## Marking Scheme

#1

Overtion	Manking dataila	Marks available						
Question	Marking details	AO1	AO2	AO3	Total	Maths	Prac	
(a)	Electron drops giving 2 photons (1) (Stimulated by) incoming photon of correct energy / wavelength (1)	2			2			
(b)	Short lifetime (1) Above ground level <b>OR</b> level above is metastable / long $T(1)$	2			2			
(c)	1 % lost each round trip (due to transmission) (1) Equilibrium requires 1 % gain or WTTE (1) Which is 0.5 % each length & Victoria is correct (or similar) (1) Award a maximum of 2 marks - David is correct because large amplification (1) must counteract other losses (1)			3	3			
	Question total	4	0	3	7	0	0	

#2

Question	Marking details		Marks a	vailable			
Question	Warking details	A01	AO2	AO3	Total	Maths	Prac
(a)	In 4-level E3 to E2						
	In 3-level E2 to E1						
	Pumping is upward in <b>both</b> diagrams						
	All 3 correct award 2 marks						
	1 or 2 correct award 1 mark						
	0 correct award 0 marks	2			2		
(b)	E2 is [initially] nearly empty or empties quickly or has a short						
	half-life or lifetime [in 4 level] (1)	1					
	E1 is [initially] occupied or ground state or full [in 3-level] (1)	1					
	More pumping needed for 3 level or converse (1)		1				
	At least 50% of electrons need pumping in 3 level or any						
	pumping produces population inversion in 4 level (1)		1		4		
(c)	Cannot pump a full energy level or pumping not as effective if						
	level is fuller etc (1)						
	Electrons need to go to next level down [E3 or E2 for		2		2		
	population inversion] (1)						
	Question total	4	4	0	8	ا م ا	_

#3

				Marks available							
(	Quest	ion	Marking details	A01	AO2	AO3	Total	Maths	Prac		
3	(a)	(i)	Stimulated emission also happens [1] Decreasing the upper population (accept 50 % population is greatest possible or equal probability of absorption / dropping) [1]	2	HOZ	AOS	2	Mauis	Tiac		
		(ii)	Greater efficiency or requires less energy / small pumping voltage / larger population inversions / less pumping / cheaper and mass produced [1] Don't accept lower current CD / DVD / Blu ray / pointers / laser fusion / anything sensible [1]	2			2				
	(b)		3-level system Pumping E1-E3 E3-E2 quick E2 metastable E2-E1 laser output E1-E2 population inversion 4-level system Pumping E1-E4 E4-E3 quick E3 metastable E3-E2 laser output E2-E3 population inversion E2-E1 quick Advantages / Disadvantages E1 ground so usually full in 3-level More than 50% pumping required in 3-level E2 normally empty in 4-level Minimum pumping required in 4-level	6			6				
			5-6 marks Comprehensive description of how a 3-level works, how a 4-level works and its advantages. There is a sustained line of reasoning which is coherent, relevant, substantiated and logically structured.  3-4 marks Comprehensive description of 2 from: how a 3-level works, how a 4-level works and its advantages or limited description of all 3. There is a line of reasoning which is partially coherent, largely relevant, supported by some evidence and with some structure.  1-2 marks Comprehensive description of 1 from: how a 3-level works, how a 4-level works and its advantages or limited description of 2. There is a basic line of reasoning which is not coherent, largely irrelevant, supported by limited evidence and with very little structure.  0 marks No attempt made or no response worthy of credit.								
			Question 3 total	10	0	0	10	0	0		

#4

Quest	ion	Marking details		Marks available					
Quest	ЮП	Marking details	AO1	AO2	AO3	Total	Maths	Prac	
(a)	(i)	More electrons in higher energy level [E <sub>2</sub> ] compared to lower energy level [E <sub>1</sub> ]	1			1			
	(ii)	Population inversion ensures stimulated emission [rather than spontaneous emission] (1) Produces 2 photons for 1 incoming photon (1)	2			2			
(b)		Conversion of eV to J correct (1) Wavelength = 1.00 × 10 <sup>-5</sup> m (1) Wavelength lies in the infra-red (1)	1	1		3	2		
(c)		Converting $2290\mathrm{km^2}$ to $2.29\times10^9\mathrm{m^2}$ (1) Force on the crater (= pressure × area ecf) = $1.38\times10^{12}\mathrm{[N]}$ (1) Momentum of each molecule calculated = $4\times10^{23}\mathrm{[Ns]}$ (1) Momentum change per collision = $8.03\times10^{23}\mathrm{[Ns]}$ or realisation that momentum change = initial – (-final) (1) Number of molecules = $1.71\times10^{34}$ (1)		5		5	5		
		Question total	5	6	0	11	7	0	

	I		Marks a	vailable			
Question	Marking details	A01	AO2	AO3	Total	Maths	Prac
5 (a)	3-level energy system E1 - Clearly labelled diagram of 3-level energy system E2 - Population inversion mentioned E3 - More electrons in higher energy levels than lower E4 - Pumping used to achieve more electrons in higher energy level / state E5 - One state is metastable or long lived  2-level energy system E6 - Population inversion not possible in 2-level system E7 - Reference to absorption (either 2 or 3 level)  Stimulated Emission S0 - Incident photon causes an electron to drop S2 - Photon emitted when electron drops S3 - Stimulated emission mentioned S4 - There are 2 photons instead of 1 photon (coherent) S5 - Incident photon of correct energy or frequency or wavelength  5-6 marks 9 to 12 points from either E1 to E7 and S0 to S5 There is a sustained line of reasoning which is coherent, relevant, substantiated and logically structured.  3-4 marks	6	AUZ	AUS	6	mauis	Prac
	5 to 8 points from either E1 to E7 and S0 to S5 There is a line of reasoning which is partially coherent, largely relevant, supported by some evidence and with some structure.  1-2 marks 1 to 4 points from either E1 to E7 and S0 to S5 There is a basic line of reasoning which is not coherent, largely irrelevant, supported by limited evidence and with very little structure.  0 marks						
(6)	No attempt made or no response worthy of credit.						
(b) (i)	Energy of photon = 3.14 × 10 <sup>-19</sup> J unit mark(1)	1	1		2	2	
(ii)	Number of photons per second = $\frac{1\times10^{-3}}{3.14\times10^{-19}}$ = 3.18 × 10 <sup>15</sup> s <sup>-1</sup> (ecf on value of energy of photon) (1) Number of incident photons per second = 3.18 × 10 <sup>15</sup> × 500 (1) Answer = 1.6 × 10 <sup>18</sup> (1) ecf power 10		3		3	3	
	Question 5 total	7	4	0	11	5	0

	Quest	i	Marking details			Marks a	vailable		
'	Quest	ion	Marking details	A01	AO2	AO3	Total	Maths	Prac
4	(a)		{Multiple passes of beam / reflection / keeps most of the light} for more amplification / stimulated emission or increased collimation (1)  Some light (1%) transmitted by 99% mirror (1)	2			2		
	(b)		Increase of stimulated emission (1) Compared with absorption (1) [Exponential] increase in intensity or amplification or more power] (1)  NB Stimulated emission > absorption → 2 marks	3			3		
	(c)	(i)	Energy of photon = $1.89 \times 10^{-19}$ [J] seen or implied (1) $2 \times 10^{15}$ $1.89 \times 10^{-19}$ seen or implied (1.056 × $10^{34}$ ) (1) [no e.c.f.]		2		2	2	
		(ii)	$p = \frac{6.63 \times 10^{-34}}{1.05 \times 10^{-6}} [\text{kg m s}^{-1}] \text{ seen or implied } [= 6.314 \times 10^{-28} \text{ N s}]$		1		1	1	
		(iii)	1.06 × 10 <sup>34</sup> × 6.31 × 10 <sup>-28</sup> [N] seen or implied (1) 2 × due to reflection stated (1) [→1.33 × 10 <sup>7</sup> N] [Using the 'show that' figures → 1.2 × 10 <sup>7</sup> N]		2		2	1	
		(iv)	$E = \frac{\text{stress}}{\text{strain}} \text{ used (1) [or by implication]}$ $\text{Stress} = \frac{F}{A} \text{ used (1) [or by implication]}$ $\text{Answer = 0.0083 or 0.011 (or 0.0105) seen (depends on (iii) but check) (1) [0.83% \checkmark]}$	1	1		3	3	
			Question 4 total	7	6	0	13	7	0