



OFPPT

مكتب التكوين المهني وإنعاش الشغل

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V2

Barème : / 20

Read the text carefully

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For years concern has been expressed by parents and teachers about the effect of computer games on the moral and mental make-up of the next generation. Some have warned that anti-social behavior and violence are the outcome; others believe that the age of the Zombie is upon us. Children use computer or video games that interfere with daily life isolating themselves from family and friends or from other forms of social contact and focus almost entirely on in-game achievements rather than other life events.

But expert opinion is shifting radically. Psychologists in America and Britain now suggest that while computer games hold some dangers for children, they also provide opportunities their parents never enjoyed to amplify powers of concentration memory. Researchers have also emphasized the positive response to the way computer figures reward success, encouraging them to look for greater challenges, if the same attitude is applied to school work. A leading researcher at the University of Washington has even claimed that children think differently when they play computer games, learning to deal with problems in parallel rather than in sequence.

Some scholars claim that the social dependence that may arise from computer games occurs online where players interact with others and the relationships often become more important for gamers than real-life relationships. Players may play many hours per day, neglect personal hygiene, gain or lose significant weight due to playing, disrupt sleep, avoid phone calls from friends, or lie about how much time they spend playing computer games.

Many psychologists and mental health professionals reported that a seventeen year old boy would play for periods of up to 15 hours, skipping meals and only stopping when he blacked out. This was called, computer game addiction which they define as an excessive, unhealthy amount of playing computer games, rather than engaging in the real world. An addicted user devotes the majority of his or her time to gaming. The addicted gamer often isolates him/herself from others, ignores more important responsibilities, and is often obsessed with obtaining higher status ,ranking and achievements in his or her favorite computer game.

I. COMPREHENSION:

A. Answer the following questions: (3marks)

1. Why do computer games have bad effects on children?
2. What does the underlined word 'they' refer to?
3. What is computer game addiction?

B. Say if these statements are true or false: (2marks)

1. Real life relationships are very important for gamers.
2. Parents and teachers are against computer games.

C. Find in the text synonyms to: (1mark)

1. Result:
2. Search:

D. Find in the text antonyms to: (1mark)

1. Negative
2. Different



II. LANGUAGE

A. Put the verbs between brackets in the correct form: (2marks)

1. Many children (become) addicted to computer games since 2000.
2. Schools (exploit) a particular feature of computer games, to encourage children to look for greater challenges in the future.

B. Rewrite these sentences as suggested: (4marks):

1. Schools could exploit particular features of computer games.
 - Particular features.....
2. Psychologists must find a solution to addicted gamers.
 - A solution
3. "An addicted user devotes the majority of his time to gaming;"
 - The psychologists say that.....
4. "Parents did not enjoy the same opportunities to amplify powers of concentration years ago."
 - Some scholars explained that.....

C. Join these sentences using the words between brackets: (2marks)

1. Computer games hold some dangers for children. Computer games provide opportunities to amplify concentration for children. (Not only....but....as well).
2. The addicted gamer does not sleep. The addicted gamer does not eat. (Neither....nor)

III. WRITING: (5marks)

Write a short paragraph and show how computer games may increase children's power of concentration and may have a positive effect on their school work.