

פתרון בחינת הבגרות באנגלית

שאלון ה' (MODULE E)

מספרי השאלון: 405 ,016106

גרסה ב'

מוגש על ידי:

אורית הולנדר, מיכל חכמון, גניה אטד, נחמה

מצנר, דנה דרורי וארז צרפתי

מורים לאנגלית ברשת בתי הספר של

יואל גבע

הערות:

1. התשובות המוצגות כאן הן בגדר הצעה לפתרון השאלון.
2. תיתכנה תשובות נוספות, שאינן מוזכרות כאן, לחלק מהשאלות.

סוג הבחינה: א. בגרות לבתי ספר על-מס' 1 בגרות ובפסיכומטרי
ב. בגרות לנבחני משנה
ג. בגרות לנבחנים אקסטרניים
מועד הבחינה: קיץ תשס"ח, 2008
מספר השאלון: 405,016106

מדינת ישראל
משרד החינוך

אנגלית

שאלון ה'

(MODULE E)

גרסה א'

הוראות לנבחן

א. משך הבחינה: שעה ורבע

ב. מבנה השאלון ומפתח ההערכה: בשאלון זה שני פרקים.

פרק ראשון – הבנת הנקרא – 70 נקודות
פרק שני – הבנת הנשמע – 30 נקודות
סה"כ – 100 נקודות

ג. חומר עזר מותר בשימוש: מילון אוקספורד אנגלי-אנגלי-עברי

או: قاموس " هاراب " إنجليزي – إنجليزي – عربي
(מילון הראפס אנגלי-אנגלי-עברי)

נבחן "עולה חדש" רשאי להשתמש גם במילון דו-לשוני: אנגלי-שפת-אמו / שפת-אמו-אנגלי.

השימוש במילון אחר טעון אישור הפיקוח על הוראת האנגלית.

ד. הוראות מיוחדות:

- (1) עליך לכתוב את כל תשובותיך בגוף השאלון (במקומות המיועדים לכך).
- (2) כתוב את כל תשובותיך באנגלית ובעט בלבד. אסור להשתמש בטיפקס.
- (3) בתום הבחינה החזר את השאלון למשגיח.

הערה: גם נבחנים אקסטרניים ונבחני משנה חייבים להיבחן בפרק הבנת הנשמע.

ההנחיות בשאלון זה מנוסחות בלשון זכר ומכוונות לנבחנות ולנבחנים כאחד.

בהצלחה!

/המשך מעבר לדף/

PART I: ACCESS TO INFORMATION FROM WRITTEN TEXTS (70 points)

Read the article below and then answer questions 1-8.

A GAME TO MAKE YOU DANCE

At Middleton High School in New York, students yell in excitement as they run to gym class. They go straight to a row of TV sets hanging over plastic mats on the floor. A minute later, they are all playing the video game Dance Dance Revolution (DDR). Video games are often blamed for contributing to the rising weight of American kids, but DDR is now giving the country a chance to keep its youngsters physically fit.

Invented in Japan, DDR requires players to dance to electronic music in increasingly difficult patterns. As a song plays, arrows pointing in four different directions — forward, backward, left or right — appear on the TV screen in various combinations. Players "dance" in the directions shown on the screen by stepping on another set of arrows drawn on the floor mats.

Schools all over the USA are currently incorporating DDR into their gym classes as part of a general shift in physical education. "It used to be all about team sports and athletic skills," says gym teacher Fred Chadwick. "Now we're placing less emphasis on competitive activities, and we've found that kids are a lot happier."

The idea of using DDR in gym class came from Linda Carson, a medical researcher from West Virginia University. "I saw kids playing the game for hours and hours in a shopping mall and I was amazed," Dr. Carson recalls. "All these kids were actually paying money to be physically active. It was a gym teacher's dream."

Last year Dr. Carson published the results of a three-year study of DDR that found significant health benefits among children who played the game regularly, including improved fitness and endurance. Impressed by the findings, the state of West Virginia has installed DDR in all its schools. "The kids in my school love the fact that you get to listen to music," says 15-year-old Anna Potter, "and the dance steps are really fun." That kind of enthusiasm would put a smile on the face of any gym teacher.

(Adapted from "P.E. Classes Turn to Video Game That Works Legs,"
New York Times, April 30, 2007)

/המשך בעמוד 3/

QUESTIONS (70 points)

Answer questions 1-8 in English, according to the article. In questions 3, 5 and 7, circle the number of the correct answer. In the other questions, follow the instructions.

1. What can we understand about DDR from lines 1-5?

PUT A ✓ BY THE TWO CORRECT ANSWERS.

- i) Why many people object to it.
..... ii) Why it is not as popular as other video games.
..... ✓ iii) What equipment is needed.
..... iv) How long each game lasts.
..... ✓ v) How it is different from other video games.
..... vi) What makes it a harmful game.

(2×8=16 points)

2. What is explained in lines 6-10?

ANSWER: how to play DDR

(9 points)

אפשרויות תשובה נוספות- ראה נספח

3. What is the "general shift" described in lines 11-14?

- (i) Today there are fewer team sports in gym class.
(ii) Today physical activities are emphasized more in gym class.
(iii) Today there are fewer hours of physical education in schools.
(iv) Today videos are being used more in schools.

(8 points)

4. Copy a phrase from lines 1-18 that shows how kids feel about DDR.

students yell in excitement (as they run to gym class)

(6 points)

אפשרויות תשובה נוספות- ראה נספח

/המשך בעמוד 4/

5. Dr. Carson was amazed because she didn't think that (—). (lines 15-18)

- (i) malls can be a good place for physical activity
- (ii) kids would enjoy physical activity so much
- (iii) kids would spend so much money at the mall
- (iv) video games can be played for so many hours

(8 points)

6. COMPLETE THE SENTENCE ACCORDING TO LINES 19-22.

We can understand that the purpose of Dr. Carson's study was to find out

if \whether DDR has\ had health benefits

(9 points)

אפשרויות תשובה נוספות - ראה נספח

7. What do we learn from lines 19-24?

- (i) How Dr. Carson's study was conducted.
- (ii) What gym teachers say about DDR.
- (iii) Why West Virginia schools are using DDR.
- (iv) What kind of dance steps are used in DDR.

(8 points)

8. COMPLETE THE SENTENCE.

In lines 22-24, Anna Potter explains why **kids\ children love\ enjoy DDR**

(6 points)

/המשך בעמוד 5/

Note: The exam continues on page 6.

/המשך בעמוד 6/

PART II: ACCESS TO INFORMATION FROM SPOKEN TEXTS (30 points)

Answer questions **9-14** according to the broadcast. In questions 9, 11, 12 and 14, circle the number of the correct answer. In the other questions, follow the instructions.
(5 points for each correct answer.)

WHAT IS YOUR GREATEST WEAKNESS?

9. Why did Tom write the letter?
- (i) He wants to get invited to the studio.
 - (ii) He wants help in choosing a summer job.
 - (iii) He wants to share his story with other listeners.
 - (iv) He wants to be better prepared for his next interview.
10. What was Tom asked about at the beginning of the interview? Give ONE answer.
COMPLETE THE SENTENCE.
He was asked about his **Previous work experience\ interests\ hobbies**
11. Why didn't Tom answer the interviewer's question about his weaknesses?
- (i) He was hurt by the question.
 - (ii) He didn't know how to answer.
 - (iii) He doesn't think he has any weaknesses.
 - (iv) He is ashamed of his weaknesses.
12. "I tend to work too hard" is given as an example of (-).
- (i) the responses often given in interviews
 - (ii) a response that impresses interviewers
 - (iii) a response that shows your worst weaknesses
 - (iv) the responses that Tom gave in the interview

/המשך בעמוד 7/

13. According to Helen, why should you talk about advice you got in the past?

COMPLETE THE ANSWER.

To show that you are willing to **learn**

14. What is Helen's last piece of advice to Tom?

- (i) Tell the interviewer something surprising.
- (ii) Describe your strengths as well as your weaknesses.
- (iii)** Don't try to hide your weakness.
- (iv) Don't try to impress the interviewer.

בהצלחה!

זכות היוצרים שמורה למדינת ישראל
אין להעתיק או לפרסם אלא ברשות משרד החינוך

נספח
שאלון ה'
(MODULE E)

תשובות אפשריות נוספות

שאלה 2

what DDR requires players to do.

או

how DDR is played.

שאלה 4

(kids) playing the game for hours and hours.

או

All these kids were actually paying money to be physically active.

או

kids are a lot happier.

או

They go straight to a row of TV sets.

שאלה 6

if \ whether DDR improved \ improves (children's) health \ fitness \
endurance.

או

if \ whether DDR has \ had health benefits among children who
played \ play it regularly

שאלה 8

kids \ children are enthusiastic about DDR.