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School code

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School name

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Given name/s

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Family name

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Attach your  
barcode ID label here

Book

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of

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books used

External assessment 2025

Question and response book

# Psychology

## Paper 1

### Time allowed

- Perusal time — 10 minutes
- Working time — 90 minutes

### General instructions

- Answer all questions in this question and response book.
- QCAA-approved calculator permitted.
- Planning paper will not be marked.

### Section 1 (20 marks)

- 20 multiple choice questions

### Section 2 (29 marks)

- 10 short response questions



**DO NOT WRITE ON THIS PAGE**  
**THIS PAGE WILL NOT BE MARKED**

# Section 1

## Instructions

- This section has 20 questions and is worth 20 marks.
- Use a 2B pencil to fill in the A, B, C or D answer bubble completely.
- Choose the best answer for Questions 1–20.
- If you change your mind or make a mistake, use an eraser to remove your response and fill in the new answer bubble completely.

	A	B	C	D
Example:	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	A	B	C	D
1.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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16.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
17.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
18.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
19.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
20.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Ensure you have filled an answer bubble for each question.

Do not write outside this box.

## Section 2

### Instructions

- Write using black or blue pen.
  - If you need more space for a response, use the additional pages at the back of this book.
    - On the additional pages, write the question number you are responding to.
    - Cancel any incorrect response by ruling a single diagonal line through your work.
    - Write the page number of your alternative/additional response, i.e. See page ...
    - If you do not do this, your original response will be marked.
  - This section has 10 questions and is worth 29 marks.
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**QUESTION 21 (2 marks)**

Describe two functions of the peripheral nervous system.

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**QUESTION 22 (2 marks)**

Identify a symptom of Parkinson's disease and the neurotransmitter that is deficient in this condition.

Symptom: \_\_\_\_\_

Neurotransmitter: \_\_\_\_\_

**QUESTION 23 (2 marks)**

Colour vision deficiency is a disorder in which the perception of colour is diminished. It is significantly more common in men than in women.

Infer the biological influence involved and explain your reasoning.

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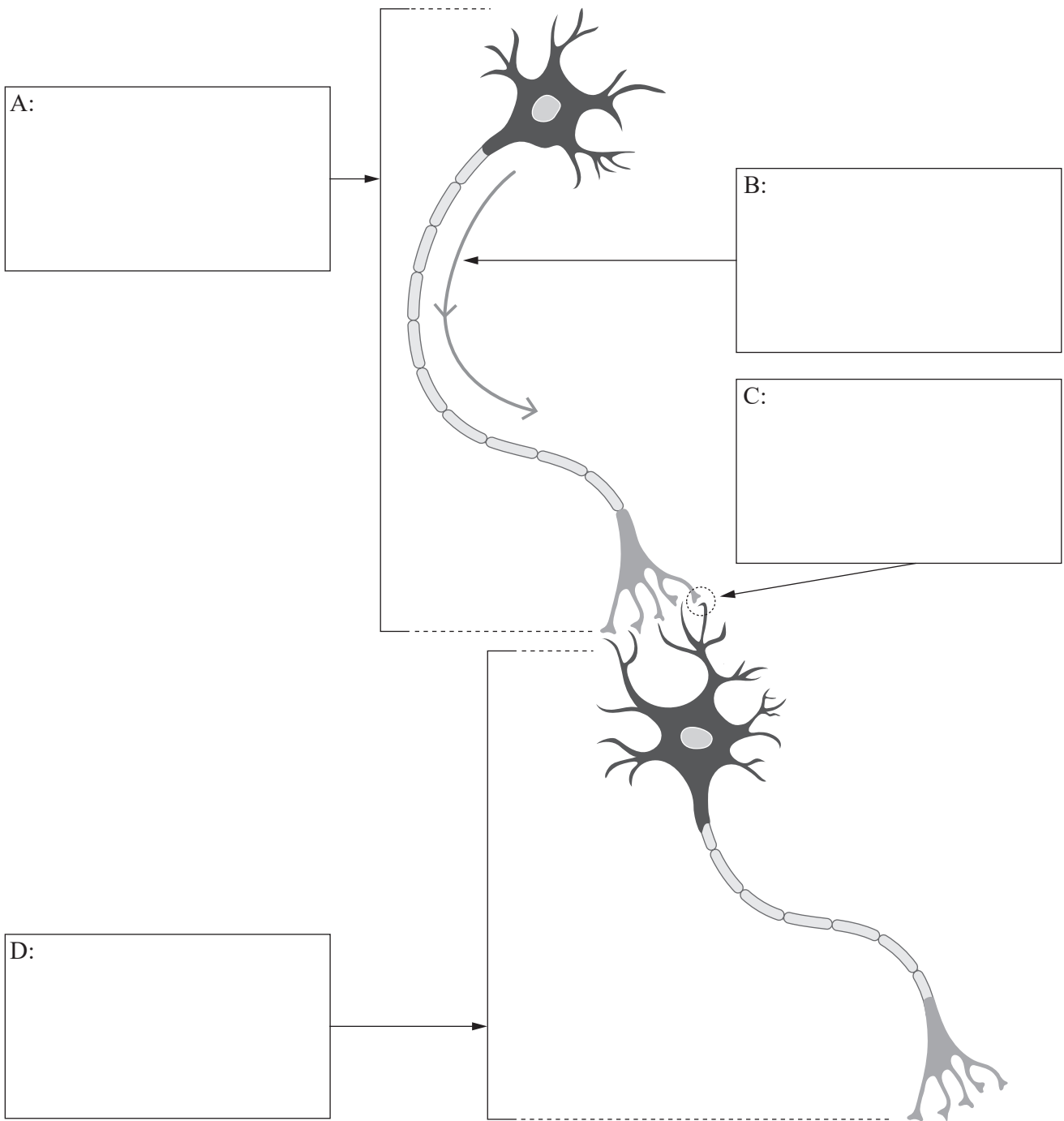
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**QUESTION 24 (4 marks)**

Label the diagram to identify structures and processes involved in neurotransmission.

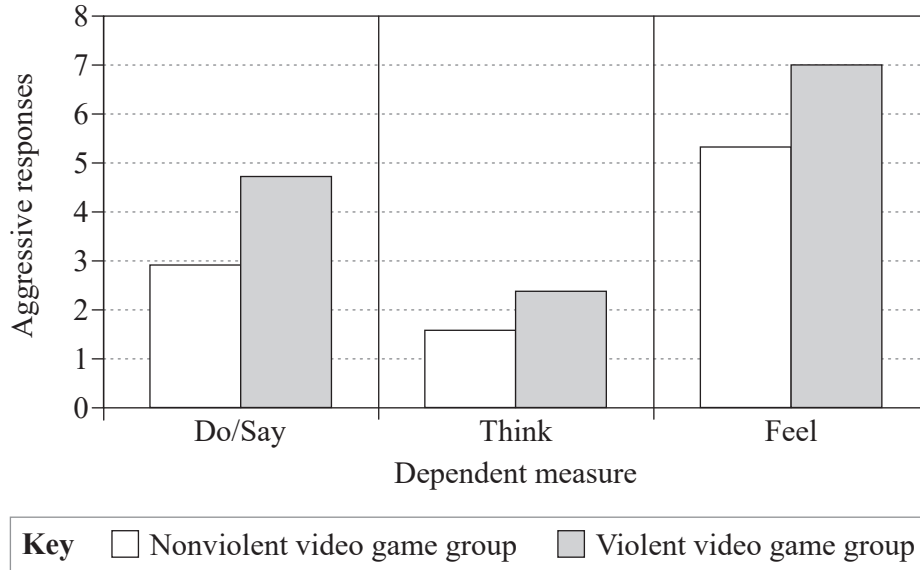


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**QUESTION 26 (5 marks)**

Bushman & Anderson (2002) tested the general aggression model by having participants play video games in one of two groups — violent video games or nonviolent video games. The participants then read ambiguous story stems about potential interpersonal conflicts. They were asked what the main character would do/say, think and feel as the story continued.



An inferential test comparing the expectations of participants in the nonviolent video game group to those in the violent video game group found  $p < .007$  across all dependent measures.

- a) Describe the relationship found between the type of video game played and the expectation of aggressive responses. Use evidence from the graph and inferential test in your response. [3 marks]

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b) Explain how advertising can affect aggression, providing an example.

[2 marks]

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**QUESTION 27 (2 marks)**

Describe two ways that a shared emotional connection can develop in a community, according to McMillan & Chavis (1986).

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**QUESTION 28 (4 marks)**

- a) Using an example, explain the difficulty in interpreting impossible figures. Refer to a pictorial depth cue in your response.

*[3 marks]*

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- b) Identify a cultural factor that affected pictorial depth perception, according to Deregowski et al. (1972).

*[1 mark]*

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**ADDITIONAL PAGE FOR STUDENT RESPONSES**

Write the question number you are responding to.

Do not write outside this box.

## References

### Question 26

Bushman, B. J., & Anderson, C. A. (2002). Violent Video Games and Hostile Expectations: A Test of the General Aggression Model. *Personality and social psychology bulletin*, 28(12), 1682. doi.org/10.1177/014616702237649



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