

PRUEBAS DE ACCESO A LA UNIVERSIDAD PARA EL ALUMNADO DE BACHILLERATO
133 INGLÉS. JUNIO 2015**Opción A****Your mom's wrong!**

To better understand how video games affect the brain, German researchers conducted a study in which they asked 23 adults in their mid-twenties to play "Super Mario 64" for 30 minutes a day over a period of two months. A separate control group did not play video games at all.

Examining the brains of the two groups using an MRI machine¹ they found that the gaming group had a *rise* (1) in grey matter in the areas of the brain responsible for spatial navigation, memory formation, strategic planning and *fine* (2) motor skills in the hands. "While previous studies have shown differences in brain structure of video gamers, the present study can demonstrate the direct causal *link* (3) between video gaming and volumetric brain increase and that specific brain regions can be trained by means of video games," study leader Simone Kühn said.

Another study, carried out at the University of Padua, throws cold water on the idea that video games are bad for the brains of young children. In February, the Italian researchers presented *evidence* (4) that playing fast-paced video games can improve the reading skills of children with dyslexia.

The team separated children age 7 to 13 into two groups, one of which played an action game called "Rayman Raving Rabbids" while the other played a lower tempo game. When the reading skills of the children were tested afterwards, those who played the action game were capable of reading faster and more *accurately* (5). The authors of the study hypothesized that the action games help kids increase their attention spans, a skill considered crucial to reading.

¹MRI: **M**agnetic **R**esonance **I**maging, a system for producing electronic pictures of the organs inside a person's body, using radio waves and a strong magnetic field.

(Important note: You can perfectly do this exam without knowing the meaning of "MRI machine").

PREGUNTAS (NO RESPONDER EN ESTA HOJA)

READ THE TEXT AND ANSWER THE FOLLOWING QUESTIONS. BE CAREFUL TO FOLLOW THE INSTRUCTIONS FOR EACH QUESTION.

1. Link each of the words/expressions below with a word/expression in the column (as numbered in the text). Copy the correct pair of words on your answer sheet. [1 mark]

information | well | connection | delicate | increase

- (1) *rise* and ...
- (2) *fine* and ...
- (3) *link* and ...
- (4) *evidence* and ...
- (5) *accurately* and ...

2. Reading comprehension

2.1. Choose the best option. Copy the complete correct option on your answer sheet. [0.75 marks]

- a) The "Super Mario" game demonstrates that those who played the game had more grey matter than those who did not.
- b) One of the two groups in the "Super Mario" study played without control from the researchers.
- c) Playing "Super Mario" half an hour a day can help develop your memory and skillful hand movement.
- d) The conclusions from the "Super Mario" study have been reached by observing 2 groups of adults playing the game.

2.2. Choose the best option. Copy the complete correct option on your answer sheet. [0.75 marks]

- a) The "Rabbids" game demonstrates that video games are like cold water for the brains of young children.
- b) The University of Padua researchers proved that video games can now be used to teach second language reading skills.
- c) Playing "Rabbids" seems to be beneficial for the development of attentional abilities in dyslexic children.
- d) The 7 year olds group played the "Rabbids" while the 13 year olds group played a slower pace game.

3. Complete the sentences using information from the text. Do not reproduce phrases from the text literally, unless this is unavoidable. [2 marks]

- a) 23 adults ...
- b) An MRI machine ...
- c) Children with dyslexia ...
- d) Being able to pay attention ...

4. Complete each gap with one adequate word. Do not copy the complete text on your sheet, only letters (a), (b), (c), (d), (e), and (f) followed by the word(s) that you find suitable for the gap. [1.5 marks]

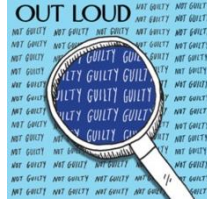
The effects are (a) __ always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence (b) __ violent games can alter brain function after (c) __ little as a week of play, affecting regions in the brain associated with emotional control and causing (d) __ aggressive behavior in the player. But D. Bavelier, one of the (e) __ experienced researchers in the field, says that the violent action games that worry parents may actually have (f) __ strongest beneficial effect on the brain.

5. Why did the "Rabbids" study throw cold water on the idea that video games are bad for the brains of young children? *Justify your answer WITH INFORMATION FROM THE TEXT BUT USING YOUR OWN WORDS.* (25-50 words) [2 marks]

6. IN YOUR OPINION, why do video games have such a bad reputation? Please, use your own ideas and your own words. (25-50 words) [2 marks]

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Opción B



Words on trial

January 2009. Chris Coleman began telling friends and associates that he was worried about the *safety* (1) of his family. He had been receiving death *threats* (2) by email, which also mentioned his wife and his sons. Coleman asked his neighbor across the street, a police officer, to set a security camera on the front of his house.

May 2009. Coleman left his home early to *work out* (3) at the gym. Later on, when he called his wife and got no answer, he asked his neighbor the policeman to check on her. The officer found a horrifying scene. Red graffiti —“Fuck you” and “U have paid!”— was scrawled¹ on the walls and on the sheets of the beds in which Coleman’s wife and kids lay strangled to death. Although a back window was open —suggesting that someone had entered the house out of view of the camera—, the police quickly came to suspect Coleman himself, as they found out that he was having an *affair* (4) with a cocktail waitress.

However, his DNA² was not found anywhere that would connect him directly to the crime. At the trial, experts showed that some of the threatening e-mails had been sent from Coleman’s computer, but they couldn’t prove it hadn’t been hacked. They could demonstrate Coleman had bought a can of red spray paint months before, but they couldn’t link him to the can used in the crime. Toward the end of the trial, prosecutors³ asked for the testimony of Dr. Robert Leonard, a forensic linguist who, *relying on* (5) word choice and spelling largely, suggested that the same person had written the threatening e-mails and sprayed the graffiti, and that those specimens⁴ were similar to Coleman’s prose style.

¹Scrawl: Garabatear ²DNA: ADN ³Prosecutor: Fiscal ⁴Specimens: Muestras

PREGUNTAS (NO RESPONDER EN ESTA HOJA)

READ THE TEXT AND ANSWER THE FOLLOWING QUESTIONS. BE CAREFUL TO FOLLOW THE INSTRUCTIONS FOR EACH QUESTION.

1. Link each of the words/expressions below with a word/expression in the column (as numbered in the text). Copy the correct pair of words on your answer sheet. [1 mark]

intimidation | relationship | trust | exercise | security

- (1) *safety* and ...
- (2) *threat* and ...
- (3) *work out* and ...
- (4) *affair* and ...
- (5) *rely on* and ...

2. Reading comprehension

2.1. Choose the best option. Copy the complete correct option on your answer sheet. [0.75 marks]

- a) As he had been receiving threats, Coleman himself put a security camera on the front of his house.
- b) Coleman's wife and sons were found dead by a neighbor, who called a policeman to the scene.
- c) A policeman was sent by Coleman to the crime scene to find the dead bodies of his wife and sons.
- d) Coleman's neighbor, who was a policeman, noticed someone was escaping through the back window.

2.2. Choose the best option. Copy the complete correct option on your answer sheet. [0.75 marks]

- a) The linguistic evidence seems more decisive than the computer and the red paint in the solution of this case.
- b) Coleman's defense managed to prove that his computer had been hacked.
- c) It was proved that the red paint that Coleman bought months before was not the one used in the crime.
- d) Dr. Leonard demonstrated that the email threats and the sprayed graffiti had been written by the same person: Chris Coleman.

3. Complete the sentences using information from the text. Do not reproduce phrases from the text literally, unless this is unavoidable. [2 marks]

- a) Email threats were ...
- b) A security camera ...
- c) Coleman could not be ...
- d) Word choice and spelling ...

4. Complete each gap with one adequate word. Do not copy the complete text on your sheet, only letters (a), (b), (c), (d), (e), and (f) followed by the word(s) that you find suitable for the gap. [1.5 marks]

Dr. Leonard noted that many of the killer's spray-painted sentences began with "fuck," as did the e-mails and letters. In addition, (a) ___ the graffiti and the threatening notes relied on two obscenities, "fuck" and "bitch," to the exclusion of all others. Dr. Leonard (b) ___ compared the graffiti with 221 e-mails known to have been (c) ___ by Coleman. He explained that the abbreviation "U" for "you" (d) ___ often found in cell-phone text messages (e) ___ rarely in e-mails. Both the killer and Coleman used "U" in e-mails. Coleman also repeatedly put the apostrophe (f) ___ the wrong place —"doesnt' "and "cant' "—as did the killer.

5. Is it clear, from the information in the text, that Chris Coleman murdered his wife and sons? *Justify your answer WITH INFORMATION FROM THE TEXT BUT USING YOUR OWN WORDS.* (25-50 words) [2 marks]

6. Do you think there is such a thing as "the perfect crime"? Whether you say "yes" or "no", justify your answer. Please, use your own ideas and your own words. (25-50 words) [2 marks]

[This is NOT part of the exam, but in case you want to know the end of this case... The jury found Coleman guilty and he was sentenced to three life terms in prison, one for his wife and two for each of his sons.]