



GOBIERNO DEL PRINCIPADO DE ASTURIAS

CONSEJERÍA DE EDUCACIÓN Y CULTURA

ESCUELAS OFICIALES DE IDIOMAS DEL PRINCIPADO DE ASTURIAS
**PRUEBA ESPECÍFICA DE CERTIFICACIÓN DE NIVEL
AVANZADO C1 DE INGLÉS.
JUNIO 2019**

Comisión de Evaluación de la EOI de

COMPRENSIÓN DE TEXTOS ESCRITOS

Puntuación total	/20 puntos
Calificación	/10 puntos

Apellidos: _____

Nombre: _____

DNI/NIE: _____

LEA LAS SIGUIENTES INSTRUCCIONES

A continuación va a realizar una prueba que contiene **tres ejercicios de comprensión de textos escritos**.

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:

- **Opción múltiple: preguntas o frases incompletas**, seguidas de una serie de respuestas posibles o de frases que las completan. En este caso deberá **elegir la respuesta correcta** rodeando con un círculo la letra de su opción en la **HOJA DE RESPUESTAS. Sólo una de las opciones es correcta.**

Ejemplo:

1	<input checked="" type="radio"/> A	B	C
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Si se confunde, tache la respuesta equivocada y rodee la opción que crea verdadera.

1	<input checked="" type="radio"/> A	B	<input checked="" type="radio"/> C
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- **Pregunta de relacionar**. Se presentan una serie de **proposiciones** que deberá relacionar con su **respuesta** correspondiente de entre las proporcionadas. En este caso deberá **elegir la respuesta correcta** y escribir la letra de su opción en la **HOJA DE RESPUESTAS**.

Ejemplo:

1	<input checked="" type="radio"/> A	B	C	D	E
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Si se confunde, tache la respuesta equivocada y rodee la opción que crea verdadera.

1	<input checked="" type="radio"/> A	B	<input checked="" type="radio"/> C	D	E
---	------------------------------------	---	------------------------------------	---	---

- **Pregunta de Verdadero / Falso**. Se presentan una serie de **preguntas** y se deberá **decidir si la información facilitada es verdadera o falsa**.

Ejemplo:

1	<input checked="" type="radio"/> True	False
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Si se confunde, tache la respuesta equivocada y rodee la opción que crea verdadera.

1	<input checked="" type="radio"/> True	<input checked="" type="radio"/> False
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En total, deberá contestar a **25 preguntas**. Cada una de ellas vale **0,8 puntos sobre una puntuación total de 20**. La calificación se obtendrá al dividir la puntuación total entre dos y redondear el resultado a la unidad. 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: SCRABBLE

				Espacio reservado para la persona correctora
1	A	B	C	
2	A	B	C	
3	A	B	C	
4	A	B	C	
5	A	B	C	
6	A	B	C	
7	A	B	C	
8	A	B	C	
9	A	B	C	
10	A	B	C	

EJERCICIO 2: WEAK BONES

								Espacio reservado para la persona correctora
1	A	B	C	D	E	F	G	
2	A	B	C	D	E	F	G	
3	A	B	C	D	E	F	G	
4	A	B	C	D	E	F	G	
5	A	B	C	D	E	F	G	
6	A	B	C	D	E	F	G	
7	A	B	C	D	E	F	G	
8	A	B	C	D	E	F	G	
9	A	B	C	D	E	F	G	
10	A	B	C	D	E	F	G	

EJERCICIO 3: INTERNET CHILDREN

			Espacio reservado para la persona correctora
1	TRUE	FALSE	
2	TRUE	FALSE	
3	TRUE	FALSE	
4	TRUE	FALSE	
5	TRUE	FALSE	

EJERCICIO 1

SCRABBLE

Adapted from BBC Culture

Read the following article about the game of Scrabble. For questions 1-10, choose the correct answer A, B or C as in example 0. Only ONE answer is correct.

DO NOT FORGET TO TRANSFER ALL YOUR ANSWERS TO THE ANSWER SHEET.

Fancy a game of Lexiko? Or how about Alph? Appropriately enough for a word game, it was only when Scrabble acquired the name millions now know it by that it really started to take off, spawning special sets for kids and travellers, tournaments with fat cash prizes, a television show – even a dirty-word version.

Today, more than 150 million sets have been sold in 29 languages. It has found its way into one in three American homes and an estimated 30,000 games are started around the world every hour – which is an awful lot of rainy afternoons and otherwise congenial family gatherings ruined by spats over whether ‘za’ is a legitimate word or not.

The game, also formerly known as “It” and “Criss-Cross Words”, acquired its lasting moniker in 1948, but its story begins 15 years earlier, when a 32-year-old architect named Alfred Mosher Butts joined the millions who’d already lost their jobs in the Great Depression. Inspired by Charles Darrow’s success as the nominal inventor of Monopoly, Butts sat in his apartment in Queens, New York City, pondering the board games market.

There were three types of game, he determined: move games like chess, number games such as bingo, and word games, of which he could think of just one example, Anagrams.

With characteristic diligence, he typed all this up on a document titled Study of Games, which, along with many other artefacts and ephemera from the history of Scrabble, now belongs to Butts’s great-nephew. The hoard also includes a front page from the New York Herald, one of the papers used by Butts to assess the frequency with which each letter in the alphabet appears. This information helped him decide how many tiles a letter should appear on or how many points it ought to carry.

It’s been suggested that he also drew on a story he’d read as a child, Edgar Allan Poe’s The Gold-Bug, in which a pirate’s treasure map is decoded by matching symbols to letters based on how often they appear in the English language. Either way, the upshot was to limit the role of chance and allow knowledge and strategy to play a part, resulting in a blend that’s crucial to Scrabble’s enduring popularity.

Butts was fond of chess, crosswords and jigsaw puzzles, and the influence of all three can be seen in Scrabble. His first pass at designing the game set players the somewhat daunting task of forming nine- and 10-letter words. As the game evolved, Butts added blank tiles and premium-score squares, and moved the game’s start from the edge of the board to the centre. In fact, at the beginning, it was missing a crucial component: a board.

His guinea pig was his wife Nina who, in a twist that would seem scandalous today, had been his schoolteacher growing up. Was it her fault that Butts always claimed to be a terrible speller?

Invariably, Mrs Butts beat him at his own game, reportedly once playing the word 'quixotic' across two triple-word scores, notching up close to 300 points in a single turn.

Soon, they were gathering friends and neighbours to play in the hall of the local Methodist church but the game remained a stubbornly local hit. By mid-1934, he'd sold just 84 handmade sets at a loss of \$20. Every major games manufacturer turned it down, and his application for a patent met the same fate. Eventually, the economy perked up and Butts was able to resume his old job at the architectural firm.

The story may have ended there were it not for one James Brunot, an aspiring entrepreneur who owned an early set of "Criss-Cross Words", as the game was known at the time. When he retired from his day job in 1948, he approached Butts offering to make and sell the game. Brunot also came up with the name Scrabble, lodging a successful copyright application that same year. The game's tipping point was still four years away, and until then Brunot, like Butts before him, lost money producing a few dozen sets each week. But it was on its way, and in 1952, the president of Macy's department store happened to see a Scrabble game in progress while holidaying in Florida. The store began stocking it and was soon shifting 6,000 sets weekly.

He now came up with the idea that a change of marketing was necessary. He began hunting around for a ploy that could be accessed by the wider public. Television was just taking off at this time in the USA and luckily, he had the aptitude to recognise the potential of this ever more popular device. He contacted a budding marketing agency which had recently been set up in his neighbourhood in New York. Their goal was to grab the public's attention so that the consumer could understand the attraction of both the game itself and the price. They launched a TV campaign based on family values and academic progress in which the typical American family could be seen playing Scrabble together and learning at the same time. The ad took off immediately, the traditional values slant was an immediate success.

It must be said that myriad other games were discovered almost by chance. Legend has it that the ancient Egyptians came across the game of chess while planning a battle against the Phoenicians. They had decided to represent the different battalions in miniature, as opposed to drawing them on a piece of papyrus, hence the discovery of moving soldiers virtually on a roughly drawn outline of the battlefield while planning strategy. The tactic paid off and they were able to enjoy one of the greatest civilisations the world has ever seen thanks to this, and many other, breakthroughs of the time.

Today Scrabble is a household name. The advantages of playing this game have long been enjoyed by generations of wordies all over the world. In our technological era, many believe that board games are doomed to extinction but, having witnessed the solid success and popularity of the little plastic squares with letters and a number since the happy family add, things look set to continue on the same track for quite some time to come.

EJERCICIO 2**WEAK BONES***Adapted from The Guardian*

You are going to read an article about the health of bones. Read the text carefully and match each phrase below (1-10) to the paragraph (A-G) in which the information is contained as in example 0. Some paragraphs can have two phrases.

DO NOT FORGET TO TRANSFER ALL YOUR ANSWERS TO THE ANSWER SHEET.

Paragraph A

Weight-bearing exercise (walking, running) helps to keep bones strong. No one knows precisely how much exercise is needed; the NHS says adults aged 19 to 64 should do at least 150 minutes of moderate-intensity aerobic activity every week. Three 10-minute periods of fast walking every day is a good target. There is little evidence that exercise prevents fractures once you have weak bones, but people who keep active into old age are less likely to fall – and if you don't fall, you are less likely to break a bone.

Paragraph B

Smoking has an impact on bone-building cells. Smokers are at increased risk of osteoporosis and fractures and stopping smoking is likely to improve bone strength. It is a complicated association: smokers may also be thinner than the healthy weight range; if you fall but have no padding, you are more likely to fracture a bone. After the menopause, women make some oestrogen – which keeps bones strong – in their fat layer. Once your ovaries stop producing oestrogen, you can't make much of it if you don't have any fat.

Paragraph C

No one is saying that it helps to be plump; you need to be able to keep moving, of course, and the heavier you are, the more force will land on your bones if you fall. But small-framed, low-weight people have less total bone mass. As a result, losing even small amounts of weight may result in bones that break easily.

Paragraph D

Women are four times more likely than men to get osteoporosis, since their levels of oestrogen fall after the menopause. Hormone replacement therapy can help maintain strong bones and prevent fragility fractures (fractures that occur on minimal force). Once you have osteoporosis, though, it is not very effective.

Paragraph E

A healthy, balanced diet should provide the recommended 700 milligrams a day of calcium that you need to make new bone as old bone is replaced. There is no good evidence that calcium supplements are needed if you are at low risk of osteoporosis. The general belief is that dietary sources are preferable to supplements. You need about 10 micrograms a day of vitamin D for healthy bones. The National Health Service recommends that breast-fed babies up to one year old and all children aged one to four should have a daily supplement, while children over five and adults should consider one in the winter months.

Paragraph F

The main risk of having thin bones is fragility fractures. Elderly people who fall and break a hip may never regain their independence. Vertebral fractures may be silent initially, but tend to recur and can become multiple and extremely painful and disabling. One of the most useful things you can do for a frail relative or friend is check their home for potential hazards such as loose carpet. Occupational therapy assessment, to fit handrails to steps and baths, can be accessed via local authority websites or a GP referral.

Paragraph G

You are at increased risk of osteoporosis if you are elderly, female, underweight or immobile; if you have had previous fractures; and if you smoke, drink a lot of alcohol. In some cases, a bone density scan is useful. This can be arranged by your GP, but the scan needs to be taken in context of your overall risk. If you are at high risk, you will probably be advised to have treatment to build up your bones, even if the scan is normal.

EJERCICIO 3

INTERNET CHILDREN

Adapted from The Irish Times

Read the following article. For questions 1-5, circle the correct option, TRUE or FALSE as in example 0.

DO NOT FORGET TO TRANSFER ALL YOUR ANSWERS TO THE ANSWER SHEET.

As a society we have to face up to some uncomfortable realities. A child can get onto a harmful, pornographic website within three clicks. Young people often share personal or inappropriate images of themselves online and through social media. Children can be groomed online for sexual abuse. Commercial companies sell and exploit the digital footprint of children. And parents are often in the dark. At a basic level, many parents tell us they don't know what the best age to give their child a phone is.

It's a hot topic of late but actually, the digital age of consent is the least relevant and least important of a suite of measures being proposed as part of the Data Protection Bill which is before our Oireachtas (Irish Parliament) right now. This is happening to bring Irish law into line with an EU regulation – General Data Protection Regulation, 'the GDPR' for short - which will come into force later this month. With no proper research or evidence, the digital age of consent was parachuted into the GDPR at the eleventh hour.

The age of digital consent is the age at which a child can give their consent to a platform or online service to collect and profile their information. In the US, a digital age of consent was introduced to deal with excessive marketing by industry. The age was set at 13 for political reasons but in time they found that this just wasn't enough to protect children.

Most children were able to bypass verification mechanisms with the result that they were using services and platforms that their parents had no idea about. And many services just decided that their service wasn't for children with the result they didn't need to seek parental consent. We've seen this happen in Ireland in the last two weeks.

WhatsApp Messenger decided to raise their user age to 16. No great victory there. It just means they don't have to seek parental consent now at all. It is the duty of parents to make sure that their children aren't using the service if they are underage.

The truth is that the EU failed to offer proper guidance on how to deal with the fact that huge amounts of children lie about their age online. The GDPR does not specify what age verification measures providers must put in place to verify a child's age. And without this set out, we're concerned that children could be seriously exposed. The EU was warned by the European NGO Alliance for Child Safety Online that their failure to deal with this could result in failed prosecutions for online grooming of children. Children may lie to get onto these sites and child abusers could argue they honestly thought that the child wasn't underage. We can't risk this.

We will have to wait several years for the research to emerge. We'll also have to wait for any proper guidance from the EU. That's why the Joint Oireachtas Committee on Justice and Equality recommended 13 as the age of digital consent and called for the Government to keep it under review. It wasn't because of some daft misguided notion. It was because the proposal from the EU wasn't properly worked out.

EJERCICIO 1

SCRABBLE

0 The author ...

- A does not want to play Lexiko
- B wonders what playing Lexiko might be like
- C invites the reader to play a game of Lexiko with him/her

1 The game of Scrabble ...

- A became popular thanks to a change of title
- B can be found in the majority of American homes
- C can help to reduce arguments amongst family members

2 The inventor of Scrabble ...

- A looked up to other architects of the period
- B took into account the ideas of another game designer
- C was one of the first people to lose his job in the Great Depression

3 Alfred Mosher Butts ...

- A was by nature a serious worker
- B decided on letter frequency using just the New York Herald
- C used the "Study of Games" to decide on tile numbers and points

4 The basic origins for the game ...

- A can be found in other board games
- B are strategy, chance and knowledge
- C are clearly based on a children's storybook

5 The board game ...

- A originally was played from the middle out
- B started off without one of its main components
- C included mathematically based concepts and ideas

6 His family ...

- A gave him ideas to improve the game
- B helped increase the general popularity of the game
- C always took advantage of his shortcomings while playing

7 Success finally began thanks to ...

- A a stroke of luck
- B the improvement in the economy
- C the help of a renowned toy manufacturer

8 The television advert sprung from ...

- A the owner's business talent and intuition
- B the popularity of the American dream in a family context
- C a newly opened enterprise that was working in TV commercials

9 The Egyptians ...

- A became one of the most powerful civilisations
- B always used figures to represent battalions before waging war
- C could plan out the military manoeuvres on a battlefield layout

- 10 The future of Scrabble is guaranteed because ...**
A of its advertising campaign
B people are still fascinated by it
C the advantages of playing the game have been rediscovered

EJERCICIO 2

WEAK BONES

0	Absolutely nobody can say how much exercise a person requires	A
1	Body fat is positive for bone density	
2	Bones must be protected to avoid impact damage	
3	Breaking bones more easily can be related to weight loss	
4	Doing physical activity is probably not enough to avoid damaging bones	
5	Hormonal treatment is not always the answer for women	
6	Information for overcoming everyday problems is available through various channels	
7	Naturally occurring calcium is usually better than pharmaceutical options	
8	Unattended bone damage can have a long term negative effect	
9	Various factors must be taken into account for a full bone health diagnosis	
10	Vitamin intake may vary with the seasons	

EJERCICIO 3

INTERNET CHILDREN

0	It is common for children to share files through the social media	TRUE	FALSE
1	This issue has been subject to heated debate for quite some time	TRUE	FALSE
2	Age limits were introduced to protect children from the advertising industry	TRUE	FALSE
3	Companies are responsible for verifying the age of the consumers of their Internet sites	TRUE	FALSE
4	Loopholes in EU legislation could provide criminals with an alibi for misconduct	TRUE	FALSE
5	The government has established its own digital age of consent pending on EU directives	TRUE	FALSE

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