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| 1a | * People cannot afford more recent technology. * They do not have the skills to be able to use it. |
| 1b | * Jimmy will have fewer ICT skills (1)….so less likely to get a well-paid job (1) * Jimmy will have less access to online information (1)…which means, for example, he cannot do online training (to help him get a better job) (1) * No access to online goods and services (1)…..so cannot compare deals/features as easily (1) * Unable to take calls when out and about (1)….so could miss out on job opportunities/the social convenience and safety a mobile phone offers. * Less social interaction online(1)…so could feel ‘left out’ if friends are online (1) |
| 1c | Responses must cover digital divide on a local **and** global scale to access full marks.  Economic impact   * More limited skills development and understanding the use of technology. * Limited awareness/skills can impact on jobs. * More difficult to access banking and other online services. * Goods cost more – often cheaper to buy goods/services online. * Less choice – wider range of options (goods and services can be accessed easily) * The internet has led to a rise in e-commerce and globalisation. Countries without good access to ICT are not developing as fast as those who do.   Social impact   * Digital exclusion * Poorer online communication (less immediate) access to email/other communications. Especially important with people aboard as much more difficult to contact them. * Exclusion – opportunity to link into social networking/developing friendship/common interests/groups, especially globally as technology is the primary way of contacting others. * Access to ‘now’ society – immediate access to news   Educational impact   * Poorer access to information/many educational resources now freely available on line especially through VLE’s. * Online courses * No access to online training – need to access community resources – need to leave home to do this. * More limited opportunity for development of skills – ICT and other functional skills.   Cultural impact   * Access to resources such as:   + Music – MP3/4 players/downloads/streaming   + Video on demand   + TV BBC iPlayer/ITV Hub etc.. * Some religious groups restrict their members access to digital technology. * People may be stereotyped by gender, for example boys and me may be given more access to, and education in, technology than girls and women. * Children with access to technology may pay on games consoles rather than playing outside. |