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# 1

91039



910390



NEW ZEALAND QUALIFICATIONS AUTHORITY  
MANA TOHU MĀTAURANGA O AOTEAROA

QUALIFY FOR THE FUTURE WORLD  
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SUPERVISOR'S USE ONLY

## Level 1 Social Studies, 2017

### 91039 Describe how cultures change

2.00 p.m. Thursday 16 November 2017  
Credits: Four

Achievement	Achievement with Merit	Achievement with Excellence
Describe how cultures change.	Describe, in depth, how cultures change.	Comprehensively describe how cultures change.

Check that the National Student Number (NSN) on your admission slip is the same as the number at the top of this page.

**You should attempt ALL parts of the task in this booklet.**

Pull out Resource Booklet 91039R from the centre of this booklet.

If you need more room for your answer, use the extra space provided at the back of this booklet.

Check that this booklet has pages 2–11 in the correct order and that none of these pages is blank.

**YOU MUST HAND THIS BOOKLET TO THE SUPERVISOR AT THE END OF THE EXAMINATION.**

**High Achievement**

**TOTAL**

**04**

ASSESSOR'S USE ONLY

- (a) Describe how leisure has changed for different individuals/groups in society, and the contrasting points of view about those changes.

### PLANNING

Describe how leisure has changed for Individual/Group (1)

Changes in leisure of  
for New Zealanders  
- more on technology  
- less playing sport

Point of view about the change

Hant Schofield, public  
health professor technology  
is allowing people to have  
less social involvement.

Describe how leisure has changed for Individual/Group (2)

Children - Spending more  
time on computers

Point of view about the change

Nigel Latta, a clinical  
psychologist technology  
is bad for the childrens  
health and family  
interactions

Social studies concepts (use at least TWO):

Community

Change

Leisure

Society

Lifestyle

Individual

Other: \_\_\_\_\_

Begin your answer here:

For New Zealanders (group 1) leisure has changed from being outside playing sports, entertaining family and friends, or going to the movies, art galleries, museums and sporting events to sitting at home in front of a computer screen. In 2011 83 per cent of New Zealanders used a computer at home, that has increased by 59.7 per cent in the previous decade. New Zealanders are less likely to go and do leisure activities that doesn't even involve a computer screen <sup>than</sup> they were ten years ago. ~~The~~ ~~about~~ Around 2002 59.7 per cent of New Zealanders used a computer at home, that has jump to ~~83~~ 83.0 per cent of New Zealanders using a computer at home in 2011. Entertaining family and

and friends was ~~one~~ the biggest leisure activity in 2002 with ~~was~~ 73.2% of New Zealanders entertaining that has dropped to 67.1% of New Zealanders entertaining in 2011.

A point of view showing the effects of the change in leisure for New Zealanders is from Grant Schofield.

Grant Schofield, a public health professor at Auckland University of Technology has a point of view that with the increase in use of technology social involvement has decreased. Due ~~to~~ to technology it has caused more New Zealanders to be inactive. Grant Schofield says "involvement in society beyond yourself as a whole is on the whole declining, and I guess more computer time reinforces that." He believes that more the people in New Zealand society have become less active and have less involvement in their communities ~~be without~~ beyond their computer ~~to~~ screen.

For children (group 2) leisure has changed from spending ~~three~~ three hours <sup>a day</sup> in 1995 in front of screens to an average of six and a half hours <sup>a day</sup> in front of screens. Children are spending more time in front of screens and watching TV than they did in 1995. Children in 1995 spent two and a half hours a day watching TV, to four and a half hours a day watching TV in 2014. The children involved in the change of time in front of a screen are aged five to

sixteen and the children involved in the change of time in front of the TV are aged five to ten year olds. Children now find it boring when ~~there~~ their devices such as iPads, mobile phones, computers or tablets etc are taken away from them or are told by their parents they aren't allowed to use them. Children now days rely and base ~~there~~ <sup>their</sup> life around around their devices.

A point of view showing the effect of the change in leisure for children is from Nigel Latta.

Nigel Latta, a clinical ~~an~~ psychologist has a point of view that screens are ~~im~~immobilizing children.

Due to the increase in the uses of technology it is making it bad for the health of the children and family interaction. Even though Nigel Latta thinks that technology itself is good, the way the children are sitting immobile in front of the screens is making technology bad for the children.

Nigel Latta says "too much time sitting ~~in front~~ immobile watching a screen is bad not only for health, but for family interaction. He believes that technology ~~is good allowing this generation to have it~~ is putting a risk on children's health and family interaction the way they are using it.

- (b) Describe the processes that led to the change, and why they were important for the different individuals/groups involved.

### PLANNING

#### Processes that led to the change (1)

Technology

Why this process was important for the individuals/groups involved

has changed the way children and New Zealanders enjoy leisure time

#### Processes that led to the change (2)

Economics

Why this process was important for the individuals/groups involved

rising the costs of leisure time activities

Begin your answer here:

The first processes that has lead led to the change in leisure is technology. The traditional ideas of leisure have been transformed by technology. Leisure activities used to be seen in bars, restaurants, parks and outdoor spaces and at home, since technology has advanced now leisure times ~~is~~ <sup>are</sup> seen at a computer screen. The process of technology has had an impact <sup>on</sup> ~~of~~ the children in New Zealand. Now about ~~one~~ <sup>one</sup> third of New Zealand children and teenagers are overweight due to the fact they are spending seven hours upwards

on ~~the~~ technological devices and not doing enough physical activity. This is why the process has been important to the children and teenagers in New Zealand. The more time the children spend in front of screens the more weight they gain which could lead to health problems.

The second process that has led to a change in leisure is Economics. The rising cost of leisure activities has caused more people to stay at home sitting in front of their screens watching <sup>movies</sup> ~~movies~~ on-demand or land television. ~~Another~~ This process is important to the people involved in sports teams. The costs to play organised sports team on average costs about \$400 a year.

Because sport teams have become too expensive for families they have switched to walking and other free activities. Most people that are walking as a leisure activity are aged 18 and over ~~at~~ anyone younger than that are at home in front of a screen. ~~and on~~

## Annotated Exemplar

### Achieved exemplar 2017

Subject:	Social Studies	Standard:	91039	Total score:	04
Q	Grade score	Annotation			
1	A4	<p>For part (a) the candidate has described the change in leisure over time, using specific evidence from the resource booklet. They have identified two groups in society – New Zealanders and children. The candidate has identified and described two points of to support the groups that have been identified but these do not contrast.</p> <p>In part (b) the candidate has identified and described two relevant processes using specific evidence from the resource booklet. They have made some links between the processes and the groups identified in task (a).</p> <p>To gain a higher grade, the candidate could have used two contrasting points of view about one or more of the changes. They could have provided comprehensive evidence as to the impact of the processes on the groups identified.</p>			