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Universidad Carlos III de Madrid

UNIVERSIDADES PÚBLICAS DE LA COMUNIDAD DE MADRID
EVALUACIÓN PARA EL ACCESO A LAS ENSEÑANZAS UNIVERSITARIAS OFICIALES DE GRADO
Curso **2019-2020**
MATERIA: INGLÉS

INSTRUCCIONES GENERALES Y VALORACIÓN
Después de leer atentamente el examen, responda de la siguiente la siguiente forma:

- elija un texto A o B y conteste EN INGLÉS a las preguntas 1, 2, 3 y 4 del texto elegido.
- responda EN INGLÉS una pregunta a elegir entre las preguntas A.5 o B.5.

TIEMPO Y CALIFICACIÓN: 90 minutos. Las preguntas 1ª, 2ª y 4ª se calificarán sobre 2 puntos cada una, la pregunta 3ª sobre 1 punto, la pregunta 5ª sobre 3 puntos.

TEXTO A
China Sets Rules for Young Gamers

The Chinese government has released new rules aimed at limiting video game addiction among young people, a problem that top officials believe is to blame for a rise in myopia and poor academic performance. The regulations, announced by the National Press and Publication Administration, ban users younger than 18 from playing games between 10 p.m. and 8 a.m. They are not permitted to play more than 90 minutes on weekdays and three hours on weekends and holidays.

The limits are the government's latest attempt to control China's online gaming industry, one of the world's largest, which generates more than $33 billion in annual revenue and draws hundreds of millions of users. Under President Xi Jinping, officials in China have taken a more forceful approach in regulating large technology companies and pushing them to help spread cultural values.

The National Press said that minors would be required to use real names and identification numbers when they logged on to play. The rules also limit how much young people can spend on purchases made through apps, like virtual weapons, clothes and pets. Those purchases are now capped at $28 to $57 a month, depending on age. Chinese officials said the regulations were meant to combat addiction. "These problems also affect the mental health of minors, as well as their normal learning and living," the National Press and Publication Administration said. Many of the biggest technology companies, including Tencent and Netease, have already imposed limits on younger users.

The rules were greeted skeptically by some parents and gamers. The owner of an industrial technology firm in China said he was worried that many children would still find ways to play video games. For example, he noted that his 7-year-old nephew often played games that did not require an Internet connection and were therefore difficult to regulate.

Adapted from "China Sets Rules for Young Gamers", *The New York Times*, Nov. 6, 2019. < https://nyti.ms/2Oj4elv>

QUESTIONS

A.1 (2 puntos) **Are the following statements TRUE or FALSE? Copy the evidence from the text. No marks are given for only TRUE or FALSE.**

a) Chinese authorities believe video game addiction is responsible for the increase in sight problems.
b) All parents are happy with the new video-gaming regulations.

A.2 (2 puntos) **In your own words and based on the ideas in the text, answer the following questions. Do not copy from the text.**

a) How will the government ensure that young players are complying with regulations?
b) What are the restrictions on gaming in terms of time and money?

A.3 (1 punto) **Find the words in the text that mean:**

a) low (paragraph 1)
b) allowed (paragraph 1)
c) intended (paragraph 3)
d) concerned (paragraph 4)

A.4 (2 puntos) **Complete the following sentences. Use the appropriate form of the word in brackets when given.**

a) In the past, children _____ (play) games on the streets _____ than at home.
b) The Internet _____ (not/invent) by a single person, but was the work of dozens of scientists, programmers and engineers _____ developed new features and technologies.
c) Internet addiction is a common problem that can be just _____ damaging _____ any other form of addiction.
d) **Complete the following sentence to report what was said.**
"How long do your children play computer games on weekdays?"
The school counsellor asked us _____.

A.5 (3 puntos) **Write about 150 to 200 words on the following topic.**
Do you think technology can be addictive? Justify your answer.

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- responda EN INGLÉS una pregunta a elegir entre las preguntas A.5 o B.5.

TIEMPO Y CALIFICACIÓN: 90 minutos. Las preguntas 1ª, 2ª y 4ª se calificarán sobre 2 puntos cada una, la pregunta 3ª sobre 1 punto, la pregunta 5ª sobre 3 puntos.

TEXTO B
Ending the Age of Plastic

Christine Figgener, a marine biologist, could never have predicted that an eight-minute video would change the course of her career. But in August 2015, the 34-year-old marine-conservation biologist discovered a sea turtle in Costa Rica with a plastic straw lodged up its nose. Outraged at the extreme discomfort to the creature, Figgener filmed her research crew removing the straw from the turtle's nose, blood flowing from its nostrils. The heart-wrenching video has racked up more than 32 million views on YouTube. "I thought I can really show what kind of harm one object can do," she says.

Americans alone use as many as 390 million plastic straws a day — just a small proportion of the 8 million metric tons of plastic that ends up in the ocean annually. Though Figgener's video is three years old, it continues to make waves. In July it was credited with helping galvanize broader support for moves by major companies in phasing out plastic straws. "We can all do something," Figgener says.

Figgener worked in Costa Rica for several years before beginning her PhD at Texas A&M University. Now, alongside finishing her dissertation, Figgener spends her time visiting schools to educate the younger generations about the ocean and working with a group of girls in Indiana to eliminate disposable plastic utensils from their cafeteria. "This is exactly what we need — people that want to do something," she says.

She also takes part in a pen-pal program that she hopes paints a different picture of what it means to be a scientist. "A lot of people still have in mind that a scientist needs to be a white male," Figgener says. "I want to give children the idea that they can be a scientist, too, no matter who they are."

Adapted from "Ending the age of plastic," *Time*, 10th October 2018. <https://time.com/collection-post/5414033/>

QUESTIONS

B.1 (2 puntos) **Are the following statements TRUE or FALSE? Copy the evidence from the text. No marks are given for only TRUE or FALSE.**

a) Christine Figgener did not foresee the effects of the video on her professional life.
b) Nowadays, people have forgotten about Christine's video.

B.2 (2 puntos) **In your own words and based on the ideas in the text, answer the following questions. Do not copy from the text.**

a) Describe the incident that Christine filmed.
b) What's the purpose of the pen-pal programme?

B.3 (1 punto) **Find the words in the text that mean:**

a) found (paragraph 1)
b) damage (paragraph 1)
c) do away with (paragraph 3)
d) canteen (paragraph 3)

B.4 (2 puntos) **Complete the following sentences. Use the appropriate form of the word in brackets when given.**

a) If Greta Thurnberg _____ (not/start) her campaign against climate change, she_____ (be) less known.
b) When I turned _____ the television, my favourite show had_____ finished.
c) According to the United Nations, _____ least 800 species worldwide are affected by marine debris, and as much as 80 percent of that litter comes _____ plastic.
d) A recent study _____ (find) that sea turtles _____ ingest just 14 pieces of plastic with their food have an increased risk of death.

B.5 (3 puntos) **Write about 150 to 200 words on the following topic.**

Why do you think there are still more men than women in science? Justify your answer.

CRITERIOS ESPECÍFICOS DE CORRECCIÓN

El ejercicio incluirá cinco preguntas, pudiendo obtenerse por la suma de todas ellas una puntuación máxima de 10 puntos. Junto a cada pregunta se especifica la puntuación máxima otorgada. La valoración y los objetivos de cada una de estas preguntas son los siguientes:

Pregunta 1: Hasta 2 puntos. Se trata de medir exclusivamente la comprensión lectora. El estudiante deberá decidir si dos frases que se le presentan son verdaderas o falsas, copiando a continuación únicamente el fragmento del texto que justifica su elección. Se otorgará 1 punto por cada apartado. Se calificará con 0 puntos la opción elegida que no vaya justificada.

Pregunta 2: Hasta 2 puntos. Se pretende comprobar dos destrezas: la comprensión lectora y la expresión escrita, mediante la formulación de dos preguntas abiertas que el estudiante deberá contestar basándose en la información del texto, pero utilizando sus propias palabras en la respuesta. Cada una de las preguntas valdrá 1 punto, asignándose 0,5 puntos a la comprensión de la pregunta y del texto, y 0,5 a la corrección gramatical y ortográfica de la respuesta.

Pregunta 3: Hasta 1 punto. Esta pregunta trata de medir el dominio del vocabulario en el aspecto de la comprensión. El estudiante demostrará esta capacidad localizando en el párrafo que se le indica un sinónimo, adecuado al contexto, de cuatro palabras o definiciones. Se adjudicará 0,25 por cada apartado.

Pregunta 4: Hasta 2 puntos. Con esta pregunta se pretende comprobar los conocimientos gramaticales del estudiante, en sus aspectos morfológicos y/o sintácticos. Se presentarán oraciones con huecos que el estudiante deberá completar o rellenar. También podrán presentarse oraciones para ser transformadas u otro tipo de ítem. Se adjudicará 0,25 a cada "hueco en blanco" y en el caso de las transformaciones o ítems de otro tipo se concederá 0,5 con carácter unitario.

Pregunta 5: Hasta 3 puntos. Se trata de una redacción, de 150 a 200 palabras, en la que el estudiante podrá demostrar su capacidad para expresarse libremente en inglés. Se propondrá una única opción y se otorgarán 1,5 puntos por el buen dominio de la lengua – léxico, estructura sintáctica, etc. – y 1,5 por la madurez en la expresión de las ideas – organización, coherencia y creatividad. Para corregir esta redacción se utilizará la siguiente rúbrica de evaluación:

Puntuación: de 0 – 3

Cada apartado se valorará entre 0 y 0,5, según se ajuste a lo que figura en el descriptor de "Excelente" (con la nota máxima de 0,5) o de "Deficiente" (con la nota mínima de 0).

	Excelente	Nota	Deficiente
CONTENIDO	El mensaje es claro, preciso y coherente, con ideas interesantes, que se atienen al tema propuesto. Se sigue el requisito de extensión mínima.	--- / 0,5	El mensaje es demasiado confuso, ambiguo o incoherente, con ideas irrelevantes o repetitivas. No se sigue el requisito de extensión mínima.
	Se muestra capacidad para desarrollar un punto de vista personal, con opiniones originales. Las ideas se ilustran de forma adecuada.	--- / 0,5	Es difícil distinguir la postura personal del autor. Se incluyen generalidades sin fundamento, porque no se aportan datos o ejemplos que ilustren las ideas expuestas.
	Se emplean conectores de forma efectiva y variada.	--- / 0,5	Faltan conectores adecuados y se acusa una falta de transiciones temáticas lógicas.
FORMA	No hay errores importantes de gramática	--- / 0,5	Hay errores graves de gramática
	No muestra limitaciones en el uso del vocabulario que utiliza.	--- / 0,5	Hay errores graves de léxico.
	No hay errores importantes de ortografía y/o puntación.	--- / 0,5	Hay múltiples equivocaciones en el uso de la ortografía y/o la puntuación.
Total		**--- / 3**	

INGLÉS
SOLUCIONES

TEXTO A - SUGGESTED ANSWERS

Question A.1

a) **TRUE**: "The Chinese government has released new rules aimed at limiting video game addiction among young people, a problem that top officials believe is to blame for a rise in myopia and low academic performance."

b) **FALSE**: "The rules were greeted skeptically by some parents and gamers."

Question A.2

Key ideas

a) Younger gamers will have to identify themselves/reveal their true identity by giving their name and ID number.

b) Children may/can use games only for a few hours a day (less during the week than on weekends) and never at night, and cannot/are not allowed to spend a lot of money on virtual gadgets.

Question A.3

a) poor

b) permitted

c) meant

d) worried

Question A.4

a) played / used to play / would play ------- more / rather

b) was not invented ------- who / that

c) as ------- as

d) The school counsellor asked us how long our children played / play computer games on weekdays.

TEXTO B - SUGGESTED ANSWERS

Question B.1

a) **TRUE**: “Christine Figgener, a marine biologist, could never have predicted that an eight-minute video would change the course of her career.”

b) **FALSE**: “Though Figgener’s video is three years old, it continues to make waves.”

Question B.2

Key ideas

a) Christine Figgener filmed a sea turtle which had a straw in its nose. Her team took it out of its nostrils.

b) The pen-pal programme describes what it really means to be a scientist in order to promote equality between boys and girls in science.

Question B.3

a) discovered

b) harm

c) eliminate

d) cafeteria

Question B.4

a) had not started ------- would be / would have been.

b) on / off ------- almost / already / nearly / just

c) at ------- from

d) found / has found ------- that / which