

# How to revise and plan for the 20 mark Crime and Punishment question

Outline how ..... has changed from c500 to the  
present day. [20]

	AO1(a+b) 6 marks		AO2 10 marks	
<b>BAND 4</b>	Demonstrates very detailed knowledge and understanding of the key issue in the question.	5-6	Provides a fully detailed, logically structured and well organised narrative account. Demonstrates a secure chronological grasp and clear awareness of the process of change.	8-10
<b>BAND 3</b>	Demonstrates detailed knowledge and understanding of the key issue in the question.	3-4	Provides a detailed and structured narrative account. Demonstrates chronological grasp and awareness of the process of change.	5-7
<b>BAND 2</b>	Demonstrates some knowledge and understanding of the key issue in the question.	2	Provides a partial narrative account. Demonstrates some chronological grasp and some awareness of the process of change.	3-4
<b>BAND 1</b>	Generalised answer displaying basic knowledge and understanding of the key issue in the question.	1	Provides a basic narrative account. Demonstrates limited chronological grasp and limited awareness of the process of change.	1-2

Use 0 for incorrect or irrelevant answers.

Plus 4 marks for SPAG



For this question you need:

- A secure knowledge of all eras!
- A good grasp the chronology of developments!
- A clear focus on levels of CHANGE!

## Possible topics that could come up:

Causes of crime over time

Types of crime over time

Types of law enforcement (policing) over time

Successes of law enforcement (policing) over time

Attitudes towards law enforcement (policing) over time

Types of punishment over time

Purpose of punishment over time



# Visual evidence gathering

Some planning/revision ideas...

Era	Causes of Crime
Saxon/Medieval (c500-1500)	
Early Modern Period (1500 – 1700)	
Industrial (1700 – 1900)	
Modern (1900 onwards)	

You could complete a grid for each example question and then highlight key changes/continuities in two colours.

	500 → 1500	1500 → 1750	1750 → 1900	1900 →
	Saxon / Medieval	Early Modern	Industrial	Modern
Causes	<ul style="list-style-type: none"> <li>• Poverty</li> <li>• Greed</li> <li>• Revenge</li> <li>• Religion</li> <li>• Poor Harvest</li> <li>• Rich protecting themselves</li> </ul>	<ul style="list-style-type: none"> <li>• Poverty</li> <li>• Greed</li> <li>• Population growth.</li> <li>• Increased wealth.</li> <li>• Increased poverty.</li> <li>• Religion</li> <li>• Increased travel</li> <li>• Taxation</li> <li>• Land owners</li> <li>• Commerce</li> <li>• Invention</li> <li>• Political change</li> <li>• Trade</li> <li>• Printing</li> <li>• Terrorism</li> </ul>	<ul style="list-style-type: none"> <li>• Industrialisation</li> <li>• Urbanisation</li> <li>• Poverty</li> <li>• Towns</li> <li>• Criminal class</li> <li>• Rookeries</li> <li>• Change in work</li> <li>• Greed</li> </ul>	<ul style="list-style-type: none"> <li>• Poverty</li> <li>• Parents failing their kids</li> <li>• Cars</li> <li>• Drugs</li> <li>• Loss of community</li> <li>• Materialism</li> <li>• Punishment is too slow</li> <li>• Unemployment</li> <li>• Loss of discipline</li> <li>• The media</li> <li>• Punishment is too soft</li> <li>• Failure of education.</li> <li>• Terrorism/Religion</li> <li>• Computers</li> <li>• Greed</li> </ul>
Types	<ul style="list-style-type: none"> <li>• Theft</li> <li>• Property damage</li> <li>• Violence</li> <li>• Treason</li> </ul>	<ul style="list-style-type: none"> <li>• Smuggling</li> <li>• Vagrancy</li> <li>• Poaching</li> <li>• Heresy</li> <li>• Witchcraft</li> <li>• Highway Robbery</li> <li>• Treason</li> <li>• Violence</li> <li>• Protest</li> <li>• Terrorism</li> </ul>	<ul style="list-style-type: none"> <li>• Murder</li> <li>• Theft</li> <li>• Smuggling</li> <li>• Poaching</li> <li>• Assault</li> <li>• Machine breaking</li> <li>• Riots</li> <li>• Highway robbery</li> <li>• Violence</li> <li>• Protest</li> </ul>	<ul style="list-style-type: none"> <li>• Murder</li> <li>• Theft</li> <li>• Smuggling</li> <li>• Hooliganism</li> <li>• Drug related crime</li> <li>• Crimes involving cars</li> <li>• Car ownership crimes</li> <li>• Computer crime</li> <li>• Knife crime</li> <li>• Terrorism</li> <li>• Property damage</li> <li>• Fraud</li> <li>• Violence</li> <li>• Assault</li> </ul>

Crime Assessment Revision.

## Question 5 Plan

	Causes	Changes	consequences
A-S Med	War, poverty, poor harvests, Rich protecting each other, Greed	/	/
Emp	/	Religion, increase in travel, population growth, taxation, heavy industry	Poverty, greed
IP	/	Industrialisation	Poverty, high unemployment, massive population growth
MP	/	Media, introduction of technology, mass of cars, unemployment	Poverty, population growth, urbanisation

Saxon / Medieval causes of crime - poverty, violence, arguments, Hierarchy, disease

Saxon / Medieval types of crime - Stealing, murder, stealing from the church, piercings, trespassing, If someone's hearing is destroyed by violence

Early modern causes of crime - poverty, economic Religious views, political views, Population growth, increased wealth, Rebellion.

Early modern types of crime - protest, treason, heretics, poaching, smuggling, Stealing, murder, vagabonds, witchcraft



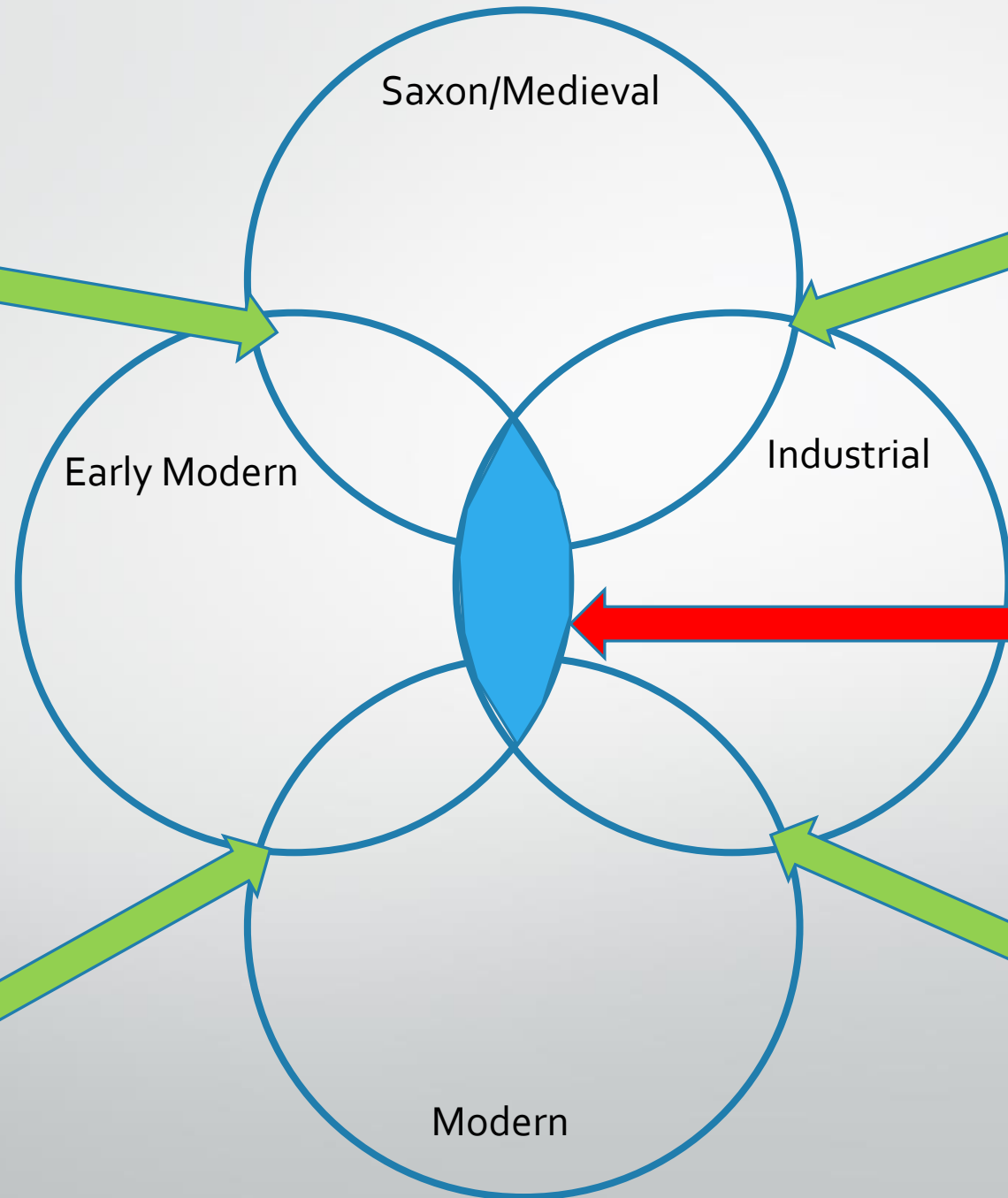
Areas that cross over should identify factors that continue across eras.

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This area should contain examples that feature across all time periods – e.g. Poverty as a cause of crime.

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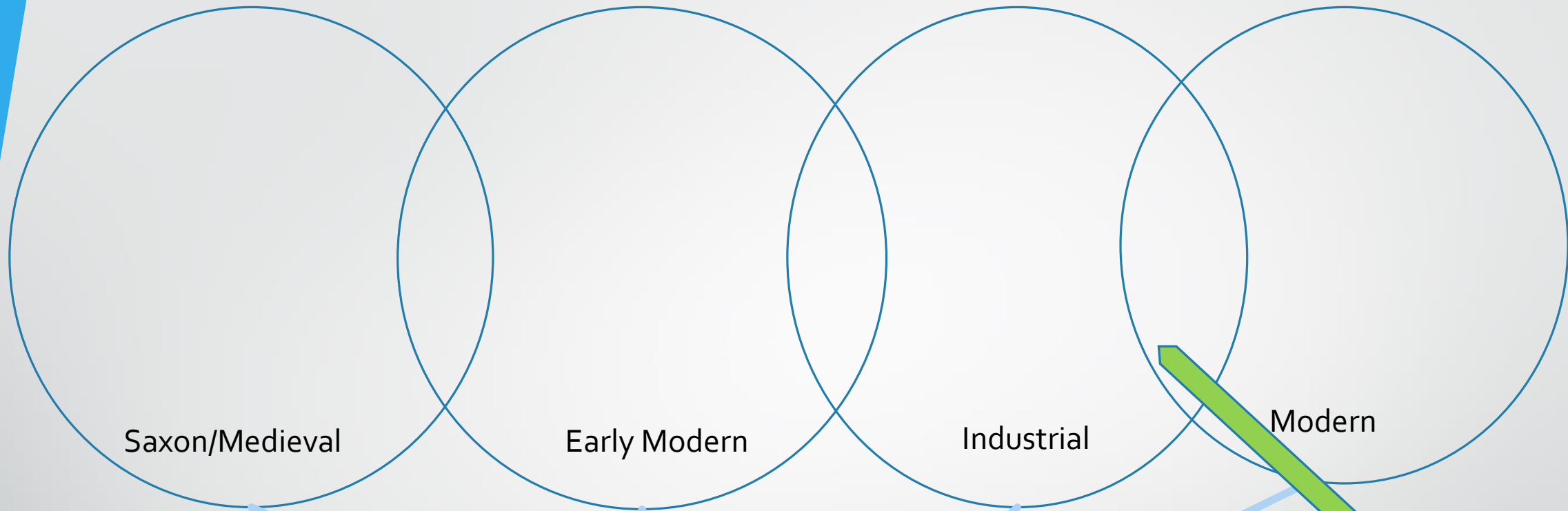


Saxon/Medieval

Early Modern

Industrial

Modern



Saxon/Medieval

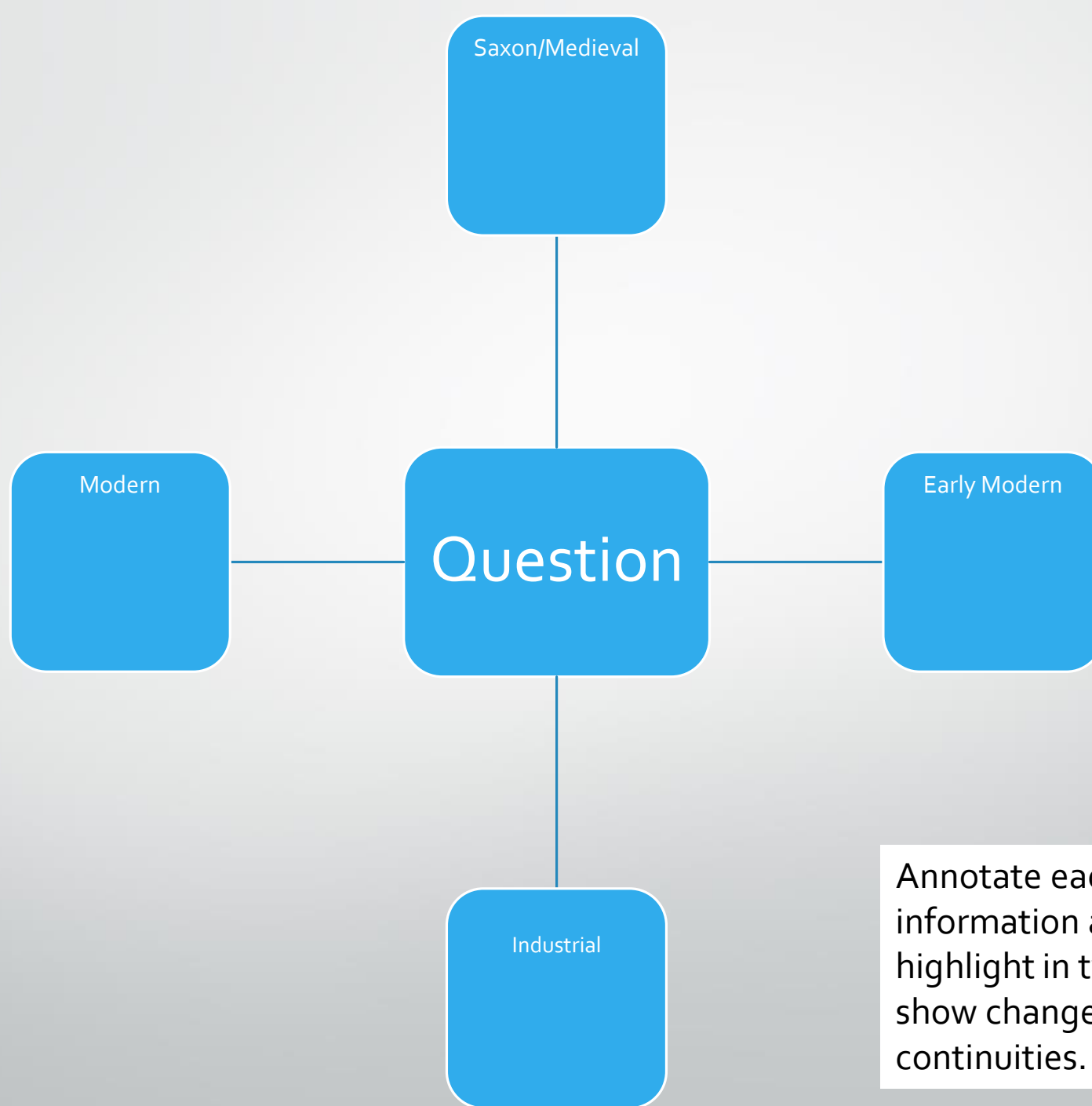
Early Modern

Industrial

Modern

Factors that continue across all eras.

Areas that cross over should identify factors that continue across eras.



Annotate each era with key information and then highlight in two colours to show changes and continuities.

Changes  
Communities

