



GOBIERNO DEL PRINCIPADO DE ASTURIAS

CONSEJERÍA DE EDUCACIÓN, CULTURA Y DEPORTE

ESCUELAS OFICIALES DE IDIOMAS DEL PRINCIPADO DE ASTURIAS

PRUEBA ESPECÍFICA DE CERTIFICACIÓN DE NIVEL C1 DE INGLÉS SEPTIEMBRE 2015

Comisión de Evaluación de la EOI de

COMPRENSIÓN DE LECTURA

Puntuación total	/20
Calificación	

Apellidos: _____

Nombre: _____

DNI/NIE: _____

LEA LAS SIGUIENTES INSTRUCCIONES

A continuación va a realizar una prueba que contiene **dos ejercicios de comprensión de lectura**.

Los ejercicios tienen la siguiente estructura: se presentan unos textos y se especifican unas tareas que deberá realizar en relación a dichos textos. Las tareas o preguntas serán del siguiente tipo:

- **Pregunta de relacionar.** Se presentan 6 reseñas de libros (de la 1 a la 6). Deberá realizar **dos** tareas. En cada una de las tareas se presentan unas frases (de la A a la G) y deberá relacionar cada libro con una de dichas frases. **Se proporciona una frase más de las necesarias en cada tarea y sólo hay una frase correcta para relacionar con cada libro en cada tarea.** Deberá **elegir la respuesta correcta** rodeando con un círculo la letra de su opción en la **HOJA DE RESPUESTAS**.

Ejemplo:

1 A B C D E F G

Si se confunde, tache la respuesta equivocada y rodee la opción que crea verdadera.

1 X B C D E F G

- **Pregunta de completar.** Se presenta un texto en el que faltan 8 frases o partes del texto (identificadas del 1 al 8). Se proporcionan las frases o partes del texto en un listado que incluye 9 opciones (de la A a la I). Deberá **elegir la respuesta correcta** rodeando con un círculo la letra de su opción en la **HOJA DE RESPUESTAS**. **Se proporciona una opción más de las necesarias y sólo una de las opciones es correcta para cada hueco.**

Ejemplo:

1 A B C D E F G H I

Si se confunde, tache la respuesta equivocada y rodee la opción que crea verdadera.

1 A B X D E F G H I

En total, deberá contestar **20 preguntas** para completar esta prueba. Antes de responder a las preguntas, lea atentamente las instrucciones de cada ejercicio.

Dispone de **60 minutos** para responder todas las preguntas de los ejercicios que componen la prueba.

Utilice únicamente **bolígrafo azul o negro** y asegúrese de que su **teléfono móvil** y **dispositivos electrónicos** estén **desconectados** durante toda la prueba.

Trabaje concentradamente, **no hable ni se levante** de la silla. Si tiene alguna duda, levante la mano y espere en silencio a que el/la profesor/a **se acerque a su mesa. Espere a que le indiquen que PUEDE EMPEZAR.**

HOJA DE RESPUESTAS

EJERCICIO 1: WHAT TO READ

Task 1

Book 1	A	B	C	D	E	F	G
Book 2	A	B	C	D	E	F	G
Book 3	A	B	C	D	E	F	G
Book 4	A	B	C	D	E	F	G
Book 5	A	B	C	D	E	F	G
Book 6	A	B	C	D	E	F	G

Task 2

Book 1	A	B	C	D	E	F	G
Book 2	A	B	C	D	E	F	G
Book 3	A	B	C	D	E	F	G
Book 4	A	B	C	D	E	F	G
Book 5	A	B	C	D	E	F	G
Book 6	A	B	C	D	E	F	G

EJERCICIO 2: CAN VIDEO GAMES FEND OFF MENTAL DECLINE?

1	A	B	C	D	E	F	G	H	I
2	A	B	C	D	E	F	G	H	I
3	A	B	C	D	E	F	G	H	I
4	A	B	C	D	E	F	G	H	I
5	A	B	C	D	E	F	G	H	I
6	A	B	C	D	E	F	G	H	I
7	A	B	C	D	E	F	G	H	I
8	A	B	C	D	E	F	G	H	I

EJERCICIO 1

WHAT TO READ

Adapted from <http://www.openingthebook.com/whichbook/>

You are going to read six book reviews (1 – 6). You will have to do **TWO TASKS**. Match each review to one of the sentences A - G. For each task there is **ONE sentence which you DO NOT NEED to use**. **DON'T FORGET TO TRANSFER ALL YOUR ANSWERS TO THE ANSWER SHEET.**

1 - **Baudolino** by Umberto Eco

Baudolino is the ultimate joker in the pack of history, a liar and a prankster and a brutal truth teller. Myth, religion and the historical record are portrayed as a practical joke, a convenient lie to cover the machinations of the powerful. The more history you know, the funnier and more serious this book becomes.

2 - **Finch** by Jeff VanderMeer

Immerse yourself in this blackest of steampunk if you dare. In a city occupied by a fungal race, many are forced to collaborate. Finch is a reluctant detective whose world is claustrophobic, dark and oppressive. You need a strong stomach to read on, but the page-turning plot, the vividness of the setting and the beauty of the elliptical writing make it compelling.

3 - **Island of the Sequined Love Nun** by Christopher Moore

This funny book could be described as a load of nonsense - but it's very entertaining nonsense about a human organ transplanting service operating under the guise of a missionary station. Expect great dialogue and interesting characters including a talking fruit bat wearing designer sunglasses. However, be warned, it's very politically incorrect and you might not be too happy if you are Japanese or a native of Micronesia.

4 - **Madame Verona Comes Down the Hill** by Dimitri Verhulst

This quirky little tale of a widow's love for her husband, stray dogs, table football and classical music set in a village full of interesting characters is an absolute joy to read. Poignant and hugely entertaining, its sombre themes of loss and ageing are handled in a hugely agreeable way.

5 - **Maya** by Jostein Gaarder

A roller coaster ride of a book, lifting you to amazing heights and plummeting you to desperate lows, all within a few pages. Full of philosophical musings about the state of the environment and our place in it: you will have to think hard to keep up with the story.

6 - **Time to Every Purpose Under Heaven** by Karl O Knausgaard

Odd, but enthralling description of the history and decline of angels as seen through the eyes of Antinous Bellori, who meets an angel as a boy. You don't have to know the Old Testament to enjoy this book, but you will know a lot about the Old Testament after reading it. And none of this gives the story away. Although why it ends up in Norway is anyone's guess.

EJERCICIO 2**CAN VIDEO GAMES FEND OFF MENTAL DECLINE?***Adapted from www.nytimes.com*

You are going to read part of an article about video games. Eight sentences are incomplete. For gaps 1- 8 choose the extract (A-I) which best fits each gap. Only ONE answer is correct, and there is ONE extract you DO NOT NEED to use. DON'T FORGET TO TRANSFER ALL YOUR ANSWERS TO THE ANSWER SHEET.

You just crashed a little bit," Adam Gazzaley said.

It was true: I'd slammed my rocket-powered surfboard into an icy riverbank. This was at Gazzaley's San Francisco lab, in a nook cluttered with multicolored skullcaps and wires that hooked up to an E.E.G. machine. 1. Indeed, its intended users include people over 60 — because the game might just help fend off the mental decline that accompanies aging.

It was awfully hard to play, even for my *Call of Duty*-toughened brain. *Project: Evo*, as the game is called, was designed to tax several mental abilities at once. As I maneuvered the surfboard down winding river pathways, I was supposed to avoid hitting the sides, which required what Gazzaley said was "visual-motor tracking." 2. The game increased in difficulty as I improved, making the river twistier and obliging me to remember turns I'd taken. (These were "working-memory challenges.") Soon the targets became more confusing — I was trying to tap blue birds and green fish, but the game faked me out by mixing in green birds and blue fish. This was testing my "selective attention," or how quickly I could assess a situation and react to it.

3.

"It's hard," Gazzaley said, smiling broadly as he took back the iPad I was playing on. "It's meant to really push it."

"Brain training" games like *Project: Evo* have become big business, with Americans spending an estimated \$1.3 billion a year on them. They are also a source of controversy. 4. Gazzaley, however, is something of an outlier. His work commands respect from even the harshest critics. He spent five years designing and testing the sort of game play I had just experienced, and he found that it does indeed appear to prompt older brains to perform like ones decades younger. ("Game changer," the cover of *Nature* magazine declared when it published his findings last year). Now *Project: Evo* is on its own twisty path. 5. If it gets that government stamp, it might become a sort of cognitive *Lipitor* or *Viagra*, a game that your doctor can prescribe for your aging mind.

In recent years, neuroscientists have begun to map, in increasing detail, just what happens as the brain ages. The picture is bleak. Beginning in our late 40s and 50s, our working memory dims, and we lose the ability to juggle simultaneous tasks. 6. Processing speed — that is, the brain's ability to react to stimuli — slows, which is one reason older people struggle to follow the speech of chattering children. Scientists have begun to trace the physical changes behind this decline. For example, the myelin sheathing that covers the brain's white matter degrades, and the brain has a harder time coordinating its different regions engaged in a mental task. 7. "It's a rough life, being a nervous system over 60 or 70 years," says Jonathan King, who directs a cognitive-aging program at the National Institute on Aging.

Since Gazzaley began his career two decades ago, in his 20s, he has been fascinated by the puzzle of aging. Back then, neuroscience was in the midst of the "neuroplasticity" revolution, the discovery that the mature brain can change and evolve. Scientists used to believe that once you became an adult, your brain's capabilities were fixed, like plaster. But in the 1990s and early 2000s, aided by new brain-scanning tools, they realized this wasn't true. 8. We're not often going to take up mentally difficult activities in our dotage.

Video games seemed like one possible shortcut. Researchers were discovering that playing them appeared to improve some cognitive abilities in children: Avid players were better at noticing/ visual stimuli and shifting the focus of their attention, the very tasks that old brains find difficult.

EJERCICIO WHAT TO READ

Task 1: Which statement is true for each book 1 – 6?

A	It deals with a shocking subject written in a naïve way	Book 1 Book 2 Book 3 Book 4 Book 5 Book 6
B	It depicts a gruesome place in a realistic way	
C	It is a humorous account of an ingenious scheme	
D	It is challenging to follow the thread	
E	It offers an odd explanation of history and human beliefs	
F	It tackles gloomy topics in a pleasant manner	
G	It will enrich your knowledge of a specific cultural aspect	

Task 2: Which book...?

A	features an unwilling main character	Book 1 Book 2 Book 3 Book 4 Book 5 Book 6
B	is about a bizarre encounter	
C	is moving and delightful to read	
D	makes you sympathize with hideous characters	
E	might be frowned upon by a certain community	
F	requires previous knowledge to be fully appreciated	
G	will take you from joy to sorrow in no time	

EJERCICIO 2

CAN VIDEO GAMES FEND OFF MENTAL DECLINE?

A	After only two minutes of play, I was making all manner of mistakes, stabbing frantically at the wrong fish as the game sped up
B	But I also had to watch out for targets: I was tasked with tapping the screen whenever a red fish jumped out of the water
C	Each jerk and leap controlled a horse on the screen, as she tried to avoid obstacles and lunged toward targets (vegetables and colors, in this case)
D	If you start doing something that taxes your brain in productive ways, forcing it to repeatedly engage declining skills — learning a new language, for instance — those skills get measurably sharper. The problem, of course, is that most of us are pretty lazy
E	Industry observers warn that snake-oil salesmen abound, and nearly all neuroscientists agree there’s very little evidence yet that these games counter the mental deficits that come with getting older
F	It becomes harder to screen out distractions, to stay focused while reading or shopping
G	The Boston company that is developing it, <i>Akili</i> , which Gazzaley advises, is seeking approval from the Food and Drug Administration for the game.
H	The video game I was playing wasn’t the sort typically pitched at kids or even middle-aged, <i>Gen X</i> gamers
I	This dropoff has nothing to do with Alzheimer’s or dementia; this is normal aging in an otherwise healthy adult