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91039



910390



NEW ZEALAND QUALIFICATIONS AUTHORITY
MANA TOHU MĀTAURANGA O AOTEAROA

QUALIFY FOR THE FUTURE WORLD
KIA NOHO TAKATŪ KI TŌ ĀMUA AO!

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 Merit

TOTAL

06

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

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PLANNING

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

Children

Point of view about the change

Chris Lim

Nigel Latta

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

Adults

Point of view about the change

Kitt Willingham

Louis Wheeler

Social studies concepts (use at least TWO):

Community

Change

Leisure

Society

Lifestyle

Individual

Other: _____

Begin your answer here:

Leisure is what we do in our free time for enjoyment. Leisure has changed over the years for children as they used to be ten years ago they used to play sport, entertain friends and go to sports events (resource A) however they are now spending more time in front of the screen as they find it more stimulating. Children aged five to sixteen spend an average six and a half hours a day in front of a screen compared with around three hours in 1995 (resource B). As technology has evolved so has our leisure time. Kids are also easily influenced and therefore are intrigued by the newest developments. Many teenage girls now spend an average of seven and a half hours a day watching screens (resource B). This relates to concepts change and leisure.

Chris Lim a twelve year old from Palmerston North believes the change in leisure is positive as he enjoys his time using technology. He says, "I would be on my iPad all the time if I was allowed." (resource B). This shows he believes that the change that leisure has had is good as he enjoys his free time because of it. This goes with his values and beliefs as he believes that children should have the choice to do what they want in their leisure time. Therefore for children the change in leisure brings them joy.

In contrast Nigel Latta, a clinical psychologist believes the change in leisure is negative, as he thinks that it becomes an unhealthy obsession and doesn't only affect us but those around us. He says, "There is clear evidence that too much sitting immobile watching a screen is bad not only for health, but for family interaction." (resource B). This shows he believes that the change that leisure has had is bad as it affects people's mental and physical health. Because he is a clinical psychologist his values and beliefs are that people especially children should be emotionally good and if anything is to threaten that he feels a responsibility to warn others. Therefore when children may encourage the change of leisure he does not.

Leisure has changed over the years for adults as Rugby, bowling, league and cricket were all popular forms of organised sports, particularly among ^{men} ~~women~~ while netball was among women. (Resource C). Adults chose an leisure time that usually involved others and involved commitment. However nowadays in the early ~~2000s~~ 2000s there was a greater focus on individualism and a greater time interest in these sports and activities that took less time or offered flexibility when they could be undertaken. (Resource C).

This included things such as walking, swimming, gardening and cycling. Research by Fitness NZ suggests that the number of gym-goers are believed to be about one in eleven people - grew about 4 percent in 2013 (Resource C). There is also evidence that participation and club memberships among all sports declined in favor of sedentary leisure activities such as watching films, live performances, television, and more recently internet use. (Resource D). This relates to the concepts of change and leisure.

~~Fit Willingham who used to play for the Sanson rugby team~~ Fit Willingham who used to play for the Sanson rugby team ~~is~~ believes that the change in leisure is negative as he has fond memories of playing a team sport. He says, "We weren't the greatest team, but we played with heart. The team spirit between all of us was something wonderful." (Resource C).

This shows he believes that the change that leisure has had is bad as ~~the~~ his values and beliefs as a team player, involve that people should always

be there as a support system and that's how you get the most out of your leisure time.

In contrast ^{a gym instructor at Les Mills} Louise Wheeler believes that the change in leisure is positive as he is for individual sports. He says, "I need 'me' time and going out for a walk or run, or going to the gym, is so much better than having to go to practices and play every Saturday." (resource C). This shows that his values and beliefs towards leisure is it ~~me~~ is more enjoyable when it is individual rather than a team sport. Therefore the change in leisure is something he accepts and encourages.

- (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)

Economics

Why this process was important for the individuals/groups involved

Less income for cinemas

internet use goes up - watch illegal movies

Decline in sports clubs increase in working

Processes that led to the change (2)

Individualism

technology

Why this process was important for the individuals/groups involved

~~Budget for cinema goes up~~

Begin your answer here:

A process that led to change in leisure was economics. This is because leisure activities prices increased meaning more people have less willing and able to do the activities and therefore replaced it with a cheaper and more efficient activities. An example of this is the steady rise in movie ticket prices. In 1950, going to a film cost roughly \$9 in today's money, Now the average adult ticket costs \$15.50 or up to \$21 to see a 3D film (Resource E). Because of this increase in movie ticket prices people and families are less willing to go to the movies for their leisure time and are therefore going to illegal websites and

online streaming services as they are cheaper and have more viewing options. A nationwide survey of 1,650 movie watchers commissioned by Flicks.co.nz in 2011, showed that the proportion of respondents who watched from an illegal source was 87 percent (Resource E).

Therefore the cinemas companies tickets decreased causing some to shut down, and society and people spent more time inside as it was cheaper and easy to get to. Therefore more people sat inside, causing health problems as they become obese. ^{Also community stores may} shut down due to no business.

Another example is the ~~increase~~ expensive price of participating in organised sport. Many families cannot afford it as the average cost to be a part of a sports team is about \$400 a year, and increases significantly for sports like rowing that require expensive equipment. (Resource E). Therefore people instead did sports such as hiking, and boot camp classes and rock climbing. Sports clubs then became less popular and some shut down meaning many communities no longer had team sports to play and the community was no longer as close as they used to be and

A process that led to change in leisure was technology. Leisure activities traditionally took place within the local community, but as technological changes and achievements occurred in transportation, people chose to go further afield for their leisure activities.

(Resource D). As people were able to travel they were able to go to different towns to do different things such as go camping or tramping. Therefore local businesses would have gotten more income and people would have more jobs meaning the unemployment rate would not be as low and homelessness would not be as bad.

However as technology ~~also~~ improved more things such as social media and computer based home videos did also and children and adults did not want to leave their house for leisure activities but stay inside and play on them.

Thus the use of technology as a major focus for leisure activity appears to reduce participation in active health-enhancing leisure activities, influencing an individual's physical health (Resource D). Therefore because people used technology instead of participating in activities they the population become less healthy.

About one third of New Zealand children and teenagers are overweight and obese. Not so coincidentally, it has been estimated that the average child spends upwards of seven hours watching television, browsing the internet and playing video games each day (Resource D). This then means NZ has an increase

In obesity and health care as well as early death
because of it.

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Annotated Exemplar

Merit exemplar 2017

Subject:	Social Studies	Standard:	91039	Total score:	06
Q	Grade score	Annotation			
1	M6	<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, children and teenagers, although this is weak. The candidate has identified and described two contrasting points of view for children. They have then identified adults as a group and provided contrasting points of view for this group.</p> <p>In part (b) the candidate has identified and described two relevant processes with specific evidence. They have described the importance of these processes to society. To gain a higher grade, the candidate could have related the processes specifically to the groups identified in task (a) and provided stronger arguments to the impact of these processes on the change in leisure.</p>			