
Probas de acceso a ciclos formativos de grao superior

CSPEA03

Inglés

Inglés



1. Formato da proba

Formato

- A proba consta dun texto e vinte cuestións tipo test. As cuestións serán de comprensión do propio texto, e poderán incluír cuestións referidas ao vocabulario, gramática e elementos de cohesión do propio texto.
- As cuestións tipo test teñen tres posibles respostas das que soamente unha é correcta.

Puntuación

- 0,50 puntos por cuestión tipo test correctamente contestada.
- Cada cuestión tipo test incorrecta restará 0,125 puntos.
- As respostas en branco non descontarán puntuación.
- No caso de marcar máis dunha resposta por pregunta considerarase como unha resposta en branco.

Materiais e instrumentos que se poden empregar durante a proba

- Bolígrafo con tinta negra ou azul.

Duración

- Este exercicio terá unha duración máxima de 60 minutos.



2. Exercicio

Texto

WELCOME TO ASHLEY'S TRAVEL BLOG

I'm spending the next few weeks in South Korea! Read on for my latest adventures and observations.

Meet Lee Young-Ho (also known as Flash). He is 20, he's handsome and believe me, he's rich. He's also worshipped by millions of infatuated fans. Every teenager in South Korea wants to be just like him. And guess what? He's not a football champion or a pop star. He's a top computer gamer, and in south Korea, that means everything.

I've been in Seoul for a week now, and it's not hard to see that the whole country is totally obsessed with online gaming. It seems like half the population plays StarCraft and other games in round-the-clock Internet cafés. There are three TV channels here that broadcast live games 24 hours a day, and gaming champions are national heroes. We joined the crowd at a live match in a special e-sports stadium, where attendance was especially high that night. It was quite an experience! The spectators cheered more loudly than at our football matches back home in the UK!

My guidebook says that most South Koreans were hooked up to high-speed Internet way before the rest of the world, so they got into games like StarCraft faster than anyone else. They formed their first professional gaming team in 2000. That was also the year when they hosted the first World Cyber Games, which are now the Olympics of online gaming.

The problem is, Internet gaming isn't all glamour and glory. Addiction to gaming is a real epidemic here. Addicts are people whose lives have been taken over by the games. They stop going to school or work, and they don't even talk to their friends or parents any more— they just spend all their time playing. It's really upsetting.

I was talking to some secondary-school students who made me realise what might be the source of the problem: they are extremely stressed because of the incredible importance of academic achievement in this country. They have a really demanding school system and tough university entrance exams. No wonder they want to escape into an online world where they can actually win every once in a while!

Now the government here is passing some weird new laws to restrict under-18s' access to Internet games. They've also set up rehabilitation centres for addicts all over the country. Maybe they should think about easing up on school pressure instead! In any case, as long as there's hope of becoming a superstar like Lee Young-Ho, kids are going to carry on taking part in the South Korean national pastime— and that's good fun, as long as they don't do it all the time!

- Achievement: logro.
- Hooked up: conectados.



Marque a resposta correcta en cada caso

Marque la respuesta correcta en cada caso

1. According to the text, what does the writer find surprising about Lee Young-Ho?

 - A His looks.
 - B The number of fans he has.
 - C The reason why he is famous.

2. According to the text, South Korea was the first country to begin gaming because they...

 - A had a large number of Internet cafés.
 - B had fast Internet connections.
 - C had more professionals than other countries.

3. According to the text, the World Cyber Games...

 - A first included only South Koreans.
 - B are the most important gaming competition.
 - C are always hosted by South Korea.

4. According to the text, regarding addiction, the writer feels that...

 - A the educational system should be changed.
 - B the government's solutions are helpful.
 - C superstars such as Lee Young-Ho should help addicts.

5. What is the text about?

 - A Internet gaming does not interfere with peoples' job.
 - B Gaming is the South Korean national pastime.
 - C The government in South Korea wants to ban Internet games.

6. According to the text, why does the writer compare the live match to football matches in the UK?

 - A Because the crowd at the live match behaved similarly to British football fans.
 - B Because all TV channels broadcast live games.
 - C Because everybody loves playing games on line.



7. According to the writer, why are so many people addicted to gaming?
- A** Because they don't want to attend school or work.
B Because the school system is so difficult that students want to get away from all the pressure.
C Because they think that Internet gaming is glamorous.
8. Which passive sentence has a similar meaning to "The government is passing some weird new laws to restrict under-18s' access to Internet games"?
- A** Some weird new laws are passing to restrict under-18s' access to Internet games.
B Some weird new laws are passed to restrict under-18s' access to Internet games.
C Some weird new laws are being passed to restrict under-18s' access to Internet games.
9. Which is the correct sentence in Reported Speech? "We joined the crowd at a live match in a special e-sports stadium", Ashley told us that...
- A** they joined the crowd at a live match in a special e-sports stadium.
B they join the crowd at a live match in a special e-sports stadium.
C they had joined the crowd at a live match in a special e-sports stadium.
10. Lee Young-Ho,is also known as Flash, is a top computer gamer.
- A** that
B which
C who
11. The possibility of becoming a superstar motivates kids...
- A** carry on gaming.
B to carry on gaming.
C carrying on gaming.
12. "You should set a daily time limit for video gaming". An expert advised parents...
- A** setting a daily time limit for video gaming.
B that they set a daily time limit for video gaming.
C to set a daily time limit for video gaming.



- 13.** Choose a sentence with the same meaning as: "Perhaps some parents don't care how much time kids spend gaming".
-
- A** Some parents may not care how much time kids spend gaming.
B Some parents must not care how much time kids spend gaming.
C Some parents should not care how much time kids spend gaming.
- 14.** If we had travelled to South Korea in 2000, wethe first World Cyber Games.
-
- A** would have seen
B would see
C will have seen
- 15.** Ashley would like the school system...
-
- A** was less demanding.
B to be less demanding.
C is less demanding.
- 16.** Which is the best definition for: "It's really upsetting"?
-
- A** Making someone feel worried and unhappy.
B Making someone feel stressed and ill.
C Making someone feel confident and happy.
- 17.** How longtheir first professional gaming team? Since 2000.
-
- A** did South Koreans have
B South Koreans had
C have South Koreans had
- 18.** Whenthe first World Cyber Games? In 2000.
-
- A** have they hosted
B did they host
C do they host



19. Which sentence has the same meaning as “Although he is addicted to gaming, he gets good results at school”?

- A** In spite of he is addicted to gaming, he gets good results at school.
- B** However he is addicted to gaming, he gets good results at school.
- C** Despite being addicted to gaming, he gets good results at school.

20. According to the text, what action is being taken by the government to combat addiction?

- A** Rehabilitation centres have been opened.
- B** They are going to make university entrance exams easier.
- C** The government is not taking any action.



3. Solución para as preguntas tipo test

Nº	A	B	C	
1			X	
2		X		
3		X		
4	X			
5		X		
6	X			
7		X		
8			X	
9			X	
10			X	
11		X		
12			X	
13	X			
14	X			
15		X		
16	X			
17			X	
18		X		
19			X	
20	X			
N.º de respostas correctas (C)				
N.º de respostas incorrectas (Z)				
Puntuación do test= $C \times 0,5 - Z \times 0,125$				

Nas preguntas de test, por cada resposta incorrecta descontaranse 0,125 puntos. As respostas en branco non descontarán puntuación.