5.3. Modelo de examen

El alumnado tendrá que responder, a un número de preguntas determinado previamente y que figurará en el examen. En el supuesto de que el alumnado, de forma voluntaria o involuntaria, responda a un número de preguntas superior al establecido previamente, únicamente se corregirán las primeras respuestas, según el orden en que aparezcan, hasta completar el número de preguntas exigido. Las restantes preguntas contestadas no serán objeto de corrección ni calificación.

PART 1. READING COMPREHENSION (4 POINTS)

Read the following text and answer the questions below:

Are video games good for you?

Video games are a popular form of entertainment that not only provide fun but also various benefits for the brain. A 2020 study found that different types of video games improve different brain skills. Action games can develop hand-eye coordination and attention. Strategy games support planning and critical thinking. Word games strengthen language skills and memory, while puzzle games help you solve problems and improve our ability to tell where objects are in space. Video games can actually increase the grey matter, a part of the brain that helps us remember things, move, and deal with emotions. When we play video games, the connections in our brain become stronger, which is good for our thinking skills and mental health.

Video games have other benefits. In many games, players have to do more than one thing at the same time, which can improve your multitasking skills. Video games also teach players not to give up easily. Because many games include hard challenges, players learn to be patient and keep trying until they solve the problem. Moreover, role-playing games can also boost creativity. Players can choose how to complete missions, often through optional tasks that make the experience more interesting and satisfying. This freedom increases creativity and gives players a strong sense of achievement when they succeed. However, experts warn that these games can be very addictive because once you start playing, it is hard to stop.

Furthermore, video games can support social development, especially through online multiplayer interaction. They allow players to connect with people worldwide, which can be especially helpful for children who struggle with face-to-face interactions. Yet, online gaming also has some risks. While it creates opportunities for new relationships, it may also expose children to cyberbullying or other harmful content, which can seriously hurt their self-esteem. According to child psychiatrists, it is better for children to avoid strangers and play online with real-life friends.

Too much gaming can cause lower grades, anxiety, or less time with others. As video games become more common in children's lives, parents should know what games their children play and who they play with. In addition to setting rules and encouraging kids to spend time on offline activities, they can also get involved in gaming. Just like families used to sit around a table to play board games, playing the same video game together nowadays can also bring people closer.

Questions:

1. Answer the following questions about the text IN YOUR OWN WORDS. (2 points; 1 each)
    a. What changes occur in the brain's grey matter when we play video games, and why are those changes beneficial?
    b. How can role-playing games improve creativity?
2. Find A WORD OR EXPRESSION in the text for each of these definitions or synonyms. (1 point; 0.25 each)
    a. In fact, or really:
    b. Difficult tasks or situations that require great effort and determination:
    c. (To) achieve a desired aim or result; to reach a goal:
    d. (To) inform someone about a possible danger or problem so they can avoid it or act carefully:
3. Choose the correct answer a, b, or c for the following questions. (1 point; 0.5 each)
    1. What is the main purpose of mentioning "board games" in the last paragraph?
        a. To claim that board games are more effective than video games for helping families talk and spend time together.
        b. To claim that video games have completely replaced traditional forms of family entertainment.
        c. To encourage families to play video games together, just as they used to gather for board games, because both activities can bring people closer.
    2. Which option contains only risks of playing video games, as mentioned in the text?
        a. Cyberbullying, anxiety, hand-eye coordination problems.
        b. Online bullying, reduced social interaction, addiction.
        c. Anxiety, difficulties in solving problems, attention problems.

PARTE 2. USE OF ENGLISH (2 POINTS)

4. Complete the second sentence using the word given so that it means the same as the first one. Use between 2 and 5 words, including the word given. Each word in a contraction counts separately. (1 point; 0.25 each)
    a. After months of training, I'm sure you'll do well in the marathon. TRAINING

        I'm sure the marathon will go well because you .....months.
    b. It was careless of you to leave the door unlocked. SHOULD

        You ..... the door unlocked.

c. I didn't go to the concert because the tickets were so expensive. BEEN

I would have gone to the concert if .....so expensive.

d. Tech companies are developing an increasing number of apps. DEVELOPED

An increasing number of apps .....tech companies.

5. Complete each sentence using your own words so that it is grammatically correct and makes sense. Write between 4 and 12 words. Each word in a contraction counts separately. (1 point; 0.25 each)
   a. I didn't invite her to the party. I wish…
   b. I made friends with a boy whose…
   c. We can't start the meeting unless…
   d. The new teacher is said…

PART 3. WRITING (4 POINTS)

Choose ONE of the following options:

a. Write an essay expressing your personal opinion about the impact of social media on interpersonal relationships. (140-180 words)
b. Your friend Alex is spending too much time playing a new online game and you are a bit worried. Write an email to Alex sharing your concern and offering some advice. (140-180 words)

5.4. Solucionario del modelo propuesto

PART 1. READING COMPREHENSION (4 POINTS)

1. Answer the following questions about the text IN YOUR OWN WORDS. (2 points; 1 each)
   a. What changes occur in the brain's grey matter when we play video games, and why are those changes beneficial?

   (Students have to express these ideas in their own words): "Video games can actually increase the grey matter, a part of the brain that helps us remember things, move, and deal with emotions. When we play video games, the connections in our brain become stronger, which is good for our thinking skills and mental health".

   b. How can role-playing games improve creativity?

   (Students have to express these ideas in their own words): "Moreover, role-playing games can also boost creativity. Players can choose how to complete missions, often through optional tasks that make the experience more interesting and satisfying. This freedom increases creativity and gives players a strong sense of achievement when they succeed".

2. Find A WORD OR EXPRESSION in the text for each of these definitions or synonyms. (1 point; 0.25 each)
   a. In fact, or really: Actually
   b. Difficult tasks or situations that require great effort and determination: Challenges
   c. (To) achieve a desired aim or result; to reach a goal: (To) succeed
   d. (To) inform someone about a possible danger or problem so they can avoid it or act carefully: (To) warn

3. Choose the correct answer a, b, or c for the following questions. (1 point; 0.5 each)

    1. What is the main purpose of mentioning “board games” in the last paragraph?

        a. To claim that board games are more effective than video games for helping families talk and spend time together.

            Incorrect. The text does not compare the value of board games and video games in those terms.

        b. To claim that video games have completely replaced traditional forms of family entertainment.

            Incorrect. The text does not claim that video games have completely replaced traditional family entertainment; it presents both as ways to bring people closer.

        c. To encourage families to play video games together, just as they used to gather for board games, because both activities can bring people closer.

            Correct. The text suggests that video gaming or traditional family game together offers similar social benefits.

    2. Which option contains only risks of playing video games, as mentioned in the text?

        a. Cyberbullying, anxiety, hand-eye coordination problems.

            Incorrect. Anxiety and cyberbullying are mentioned as risks. Attention is actually listed as a benefit of action games.

        b. Online bullying, reduced social interaction, addiction.

            Correct. All three are mentioned: cyberbullying (paragraph 3), less time with others (paragraph 4), and addiction (paragraph 2).

        c. Anxiety, difficulties in solving problems, attention problems.

            Incorrect. Anxiety appears, but the text says that some games improve problem-solving and attention.

PART 2. USE OF ENGLISH (2 POINTS)

4. Complete the second sentence using the word given so that it means the same as the first one. Use between 2 and 5 words, including the word given. Each word in a contraction counts separately. (1 point; 0.25 each)

   a. After months of training, I'm sure you'll do well in the marathon. TRAINING

   I'm sure the marathon will go well because you HAVE BEEN TRAINING FOR months.

   b. It was careless of you to leave the door unlocked. SHOULD
   You SHOULD NOT HAVE LEFT the door unlocked.
   c. I didn't go to the concert because the tickets were so expensive. BEEN

   I would have gone to the concert if THE TICKETS HAD NOT BEEN so expensive.

   d. Tech companies are developing an increasing number of apps. DEVELOPED
   An increasing number of apps ARE BEING DEVELOPED BY tech companies.

5. Complete each sentence using your own words so that it is grammatically correct and makes sense. Write between 4 and 12 words. Each word in a contraction counts separately. (1 point; 0.25 each)

   a. I didn't invite her to the party. I wish…

   b. I made friends with a boy whose…

   c. We can't start the meeting unless…

   d. The new teacher is said

PART 3. WRITING (4 POINTS)

Choose ONE of the following options:

   a. Write an essay expressing your personal opinion about the impact of social media on interpersonal relationships. (140-180 words)

   b. Your friend Alex is spending too much time playing a new online game and you are a bit worried. Write an email to Alex sharing your concern and offering some advice. (140-180 words)

La valoración de esta parte se realizará según los criterios establecidos en el instrumento de evaluación (rúbrica) adjunto.