



# Cambridge International AS Level

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ENGLISH GENERAL PAPER

8021/23

Paper 2 Comprehension

May/June 2025

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1 hour 45 minutes

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## INFORMATION

- This insert contains all the resources referred to in the questions.
- You may annotate this insert and use the blank spaces for planning. **Do not write your answers** on the insert.



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This document has **8** pages. Any blank pages are indicated.

## Material for Section A

### Background

The Foreign Languages Department at Muttumbox High School has seen a decline in its exam results over the last two years. Furthermore, there has been a significant reduction in the number of students wishing to study a foreign language. Recently, the headteacher of the school tasked the Foreign Languages Department's two teachers – Mr Perez and Mrs Yoder – with finding a way of improving these results and promoting cultural awareness. After much research, Mr Perez and Mrs Yoder have decided to focus their efforts on the oldest students in the school, who will be sitting their exams at the end of the academic year. The headteacher has agreed to authorise a term-time trip to the country of Jummba for the 10 students and 2 teachers. The teachers have shortlisted two different options in Jummba.

### Option 1: Language Exchange Programme to Sellacka

Students and teachers would travel to the rural village of Sellacka, where they would take part in a one-week language exchange programme, staying with a host family. Each Muttumbox High School student would be paired with a young person of a similar age from Sellacka Community School. The two Muttumbox High School teachers would stay with local teachers. During the week, the students and teachers would take part in lessons and be immersed in the local language. Evenings and weekends would be spent with the host family.

### Option 2: Bonngat Private Language School

The Muttumbox High School group would travel to Bonngat, the capital city of Jummba, where they would stay in youth hostel accommodation for four nights. The group would take part in morning language lessons at the prestigious Bonngat Private Language School, where they would further their knowledge of language and grammar. The afternoons would be spent completing private study and homework. The language school offers an extensive programme of evening activities.

### Online reviews from the Learn Languages in Jummba website

#### *Language Exchange Programme to Sellacka*

'The staff and students of Sellacka Community School could not have made us feel any more welcome. Our students were surrounded by the local language in school and at home, so they were able to pick up more informal vocabulary – they loved every minute! Especially memorable was the final evening of traditional Sellackan songs and dances. What a wonderful cultural event it was!' (Mr B – teacher)

'The whole thing was a nightmare! Sellacka is in the middle of nowhere. There was nothing to do, and every night my host family sat and watched the most stupid shows on TV, which I didn't understand. Nobody spoke to me and it was like they didn't even want me there. Learn a language? I don't think so!' (Jonah)

#### *Bonngat Private Language School*

'Bonngat is such a beautiful city. The history and the sights were simply breathtaking. The language school provided our students with high-quality teaching and organised a city tour at the weekend, which was fabulous. Such a knowledgeable guide, who taught the students so many useful phrases.' (Mrs K – teacher)

'I couldn't believe the amount of homework. Every day, I spent hours working through pages and pages of questions and grammar exercises. Some days I couldn't even join in with the others in the evenings. There was just too much to do.' (Dougjie)

### Conversation between Mr Perez and Mrs Yoder

Mr Perez (*sighing heavily*): We're under so much pressure to get better exam results. This trip needs to have a positive impact.

Mrs Yoder (*nodding in agreement*): I'm working flat out. I worked all last weekend planning amazing activities for this week's lessons, as exam preparation. I didn't even see my family.

Mr Perez (*appearing concerned*): I'm thinking Bonngat would be the better option for us. We can get some tips and inspiration when we sit in the lessons at the language school.

Mrs Yoder (*looking relieved*): I agree. We'd have some free time when the students are doing their homework, too.

### Additional Information

- 1 The cost per student of the language exchange to Sellacka would be \$400. The trip to Bonngat would cost each student \$900. Students would need to bring their own spending money.
- 2 Bonngat is known for its bustling streets which are packed with locals and tourists all year round.
- 3 The staff and students at Sellacka Community School particularly love the visiting teachers' presentations, which give information and insight about the area they have travelled from.
- 4 Bonngat is known for its history and tradition. The traditional dishes, most of which are meat-based, are celebrated across the region.
- 5 The Cultural Committee of Jummba offers an annual bursary to one foreign school. Previous recipients successfully demonstrated how their students would benefit from a combined cultural and linguistic experience.
- 6 Three of the students travelling to Jummba are vegetarian.
- 7 Sellacka Community School is well known throughout Jummba for its innovative teaching and learning programmes.
- 8 One of the Muttumbox High School students recently fractured their leg and needs to use a wheelchair when moving around.
- 9 Bonngat Private Language School sets high expectations for all of its students, and results are impressive.
- 10 Some students travel up to 20 miles in order to attend Sellacka Community School. The school provides buses to and from school as public transport in the area is extremely limited.
- 11 The journey time from Muttumbox High School to Sellacka is five hours. Bonngat is situated a further four hours south of Sellacka.
- 12 The Foreign Languages Department in Muttumbox High School is the lowest performing department in the school.
- 13 Sellacka Community School has won many awards for promoting the local traditions to visiting foreign students.
- 14 Mrs Yoder would be tasked with preparing and delivering the presentation at Sellacka Community School.

## Material for Section B

An article by Saurav Bhaik

### How immersive technology is enhancing the experiential\* value of Indian monuments

Gone are the days of single-dimensional viewing of monuments and museums. Welcome to the technology of Industry 4.0, where modern technologies are redefining the way we explore and preserve our history and culture. The development of smart technology has aided growth across industrial sectors, including tourism, giving rise to the Smart Tourism concept. Smart Tourism is a two-way concept – firstly, enriching and personalising the tourism experience using smart technology, and secondly, introducing innovations to create wealth, profits and benefits for the destination.

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India is a 5000-year-old country, with much to preserve and tell. The only problem is that the way the history is currently being told is not interesting and relevant for the younger generation. It can be made more relevant only by bringing the visitor to the centre of the museum or monument and creating activities that revolve around them. If monuments continue to offer the conventional static displays and graphic content, they are likely to become outdated soon. Digital heritage sites will be consistent as we can keep them evolving according to the viewers' needs.

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#### *Technology adding experiential value to monuments and museums*

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Prime Minister (PM) Narendra Modi is of the view that technology is key in engaging with the younger generation. He emphasises the importance of technology as a catalyst for inclusion in the development of the country. Technologies such as mobile augmented reality (AR), virtual reality (VR), holograms, robotics and more are not only engaging, but also add experiential value to the heritage sites. Audio-visual content, for example, which is being adopted by many monuments in India, makes for an interactive and impactful human experience. Many museums and monuments have already adopted smart tablet infotainment kiosks and 3D glass experience in their live tours.

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#### *The new-age Smart Visitor adapting to the latest technologies*

The future of technology and the introduction of new ways of disseminating information has also captured the attention of the monument-goers. Visiting heritage sites is not only to gain knowledge about Indian history and culture, but also for entertainment and escape from everyday life. It is an outdoor activity with family and friends, and people want to make the most of it. The phygital (physical plus digital) monument experience, the use of gamification\*\* or the emergence of the 5G network, all are aiding this experience and will become the norm of the future. Thanks to these advancements, monuments have been able to adopt faster communication with visitors, greater personalisation of service, better access to information, and quality entertainment.

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One such example is New Delhi's Pradhanmantri Sangrahalaya, which is a perfect blend of history, art and technology. Prime Minister Modi was keen on making the museum engaging and inspirational for the younger generation. The museum is full of immersive technology, from a multilingual audio guide system to the levitating emblem at the reception. The entrance corridor welcomes visitors with a waving flag above, which is a kinetic flag made out of 1200 synchronised lights. With a captivating room called the Time Machine, visitors travel back in time to India's nuclear journey. It combines the technologies of VR, AR and robotics to bring alive the words and lives of the prime ministers of India. The museum consists of touch walls, touch screens, graphic panels, projection mappings, archives and interactive games, making it engaging and interactive for everyone visiting.

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The metaverse and the rapid flow of information on it are also aiding in amplifying campaigns around the cultural heritage of India. The government's Har Ghar Tiranga project, for example, which was to invoke the feeling of patriotism and promote awareness about the National Flag among Indian citizens, was amplified via the digital platforms. A dedicated website was created for enthusiasts to upload their selfies with the National Flag, while abundant conversations around the campaign broke out like wildfire on social media platforms. 45

*Sustaining experience beyond the actual monument visit* 50

Smart technologies are enhancing the experience by extending its boundaries to include pre- and post-visit stages as well. Many heritage sites are offering demonstrations on mobile phones, at the time of booking, of what one will experience at the heritage site. There are efforts to sustain the experience, even after the visit, by sharing video clips of the person's visit to the site on their mobile, or sharing certificates of contributions/pledges made while they were visiting for them to then share on their social media platforms. What's more, people can also experience the heritage sites, such as temples of India, from the comfort of their homes through 360-degree virtual reality. 55

The government has promised to enhance the monuments and museums experiences, as is evident from PM Modi's various projects and initiatives to upgrade the cultural heritage of the country with technology. The orthodox may feel that intervention of technology will take away from the cultural heritage of our Indian monuments. The idea is to make the historical monuments more consistent, and not controversial. This can be done only by making them more interactive and engaging for young minds, by putting the monument-goer at the centre of the experience. In today's world of screens and multidimensional interaction, youngsters are prone to engaging with new forms of technologies and making the most of them. An interactive experience is not only impactful but aids better learning and streaming the abundance of information. 60 65

\*based on experience and observation

\*\*the practice of making activities more like games to make them more interesting or enjoyable

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