNCTUATION & SENTENCE CORRECTION (5 marks)
Rewrite the sentence correctly: sipho enjoys using vr but he sometimes misses spending time with family

SECTION D: CREATIVE WRITING (20 marks)

Choose ONE topic and write a paragraph of 120–150 words.

TOPIC 1: "A day inside a virtual reality world" **TOPIC 2:** "How technology changes friendships"

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MEMO



SECTION A: COMPREHENSION (30 marks)

1.1

- Exploring ancient Rome for history class.
- Meeting classmates from across the globe. (2 marks)

1.2

• Because he spends too much time in virtual spaces and less with his family. (2 marks)

1.3

• "without leaving your room" (1 mark)

1.4

- Sipho is curious and tech-savvy (uses VR to learn and connect).
- He is thoughtful because he wonders about balancing VR and real life. (3 marks)

1.5

How to balance exciting VR possibilities with real-life relationships. (1 mark)

1.6

• Neutral (or optimistic if argued with evidence). (1 mark)

1.7

- Possible titles:
 - o "Living Between Real and Virtual Worlds"
 - o "Technology: Bridge or Barrier?"
 - o "The VR Experience"
 (2 marks for relevant, creative titles)

1.8

• Exciting = thrilling, amazing, fascinating (any valid synonym) (1 mark)

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SECTION B: SUMMARY (10 marks)

Marking:

- 7 relevant, concise sentences = 7 marks
- Language clarity, grammar, coherence = 3 marks

Expected points:

- Technology makes education accessible and interesting.
- Use of videos, interactive lessons, and global connections.
- Students can learn anytime, anywhere.
- Too much screen time causes distraction/health issues.
- Not all students have equal access (causing gaps).
- Teachers guide learning.
- Balance is important in using technology.



SECTION C: LANGUAGE STRUCTURES (20 marks)

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Question 1: Word Forms (5 marks)

- **1.1** innovations
- 1.2 effectively
- 1.3 harmful
- **1.4** guidance
- 1.5 experience

(1 mark each)

Question 2: Direct/Indirect Speech (5 marks)

- **2.1** Sipho said that he loved exploring history with VR. $(2\frac{1}{2} \text{ marks})$
- 2.2 Sipho's mother said, "You should spend more time with family." (2½ marks)

Question 3: Active/Passive Voice (5 marks)

- **3.1** Ancient Rome is explored by Sipho using VR. (2½ marks)
- **3.2** A tech company developed the headset. (2½ marks)

Question 4: Punctuation & Sentence Correction (5 marks)

4.1 Sipho enjoys using VR, but he sometimes misses spending time with family. (5 marks)

SECTION D: CREATIVE WRITING (20 marks)

Criteria	Marks
Content & originality	/10
Language accuracy & grammar	/5
Structure & coherence	/5
Total	/20

- Paragraph between 120-150 words.
- Reward creativity, expression, vocabulary, and coherence.
- Deduct for major grammar errors or off-topic writing.



