



EVALUACIÓN DE BACHILLERATO PARA EL ACCESO A LA UNIVERSIDAD

LOMCE – SEPTIEMBRE 2020

INGLÉS

INDICACIONES

Si contesta más preguntas de las necesarias para realizar este examen, solo se corregirán las primeras, según el orden en que aparezcan resueltas en el cuadernillo de examen.

PART 1.

Choose **one** of the two options below and follow the instructions to answer the questions.

Option 1

[7 POINTS] Written understanding

If Mozart were alive today, he would be a video game music composer

Eimear Noone, the Irish composer and conductor, got into video game music by accident. One day, while studying music in Dublin, a student came to the bar she was drinking in with members of the college choir and offered them some cash to help with the orchestration on a project. “I have a vivid memory of sitting on a studio floor somewhere in Dublin writing and singing choral parts with my pals,” she says. “Six months later, my brother calls me excitedly saying, ‘Did you work on Metal Gear Solid?’ I reply, ‘No!’ He says, ‘Well, I’m looking at your name on the screen credits right now.’” Sure enough, the session she had contributed to was the soundtrack of that famous adventure game.

Noone is now a successful composer for films and video games, having contributed music for directors such as Gus Van Sant, and for games such as World of Warcraft and Diablo III. In November, she will present her second series of High Score, a Classical music radio programme dedicated to game music. Underappreciated for years except for among fans, the genre now has dedicated orchestras playing sold-out concert tours around the world.

Music has two roles in games: it accompanies the non-interactive cinematic sequences that tell the story throughout a game and it provides background music while you play. “Cinematics are scored very similarly to a normal movie,” says Noone. “But when music needs to respond to changes the player makes, we employ a different system. For example, a melody with just the violins may provide a functioning piece of music. Then, if our character triggers something in the world, perhaps a battle, we can add other instruments to increase the intensity. Each part must be self-contained yet work with others. It’s like a Rubik’s cube puzzle! This is the kind of thing Mozart would have enjoyed – he loved puzzles and would have loved making game music.”

Noone explains another difference between film and video game music: they follow different trends. “In film, there’s a stylistic change at the moment away from the big theme. Directors talk a lot about texture. But it seems that video game directors still embrace the big theme, and that’s good for composers because we want to write something more involving.” She is certainly passionate and defensive about game music and its merits. “This is the music of the 21st century,” she says.

PART 1. Option 1

Question 1: [2 POINTS] Indicate whether the following statements are TRUE or FALSE and write down the sentence or the part of the text that justifies your answer. No points will be given if the evidence is not correct.

- a) Eímear Noone had always planned to be a video game music composer.
- b) Noone had no recollection of working on the music which was later used in the Metal Gear Solid game.
- c) Noone doesn't currently compose music other than for video games.
- d) Eimear Noone suggests that Mozart's interest in puzzles would have attracted him to video game music.

Question 2: [2 POINTS] Choose and answer only TWO of the following questions in your own words according to the text.

- a) What different aspects of Eímear Noone's work are discussed in the text?
- b) What two roles does music play in video games and how are they different?
- c) Apart from her work, what other specific things does the text tell us about Eímear Noone's life and personality?

Question 3: [1,5 POINTS] Find words or phrases in the text that correspond to the words and definitions given.

- a) Money (paragraph 1)
- b) Realistic, dynamic (paragraph 1)
- c) Friends (paragraph 1)
- d) To give, to supply (paragraph 3)
- e) Tendencies (paragraph 4)
- f) Values, virtues (paragraph 4)

Question 4: [1,5 POINTS] Choose the correct option –a, b, c or d– for each question and COPY both the letter and the sentence that follows onto your answer sheet.

1. According to the text, the number of instruments used in video game music...
 - a) ...depends on the moment of the game being played.
 - b) ...is independent of the moment of the game being played.
 - c) ...is unrelated to the moment of the game being played.
 - d) ...is the same whatever moment of the game is being played.
2. Noone says that the trend in film music composition is currently...
 - a) ...exactly the same as the trend in video game music.
 - b) ...very similar to the trend in video game music.
 - c) ...different to the trend in video game music.
 - d) ...changing much more quickly than the trend in video game music
3. Eímear Noone first became interested in music...
 - a) ...before getting involved in the video music games industry.
 - b) ...after getting involved in the video music games industry.
 - c) ...when her brother told her about her involvement with Metal Gear Solid.
 - d) ...after working with Gus Van Sant.

[See part 2]

PART 1. Option 2 [7 POINTS] Written understanding

Snorkelling grandmothers uncover large population of venomous sea snakes in Noumea

A group of snorkelling grandmothers who swim up to 3km five days a week have uncovered a large population of venomous sea snakes in a bay in Noumea where scientists once believed they were rare. Dr Goiran from New Caledonia University and Professor Shine from Macquarie University were studying a small harmless species known as the turtle-headed sea snake located in the Baie des Citrons, but would occasionally encounter the 1.5 metre-long venomous Greater Sea Snake. They believed this species was an anomaly in the popular swimming bay as it had only been spotted about six times over 15 years.

Goiran said. “One day, when snorkelling on my own, I met a friend of mine called Aline, who was snorkelling and taking photos in the same area. She offered to help by sending her photos of snakes to me. “I was so grateful when she asked her friends to help, too, and soon there were seven grandmothers helping.” The group named themselves “the fantastic grandmothers” and range in age from 60 to 75.

As the grandmothers sent photos to Goiran and Shine, they realised they had vastly underestimated the population of greater sea snakes and that there are more than 250 greater sea snakes in the bay. The snakes have distinctive markings, allowing individuals to be easily identified from photographs. “Remarkably,” Shine added, “the grandmothers found a large number of toxic sea snakes in a small bay occupied every day by locals and tourists – yet no bites by the species have ever been recorded.” According to Goiran the grandmothers’ help has been vital. However, it is hard to get all seven going out at the same time because “there is always at least one away hiking, sailing, doing yoga or looking after the grandkids”.

Aline said she was not scared of the snakes despite their potentially deadly bite: “We always keep our distance and never touch them; my job is just to take videos and photos.” Other members of the group help identify the snakes and document their characteristics. The sea snakes move quickly, which makes taking photographs difficult at times, but Aline explained that “they are very slow in their movements when they forage for food”, making those times ideal for photography. Her friend Sylvie Shebert said she was afraid at first but has grown to appreciate the snakes. “It has been interesting to learn about them and discover their lifestyle,” she said.

24 Oct 2019, *The Guardian* (Adapted)

Question 1: [2 POINTS] Indicate whether the following statements are TRUE or FALSE and write down the sentence or the part of the text that justifies your answer. No points will be given if the evidence is not correct.

- a) Goiran asked Aline to help her.
- b) The photographs alone are not enough to differentiate the snakes from each other.
- c) Some people have already been bitten by the snakes.
- d) Shebert’s view of the snakes has changed.

Question 2: [2 POINTS] Choose and answer only TWO of the following questions in your own words according to the text.

- a) What different species of snakes inhabit the bay and how are they different?
- b) What effect have the grandmothers had on the scientists’ work?
- c) What different things does the text tell us about the group of grandmothers?

PART 1. Option 2

Question 3: [1,5 POINTS] Find words or phrases in the text that correspond to the words given. You only need to have five correct answers to get 1.5 points.

- a) Not dangerous (paragraph 1)
- b) To see, to observe (paragraph 1)
- c) Greatly, by a large amount (paragraph 3)
- d) Singular, special (paragraph 3)
- e) Fatal, lethal (paragraph 4)
- f) Perfect (paragraph 4)

Question 4: [1,5 POINTS] Choose the correct option –a, b, c or d– for each question and COPY both the letter and the sentence that follows onto your answer sheet.

1. Scientists originally believed the poisonous snakes...
 - a) ...were fewer in number than they now know them to be.
 - b) ...were just as dangerous as the species they were actually studying.
 - c) ...were the same size as the species they were actually studying.
 - d) ...were much shorter than they now know them to be.
2. The name of the group of helpers...
 - a) ...was chosen by the scientists.
 - b) ...was chosen by the grandmothers.
 - c) ...was chosen by Aline.
 - d) ...was chosen in relation to the snakes.
3. According to the text, if the grandmothers hadn't helped the scientists,...
 - a) ...the size of the population of poisonous snakes would have been smaller.
 - b) ...the size of the population of poisonous snakes might have remained a secret.
 - c) ...the scientists would probably have discovered the size of the population of poisonous snakes sooner or later.
 - d) ...the number of people suffering from snake bites might have risen.

[See part 2]

PART 2.

[3 POINTS] Written production

Choose **one** of the two options below and write a short essay (120-150 words). Essays up to 200 words won't be penalized.

Option 1

“Young people spend too much time on social networks and playing video games” Do you agree? Give reasons for your answer.

Option 2

What are the advantages and disadvantages of doing outdoor sports and activities?