

GCSE Physics

Electricity in the Home

Mark Scheme

Time available: 55 minutes Marks available: 49 marks

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Mark schemes

Mark schemes				Acces	S	
1.	(a)	pin mad	e from	brass because it is (hard and) a (good electrical) conductor accept copper for brass metal is insufficient heat conductor on its own negates	www.accesstuiti	on.com
					1	
			r case tic/rubb	per because it is a (good electrical) insulator		
				heat insulator on its own negates	1	
	(b)	(i)	live		1	
		(ii)	make	es it hot/warm		
				melts is insufficient	1	
		(iii)	8.7	accept an answer that rounds to 8.7		
				allow 1 mark for correct substitution ie $2000 = 230 \times I$ an answer of 0.0087 or 0.009 or 3.0(4) or 5.65 or 5.7 gains 1 mark	2	
	(c)	a (la	rge) cı	urrent goes from the live wire to the earth wire		
				accept metal case for live wire		
				accept a current goes from live to earth		
				do not accept electricity for current	1	
			(whic	ch causes) the fuse to (overheat and) melt		
				accept blow for melt break is insufficient		
				do not accept snap / blow up for melt	1	
	(d)	redu	ice cha	ance of an electric shock accept to reduce the risk of an accident	Ĩ	
				accept prevent electric shock accept prevent electrocution		
				accept prevent or reduce the risk of an (electrical) fire accept an electric shock can kill you		
				accept it can kill you		
				accept so you can use it safely		
					1	[9]

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L	2
L	Ζ.

3.

(a)	chai	rge	1	Access Tuition
(b)	(i)	blue		www.accesstuition.com
	(ii)	earth wire		1
		fuse		1
(c)	(i)	case is non-metal / non-conducting / plastic / insulator must refer to case / outside of appliance do not accept plastic coating / covering		1
	(ii)	earth (wire)		1
(d)	(i)	60 (W) <i>P</i> = 3 × 20 gains 1 mark provided no subsequent step shown		2
	(ii)	15 $300 = 20 \times Q$ or 20 = 300 / Q gains 1 mark		2
		C / coulombs must clearly be upper case C accept J / V or As		1 [11]
(a)	(i)	(3-pin) <u>plug</u> do not accept plug socket		1
	(ii)	live and neutral		1
	(iii)	double		1
(b)	dire	ct current (d.c.) only		1

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(C) (i) live

(ii)



1

1

1

2

[8]

do not accept voltage / energy / electricity too high

1

(iii) can be reset accept does not need replacing

accept a surge of current accept too great a power accept an electrical fault

too great a current flows

(disconnects circuit) faster cheaper is insufficient does not melt is insufficient quicker to fix / replace is insufficient

4.

(a)

(i)

Wire	Plug terminal
Live	С
Neutral	А
Earth	В

all 3 correct for 2 marks allow 1 mark for 1 correct

(ii) plastic

or

rubber

accept:

ABS UF / urea formaldehyde nylon **PVC**

(b) (i) 600

allow 1 mark for correct substitution,

ie
$$P = \frac{30\ 000}{50}$$

provided no subsequent step

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1

		(ii)	power is greater than 820 (W) power is 1200 W is insufficient 1	Access Tuition
			the lead /cable / wire <u>will</u> overheat / get (too) hot	www.accesstuition.com
			accept lead / cable will melt may overheat / get hot is insufficient	1
			so there is a risk of fire accept causing a fire	1
	(c)	Х		
		any	one from:	
		•	most / more efficient	
		•	smallest energy input (per second)	
		•	cheapest to operate mark only scores if X is chosen mark is for the reason accept smallest input (power) for same output (power) accept wastes least energy smallest (power) input is insufficient uses least electricity is insufficient	1 [9]
]	(a)	(i)	50 (Hz)	1
		(ii)	2760 (W)	1
	(b)	12	allow 1 mark for correct substitution, ie 2400/200 or allow 1 mark for 2760/230 provided no subsequent step shown	
		amp	S	2 1

5.

	(c)	the charge is <u>directly</u> proportional to the time switched on for accept for 1 mark the longer time (to boil), the greater amount of charge	Access	n
		or positive correlation	www.decesstation.ed	
		-		
		or they are proportional	2	
			[7]	ł
	(a)	(i) earth wire		
6.	()		1	
		(ii) double		
			1	
	(b)	if too much current flows through the wire		
		accept power for current		
		do not accept electricity for current		
		accept if more than 20 amps flows through the wire		
			1	
		the fuse (overheats and) melts		
		accept 'blows' for melts		
		do not accept explodes / breaks / snaps etc		
			1	
		breaking the circuit		
		accept stopping the current flow		
			1	