

Candidate evidence

	PLINY	
28	The ghost was tall and extremely skinny and had a long straggley beard, and was filthy.	
b	The ghost was shaking his chains to try and be scary, and make the philosopher fear, he also wanted the philosopher to know hes here, and wanted the philosopher to look for him, and follow him.	

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
29	<p>-you will lack sleep, because you will fear the ghost, and he will always be in the back of your head, and you won't be able to get him out of your head. If you live in a haunted house you will be scared every time^{night} and you can become severely ill from not getting enough sleep, which can result in you dying. During the day you won't see the ghost but the memory and thought of the ghost will always remain.</p>
30	<p>Athenarow was suspicious as it was such a big house but was very cheap.</p>
b)	<p>He decided to still buy it</p>
i)	<p>He wanted to investigate the ghost, and find more information^{information} about the ghost, he wanted to complete the mission and learn more about the ghost, and see if the ghost was real.</p>
31	<p>Pliny creates a tense atmosphere by the different uses of noise, and now the noise slowly increases, the noise of chains and iron clanking together creates tense, and now the ghost</p>

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	<p>Slowly appears and just stands there. The alliteration of all the 'p' words like, (prima, parte, parat, pugilla) etc, creates tense. The use of short ^{Sentences} phrases creates a tense atmosphere and makes the reader intrigued. Atheneo orders to send his slaves away, and says he wants to do this mission himself, this creates tense.</p>	
32	<p>It was such a popular holiday resort as it was suitable for anyone, and all ^{age} the groups. There were many ^{activities} activities you could do and there was ^{variety} quantity of stuff like ^{Sailing} boats, fishing, swimming this made sure you never got bored. The boys played games with each other and created challenges and competition with each other, the resort had a good vibe everyone loved it.</p>	
33	<p>The boy came across a dolphin, the dolphin kept following the boy, once catching the boy and swam under him, he even took him out ^{sea} to the boy was very scared and ^{terrified} scared. Everyone crowded the boy asking him loads of questions as if he was 'mattel' and the news spread around fast.</p>	

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(b)	<p>They realised they need to overcome their fear, and they couldn't be scared forever and they realised the dolphin was actually very friendly and didn't mean no harm, ^{and} but he wanted was someone to play with as he was very lonely.</p>
(34)	<p>The dolphin now recognised the boy, and now was playing with the boy, they loved each other and the boy felt he had a special bond with the dolphin. The dolphin ^{carried} carried the boy on his back and the dolphin always called out for the boy.</p>
(5)	<p>This dolphin saw the other dolphin playing with the boy and was probably ^{amazed} amazed by the connection the other dolphin and the boy, so and was probably a bit jealous so he swam over and spectated them both, he never ended ^{joining} up joining in.</p>
(35)	<p>Yes, the town would have been devastated and so upset, they would be very angry at the government officials and probably thought</p>

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that there were other ways of dealing with the dolphin. They loved the dolphin sometimes and they loved playing with the dolphin so they would be very upset.

No, as they could just find a new dolphin, and start playing with that dolphin or people there ~~at that~~ were getting bored of the dolphin so they didn't really care.