

פתרון בחינת הבגרות באנגלית

שאלון ה' (MODULE E)

מספרי השאלון: 016106, 405 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

<u>הערות:</u>

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



יואל גבע 🕕

מדינת ישראל משרד החינוך

סוג הבחינה: א. בגרות לבתי ספר על-מסיו בנגחות ובפסיכומטר

ב. בגרות לנבחני משנה

ג. בגרות לנבחנים אקסטרניים

מועד הבחינה: קיץ תשס״ח, 2008 מספר השאלון: 405,01610, 405

אנגלית

שאלון הי (MODULE E)

גרסה אי

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 – <u>30 נקודות</u>

סהייכ – 100 נקודות

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

או: قاموس " هاراب " إنجليزي — إنجليزي — عربي (מילון הראפס אנגלי-אנגלי-ערבי)

נבחן ייעולה חדשיי רשאי להשתמש <u>גם</u> במילון דו־לשוני: אנגלי-שפת־אמו / שפת־אמו-אנגלי.

השימוש במילון אחר טעון אישור הפיקוח על הוראת האנגלית.

: הוראות מיוחדות:

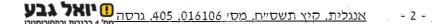
- (1) עליך לכתוב את כל תשובותיך בגוף השאלון (במקומות המיועדים לכך).
- 2) כתוב את כל תשובותיך ב<u>אנגלית</u> ו<u>בעט בלבד. אסור</u> להשתמש בטיפקס.
 - (3) בתום הבחינה החזר את השאלון למשגיח.

<u>הערה:</u> גם נבחנים אקסטרניים ונבחני משנה <u>חייבים</u> 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/



- 3 - אנגלית, קיץ תשס״ח, מסי 016106, 405, מין אנגלית. - 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.

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1.	What can w	ve understand about DDR	from lines 1-5?	8	
84	PUT A √ F	BY THE <u>TWO</u> CORRECT	Γ ANSWERS.		37 28
	i)	Why many people obje	ct to it.	8.	
	ii)	Why it is not as popula	r as other video game	S.	
	√ iii)	What equipment is nee	ded.	<i>y</i>	
e:	iv)	How long each game la	ists.	M3	ż
	v)	How it is different from	n other video games.		
#4 5	vi)	What makes it a harmf	ul game.	(2×8=	16 points)
2.	What is exp	plained in lines 6-10?	a see	% %	EL EL
		how to play DDR		a a	
52		וספות- ראה נספח	פשרויות תשובה נ		(9 points)
3.	What is the	"general shift" described	l in lines 11-14?		(e) g
8	(i) Toda	y there are fewer team sp	orts in gym class.		
22	(ii) Toda	y physical activities are	emphasized more in g	ym class.	1
si ^{SI}	(iii) Toda	y there are fewer hours o	f physical education i	n schools.	N ₂
	(iv) Toda	y videos are being used i	nore in schools.	, 1	e ^{rs} v and s
X 3	. 6		· · · · · · · · · · · · · · · · · ·	S	(8 points)
4.	Copy a phi	ase from lines 1-18 that s	shows how kids feel al	bout DDR.	
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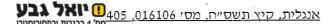
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· · ·	5.	Dr. C	arson was amaze	ed because she	didn't think t	hat (—).	(lines 15-18)
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		(ii)	kids would enjo	y physical acti	vity so much	1	12 N 8 ₉	~
el 😸 😹		(iii)	kids would spen	nd so much mo	ney at the m	all	5	% %
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E 25	7.	What	do we learn fro	m lines 19-24?	t con	8	7.1 18.0	***
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ў ў Х ₁₉		(ii)	What gym teac	hers say about	DDR.	2 22	e ^x x	
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86	8.	COM	PLETE THE SE	NTENCE.			*	ž

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

/המשך בעמוד 5/

(6 points)

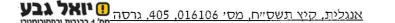




Note: The exam continues on page 6.

/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 <u>beginning</u> of the interview? Give <u>ONE</u> 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

/המשד בעמוד 7/



אנגלית, קיץ תשס״ח, מסי 016106, ₄₀₅ יואל גבע

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



<u>נספח</u>

שאלון ה'

(MODULE E)

תשובות אפשריות נוספות

שאלה 2

what DDR requires players to do.



how DDR is played.

<u>שאלה 4</u>

(kids) playing the game for hours and hours.



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

או

kids are a lot happier.



They go straight to a row of TV sets.



<u>שאלה 6</u>

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



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

<u>שאלה 8</u>

kids\ children are enthusiastic about DDR.