Q	Marking instructions	AO	Mark	Typical solution
4	Draws quadratic curve in the correct orientation eg vertex above <i>x</i> -axis and two intersections on the <i>x</i> -axis	1.1a	M1	
	Labels all correct points of intersection for the correct quadratic curve with vertex clearly in the 2nd quadrant Must see -3, 0.5 and 3	1.1b	A1	
	Draws correct straight line passing through (-3, 0) and (0, 3) or straight line which intersects their quadratic curve on the negative <i>x</i> -axis and positive <i>y</i> -axis and shades corresponding region for their quadratic curve FT their quadratic All lines must be solid Condone missing label R	2.2a	A1F	-3 R
	Total		3	
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