basic education

Department:
Basic Education
REPUBLIC OF SOUTH AFRICA

SENIOR CERTIFICATE EXAMINATIONS/
NATIONAL SENIOR CERTIFICATE EXAMINATIONS

COMPUTER APPLICATIONS TECHNOLOGY P1

MAY/JUNE 2025

MARKS: 150

TIME: 3 hours

This question paper consists of 19 pages, an HTML tag sheet, an input mask character sheet, two pages for planning and a separate information sheet.

INSTRUCTIONS AND INFORMATION

1. Owing to the nature of this practical examination, it is important to note that, even if you complete the examination early, you will NOT be permitted to leave the examination room until all the administrative tasks associated with the examination have been finalised. During the examination, the standard examination rules regarding leaving the examination room apply.

2. If you are working on the network, or the data files have been preloaded on your system, you must follow the instructions provided by the invigilator/teacher.

3. At the end of the examination, you must make sure that ALL your answer files are saved on the network/computer as explained to you by the invigilator/teacher.

4. Make absolutely sure that all files can be read. Do NOT save unnecessary files/folders and **do NOT hand in duplicate answer files/folders. Do NOT delete any original files that you did not work on**.

5. The information sheet that has been provided with the question paper **MUST BE COMPLETED AFTER THE THREE-HOUR EXAMINATION SESSION**. Hand it to the invigilator at the end of the examination.

6. A copy of the master files will be available from the invigilator. Should there be any problems with a file, you may request another copy from the invigilator.

7. This question paper consists of SEVEN questions. Answer ALL the questions.

8. Read through each question before answering or solving the problem. Do NOT do more than is required by the question.

9. Ensure that you save each document using the file name given in the question paper. Save your work regularly as a precaution against possible power failures.

10. You may NOT use any resource material.

11. Accuracy will be taken into account.

12. Ensure that the regional settings are set to South Africa and date and time settings, number settings and currency settings are correctly set.

13. In all questions involving word processing, you should set the language to English (South Africa). The paper size is assumed to be A4 Portrait, unless instructed otherwise. Use centimetres as the unit of measurement.

14. Ensure that the Developer tab and Ruler are activated.

15.   Ensure that the decimal symbol is set as a full stop ('.') and the list separator is set as a comma (',').

16.   Formulae and/or functions must be used for ALL calculations in questions involving spreadsheets. Use absolute cell references only where necessary to ensure that formulae are correct when you copy them to other cells in a spreadsheet.

    NOTE: All formulae and/or functions should be inserted in such a manner that the correct results will still be obtained even if changes are made to the existing data.

17.   You may NOT use a word processing program such as Word to answer the HTML question.

18.   Borders around images or screenshots in this question paper are intended for clarity. Do NOT insert borders unless you are instructed to do so.

19.   Use the correct settings or features in an application as required by a question.

20.   The data files that you need to complete this question paper have been provided to you on the disk/CD/DVD/flash disk or on the disk space allocated to you. The files are provided in the form of a password-protected executable file.

    Do the following:

    - Double-click on the password-protected executable file:
      CAT P1 June 2025 DATA.exe
    - Click on the 'Extract' button.
    - Click the 'Show Password' check box.
    - Enter the following password: **e@25**
    - Once extracted, verify the contents of the folder by opening one or more files.
    - Delete the **.exe** file.
    - Once the contents of the files have been verified, rename the folder **CAT P1 June 2025 DATA** with your examination number.

    The list of files on the next page will be available in the folder.

- 1eSports　　　　　　　　　Word processing file
- 2Stats　　　　　　　　　　Word processing file
- 2Team　　　　　　　　　　Spreadsheet
- 3Rank　　　　　　　　　　Spreadsheet
- 4Screen　　　　　　　　　Image
- 4Shop　　　　　　　　　　Spreadsheet
- 5Games　　　　　　　　　Database
- 6_1Line　　　　　　　　　Image
- 6_1Logo　　　　　　　　　Image
- 6_1Tournament　　　　　　HTML file
- 6_2Entry　　　　　　　　　HTML file
- 7Podium　　　　　　　　　Image
- 7Report　　　　　　　　　Word processing file
- 7Results　　　　　　　　　HTML file
- 7SA　　　　　　　　　　　Database
- 7Staff　　　　　　　　　　Spreadsheet

SCENARIO

ESports is a sports competition using video games. There are various tournaments where individuals or teams can compete for prizes or money.

QUESTION 1: WORD PROCESSING

Open the **1eSports** word processing document that contains information about eSports and some of the major players of this sport.

Insert your examination number in the header of the document.

1.1	Insert the text 'eSports' in the Status property of the document.	(1)

1.2   Change the drop cap applied to the text 'eSports' so that it is left-aligned with the rest of the text and dropped at five lines. (2)

1.3   Modify the 'Win' style as follows:

- Change the character spacing to a scale of 150% with an expanded spacing of 2 pt.
- Add a preset orange glow text effect of 8 pt. (3)

1.4   Find and replace all occurrences of the exact word 'games' with the 'Win Char' style. (3)

1.5   Find the image next to the paragraph that starts with 'How eSports Competitions Work' and format the picture as follows:

- Format the picture style to a white rotated border.
- Change the border colour to light blue.
- Add an artistic Paint Strokes effect. (3)

1.6   Edit the footnote on the text 'DOTA 2' as follows:

- Change the number format to a symbol:
  🎥 (Webdings character code: 185)
- Convert the footnote to an endnote. (2)

1.7   Create a new bookmark called 'Sponsor' to replace the current bookmark 'Organiser'. Make sure the new bookmark still moves to the same location. (2)

1.8   Find the SmartArt below the heading 'The growth of eSports' and modify the SmartArt to appear as shown in the example below. Use the text below the SmartArt.

NOTE: Ignore the font size.

1972: The First Video Game Competition	• Computer Science students at Stanford University organised the 'Intergalactic Spacewar Olympics'. The game played was 'Spacewar!'.
1990s: Formation of Major Gaming Competitions	• The Cyberathlete Professional League (CPL) was established, and games like 'Street Fighter II' and the 'Red Annihilation Quake Tournament' gained prominence.
2000s: Rise of World Cyber Games (WCG)	• The World Cyber Games (WCG) emerged as a major international eSports event.
2020s: A Multibillion-Dollar Industry	• eSports has grown into a multibillion-dollar industry, with players, viewers and industry professionals worldwide.

(3)

1.9   Move the SmartArt with the heading so that it always appears at the top of a new page. Change the page orientation of only the last two pages to landscape. (2)

1.10   Add a footer to the document as follows:

   •   Insert the built-in ViewMaster (Vertical) footer.
   •   Change the page numbers of the last two pages to continue in the format A, B, C, ... (2)

1.11   Find the text below the heading 'Budget for 2026' and change the text into a table to appear as shown in the example below.

Tournament name	Host of tournament	Amount
The International	Mabunda, Gift	23152
World Championship (Worlds)	Mhlongo, Andries	38872
CS: GO Major Championship	Pretorius, Bernard	37417
Evo Championship Series	Engelbrecht, Lindie	45563
FIFA eWorld Cup	Wilson, Bongiwe	28563
Formula 1 eSports Series	Martin, Riaan	33421
		206988

(4)

Save and close the **1eSports** document.   **[27]**

QUESTION 2: WORD PROCESSING

Open the **2Stats** word processing document that contains information about eSports statistics, tournaments, prizes and the highest-earning players.

Insert your examination number in the header of the document.

2.1	Insert the Slice (Dark) cover page and add the title 'Statistics' in the Title control.	(2)
2.2	Change the layout of the text that starts with 'Viewer Demographics' and ends with '… and sponsorship opportunities.' to appear in two columns with a space of 1.5 cm and a line between the columns. Make sure that the paragraph 'The relationship between …' appears at the top of the second column.	(4)
2.3	Find the list below the text 'The following list …' and apply the same bullet style and formatting to this list as the other lists in the document.	(1)
2.4	Change the text and the image below the text 'Question/Vraag 2.4' to appear as shown in the example below. **NOTE:** The image and the text should move as one object.	

(3)

2.5	Find the text 'Question/Vraag 2.5' and insert the data from the **2Team** spreadsheet found in your examination folder as a linked object.	(3)
2.6	Apply any 3-line page border to appear on each side of the document pages.	(2)
2.7	Find the text box at the end of the document and do the following:	

- Insert the total number of words as a field in the format: First, Second, Third, …
- Change the direction of the text to horizontal.

(3)

Save and close the **2Stats** document. **[18]**

QUESTION 3: SPREADSHEET

NOTE:

- Use formulae and/or functions for ALL calculations in the spreadsheet.
- Use absolute cell references ONLY where necessary to ensure that formulae are correct when you copy it to other cells in a spreadsheet.
- Insert formulae and/or functions in such a manner that the correct results will still be obtained even if changes are made to the existing data.
- Should you need to use building blocks, use the space allocated for this in the spreadsheet data file.

Open the **3Rank** spreadsheet that contains information about tournaments and the winnings of the players.

Work in the **Sheet1** worksheet.

3.1   Rename **Sheet1** to **Medals** and move the worksheet to appear as the last worksheet in the workbook.   (2)

Work in the **Players** worksheet.

3.2   Format the headings in **row 5** to appear as shown in the example below.

Year Jaar	Player ID Speler ID	Player Name Spelernaam	Total Prize Money (Current Year) Totale Prysgeld (Huidige Jaar)	Overall Prize Money Algehele Prysgeld	% of Total % van Totaal

     (2)

3.3   Insert a function in **cell D3** to determine the fourth highest total prize money won by a player for the current year.   (2)

3.4   Insert a formula in **cell F6** to calculate what percentage Sven's total prize money is of his overall prize money.   (1)

Work in the **Tournament** worksheet.

3.5   Insert a function in **cell C3** to determine the number of all tournaments held.   (1)

3.6   Insert a function in **cell C4** to calculate the total prize money for all tournaments held in Washington.   (4)

3.7   An attempt was made to find the three-letter abbreviation of each country from the **CountryCode** worksheet.

            Modify the function in **cell F9** so the correct abbreviation will be shown.   (4)

Save and close the **3Rank** spreadsheet.   **[16]**

QUESTION 4: SPREADSHEET

NOTE:

- Use formulae and/or functions for ALL calculations in the spreadsheet.
- Use absolute cell references ONLY where necessary to ensure that formulae are correct when you copy it to other cells in a spreadsheet.
- Insert formulae and/or functions in such a manner that the correct results will still be obtained even if changes are made to the existing data.
- Should you need to use building blocks, use the space allocated for this in the spreadsheet data file.

Open the **4Shop** spreadsheet that contains details of products sold during April at the Gamers Shop.

Work in the **April** worksheet.

4.1   The shop has a policy which allows a customer to pay off a product on a monthly basis over a 24-month period. The customer will pay an extra amount for the 24-month contract (**column G**).

        4.1.1   Insert a function in **cell D3** to determine how many customers did not take a 24-month contract.   (1)

        4.1.2   Insert a formula in **cell H10** to determine how much money Jacob Msibi must pay each month for the 24-month contract.   (3)

4.2   Use a spreadsheet feature to display the customer name in any green fill colour if a customer bought three or more items.   (4)

4.3   The shop will send a notice to a customer with a 24-month contract.

        Insert a function in **cell I6** to display the text 'Notice' if a customer has a 24-month contract; otherwise the cell must be left blank.   (5)
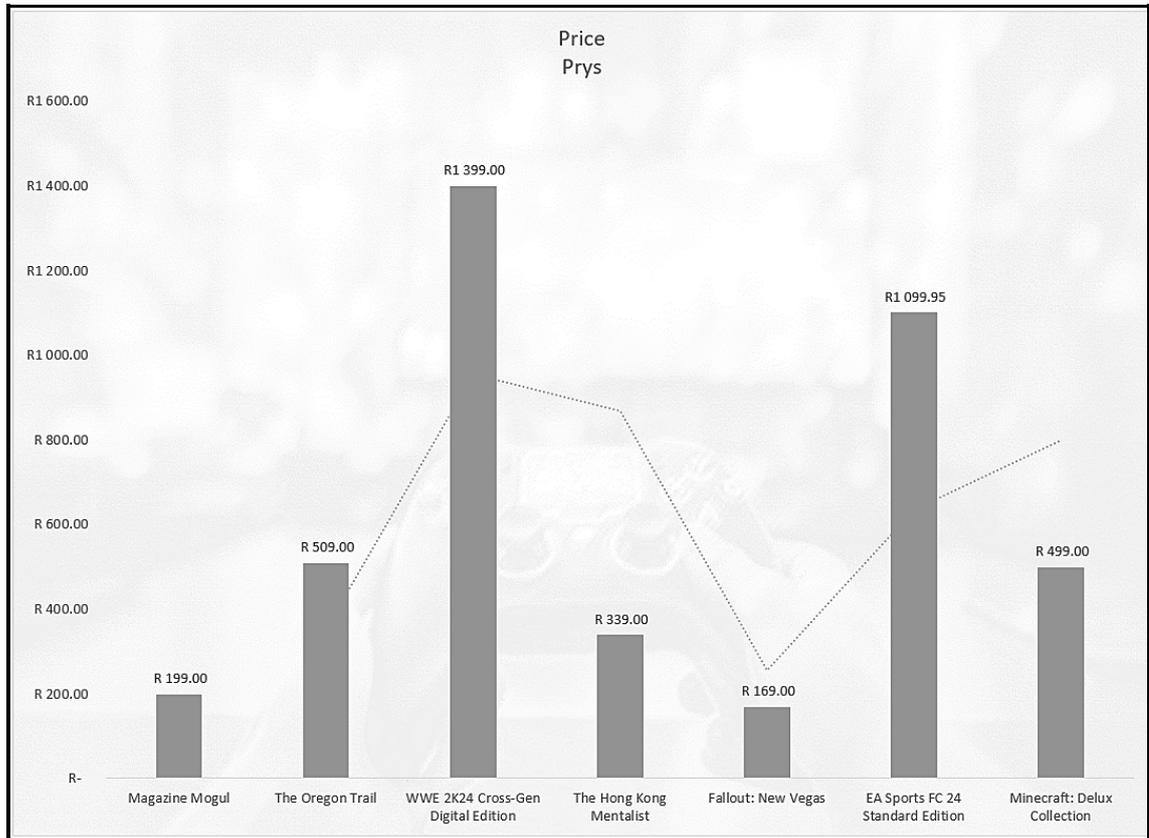
Work in the **Games** worksheet.

4.4   Insert a function in **cell C3** to determine how many games have a discount percentage between 60 and 75 (inclusive).   (5)

4.5   Create a chart/graph to display as shown in the example below.

NOTE:

- Use the **4Screen** image in your examination folder.
- Move the chart to a new sheet called 'Price'.

(6)

Save and close the **4Shop** spreadsheet.   **[24]**

QUESTION 5: DATABASE

A table was created with all the upcoming eSports tournament events.

Open the **5Games** database.

5.1   Open the **tbl5_1** table in Design View.

      5.1.1   Edit the properties of the *Tournament* field so that the text would not exceed 15 characters.   (1)

      5.1.2   Change the *Date* field to display in the format yyyy/mm/dd. Make sure a user can choose a date.   (2)

      5.1.3   Modify the properties of the *Location* field so that it displays as shown in the example below.

            NOTE:

- Use the **tblCountry** table.
- Select 'Yes' if a warning message appears.

                                          (3)

      5.1.4   Edit the *Prize* field so that it only accepts values above R15 000. Add any descriptive text that refers to the rule.   (2)

Save and close the **tbl5_1** table.

5.2   Modify the **frm5_2** form to display as shown in the example below.

NOTE:

- 10% discount will be given on the registration fee for all the games listed.
- Use the picture in the form footer.

Save and close the **frm5_2** form.   (6)

5.3   Create a query named **qry5_3**, based on the **tblGames** table.

Display the *Game* and *Fee* fields for ALL the games played from January 2025 to April 2025. Sort the list in alphabetical order according to the *Game* field.

Save and close the **qry5_3** query.   (4)

5.4   Open the **qry5_4** query based on the **tblGames** table in Design View.
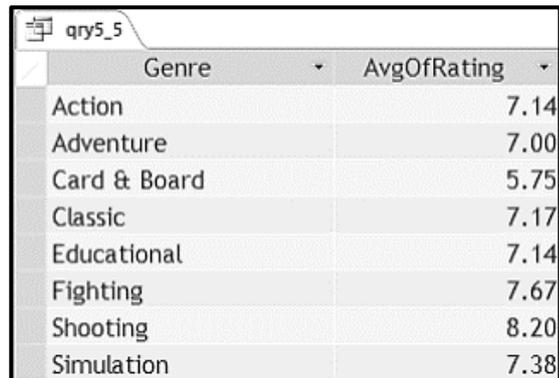
Modify the query to display the following:

- All the classic games AND
- All the non-action games with a rating higher than 8

Save and close the **qry5_4** query.   (4)

5.5   Modify the **qry5_5** query based on the **tblGames** table in Design View to display as shown in the example below.

Genre	AvgOfRating
Action	7.14
Adventure	7.00
Card & Board	5.75
Classic	7.17
Educational	7.14
Fighting	7.67
Shooting	8.20
Simulation	7.38

(3)

Save and close the **qry5_5** query.

5.6   Open the **qry5_6** query based on the **tblGames** table in Design View.

An incomplete attempt was made to create a code for each game.

Rename the calculated field as *Code* and make sure that a combination of functions is used to create the code as follows:

- The first three letters of the game (*Game*), followed by
- The month of the *GameDate* field

Save and close the **qry5_6** query. (4)

     Please turn over

5.7   Create a report called **rpt5_7** based on the **tblGames** table, as shown in the example below.

NOTE: Ignore the format and border of the text box.

rpt5_7			
Genre	Rating	Game	Fee
Action			
	5		
		Hyperchange unboxed	R509.00
	7		
		Beawlhalla	R650.00
		Fortnite	R655.00
		Hypercharge unboxed	R509.00
	8		
		Palworld (Game Preview)	R509.00
		F1 24 Champions Edition	R1 659.95
		Fortnite Battle Royale	R705.00
		Lowest Fee	R509.00
Adventure			
	4		
		Elden Ring	R1 069.00

(6)

Save and close the **rpt5_7** report.

Save and close the **5Games** database.   **[35]**

QUESTION 6: WEB DESIGN (HTML)

NOTE:

- **You may NOT use a word processing program such as Word to answer the HTML questions.**
- An HTML tag sheet has been attached for reference.
- All files needed to complete this question can be found in the examination folder.

Modify a web page about an eSports tournament The Rising Sun School will host.

6.1   Open the incomplete **6_1Tournament** web page in a web browser and also in a text/HTML editor (NOT a word processing program such as Word).

Complete the web page to appear as shown in the example below.

NOTE:

- Use the example on the previous page as a guideline when answering this question.
- Question numbers appear as comments in the coding to indicate where you should insert the answer(s). Do NOT delete these comments.

6.1.1   Modify the body tag to align the text to display as shown in the example on the previous page.   (1)

6.1.2   Edit the tag so that the **6_1Logo** image will display. Make sure the text 'Logo' will display if the image cannot display.   (2)

6.1.3   Format the heading 'Welcome to the Tournament!' to display as the second biggest heading.   (1)

6.1.4   Format the text below the heading 'Tournament Details' to display as shown in the example on the previous page.   (1)

6.1.5   Modify the HTML code to display a horizontal line above 'Registration' with a thickness of 10% and a gold colour.   (3)

6.1.6   Correct the HTML code at the end of the document so that the hyperlink will move to the web page.   (2)

Save and close the **6_1Tournament** file.

6.2   Open the incomplete **6_2Entry** web page in a web browser and also in a text/ HTML editor (NOT a word processing program such as Word).

Complete the web page to appear as shown in the example below.

NOTE: The background colour should be light yellow.

Please complete the form in full.

ESports Event Entry Form

Full Name:

E-mail Address:

Game:

Additional Message (optional):

Submit

Please note standard rules and regulations apply.

(4)

Save and close the **6_2Entry** file.

ONE mark will be allocated for closing tags <u>and</u> correct nesting in both web pages.   (1)

[15]

     Please turn over

QUESTION 7: GENERAL

7.1   Open the **7Report** document.

A general report was created to show the growth potential of eSports in South Africa.

Edit the report as follows:

7.1.1   Find the heading 'Table of contents' and create a table of contents with two levels, below this heading, as follows:

- Use the 'Gaming' style for level 1, and
- The 'Heading 3' style for level 2   (3)

7.1.2   Find the QR code below the text 'Winners of the …' and do the following:

- Link the QR code to the **7Results** web page found in your examination folder.
- Add a screen tip called 'Viewing'.

Save and close the **7Report** document.   (2)

7.2   Open the **7Staff** spreadsheet.

The staff members can only be part of the hosting team in the 2025 eSports Tournament if they were not a host in the last two years and if they are not Game Masters.

Insert an AND function in **cell H5** to determine if Visagie, Werner can be part of the hosting team in 2025.

Save and close the **7Staff** spreadsheet.   (4)

7.3   Open the **7SA** database in Datasheet View.

Export the first 20 players from the **tblSA** table, with ALL the formatting, to a new spreadsheet called **7Export** in your examination folder.

Save and close the **7SA** database.   (3)

7.4   Open the incomplete **7Results** web page in a web browser and also in a text/ HTML editor (NOT a word processing program such as Word).

Complete the web page to appear as shown in the example below.

NOTE: Add a 3 pt border around the image.

(3)

Save and close the **7Results** file.

[15]

TOTAL: 150

HTML TAG SHEET

Basic Tags

Tag	Description
<body></body>	Defines the body of the web page
<body bgcolor="pink">	Sets the background colour of the web page
<body text="black">	Sets the colour of the body text
<head></head>	Contains information about the web page
<html></html>	Creates an HTML document – starts and ends a web page
<title></title>	Defines a title for the web page
 	Inserts a line break
<!-- -->	Comment

Text Tags

Tag	Description
	Creates the largest heading
	Creates the smallest heading
	Creates bold text
<i></i>	Creates italic text
<u></u>	Creates underlined text
	Sets size of font, from "1" to "7"
	Sets font colour
	Sets font type

Links Tags

Tag	Description
	Creates a hyperlink
	Creates an image link
	Creates a target location in the document
	Links to a target location created somewhere else in the document
	Links to an e-mail address

Formatting Tags

Tag	Description
	Creates a new paragraph
<p align="left">	Aligns a paragraph to the "left" (default), can also be "right" or "center"
<center></center>	Horizontally centres text, a section, table or an image
<ol type="A","a", "I","i","1">	Defines the type of numbering used
	Creates a numbered list
<ol type="A","a", "I","i","1">	Defines the type of numbering used
	Creates a bulleted list
<ul type="disc", "square","circle">	Defines the type of bullets used

Formatting Tags continued

Tag	Description
	Inserted before each list item, and adds a number or symbol depending on the type of list selected
	Adds an image
	Aligns an image: can be "right", "bottom", "top"
	Aligns an image in the "center", can also be "middle"
	Sets the size of the border around an image
	Sets the height and width of an image
	Displays alternative text when the mouse hovers over the image or when the image is not found
	Inserts a horizontal line
<hr size="3"/>	Sets size (height) of a line
<hr width="80%"/>	Sets the width of a line, in percentage or absolute value
<hr color= "ff0000"/>	Sets the colour of the line

Table Tags

Tag	Description
<table></table>	Creates a table
<tr></tr>	Creates a row in a table
<td></td>	Creates a cell in a table
<th></th>	Creates a table header (a cell with bold, centred text)
<table width="50">	Sets the width of the table
<table border="1">	Sets the width of the border around the table cells
<table cellspacing="1">	Sets the space between the table cells
<table cellpadding="1">	Sets the space between a cell border and its contents
<tr align="left">	Sets the alignment for cell(s) ("left", can also be "center" or "right")
<tr valign="top">	Sets the vertical alignment for cell(s) ("top", can also be "middle" or "bottom")
<td colspan="2">	Sets the number of columns a cell should span
<td rowspan="4">	Sets the number of rows a cell should span

INPUT MASK CHARACTER SHEET

CHARACTER	DESCRIPTION
0	Digit (0 to 9, entry required, plus [+] and minus [–] signs not allowed)
9	Digit or space (entry not required, plus [+] and minus [–] signs not allowed)
#	Digit or space (entry not required; spaces are displayed as blanks while in Edit mode, but blanks are removed when data is saved; plus [+] and minus [–] signs allowed)
L	Letter (A to Z, entry required)
?	Letter (A to Z, entry optional)
A	Letter or digit (entry required)
a	Letter or digit (entry optional)
&	Any character or a space (entry required)
C	Any character or a space (entry optional)
. , : ; - /	Decimal placeholder and thousand, date and time separators (The actual character used depends on the settings in the **Regional Settings Properties** dialog box in the Windows Control Panel.)
<	Causes all characters to be converted to lower case
>	Causes all characters to be converted to upper case
!	Causes the input mask to display from right to left, rather than from left to right. Characters typed into the mask always fill it from left to right. You can include the exclamation mark anywhere in the input mask.
\	Causes the character that follows to be displayed as the literal character (e.g. \A is displayed as just A)

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