

מדינת ישראל
משרד החינוך התרבות והספורט

סוג הבחינה: א. בגרות לבתי ספר על-יסודיים
ב. בגרות לנבחני משנה
ג. בגרות לנבחנים אקסטרניים
מועד הבחינה: חורף תשס"ו, 2006
מספר השאלון: 407,016108

אנגלית

שאלון ז'

(MODULE G)

גרסה א'

הוראות לנבחן

- א. משך הבחינה: שעה ורבע
- ב. מבנה השאלון ומפתח ההערכה: בשאלון זה שני פרקים.
פרק ראשון – הבנת הנקרא – 60 נקודות
פרק שני – משימת כתיבה – 40 נקודות
סה"כ – 100 נקודות
- ג. חומר עזר מותר בשימוש: מילון אוקספורד אנגלי-אנגלי-עברי
או: قاموس « هاراب » انجليزي – إنجليزي – عربي
(מילון הראפס אנגלי-אנגלי-ערבי)
- 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: על כתיב שגוי יופחתו נקודות מהציון.

ההנחיות בשאלון זה מנוסחות בלשון זכר ומכוונות לנבחנות ולנבחנים כאחד.

ב ה צ ל ח ה !

/המשך מעבר לדף/

PART I: ACCESS TO INFORMATION FROM WRITTEN TEXTS (60 points)

Read the article below and then answer questions 1-6.

PLAYING WITH THE FUTURE

Whatever happened to toys? Real toys, like dolls and model airplanes? Research confirms what parents already know: 4 and 5 year-olds now prefer computer or video games to stuffed animals or toy trucks. In fact, a recent survey found that some 30% of the children in this age group play electronic games at least once a day. Which raises the question: Has the change in toys and games changed the essence of play itself? And if it has, what, if any, are the implications for children?

No one denies that electronic games engage both body and mind in new and different ways. But is new and different always better? Many experts don't think so. "Kids of preschool age need to be actively in touch with their physical and social surroundings," says psychologist Dr. Jerome Larson. "Playing with building blocks or taking part in a ball game involves a whole range of physical, social and mental skills which are not required for sedentary games played in relative isolation. Sit your kid down with a video game, no matter how challenging, and you're hindering the development of those skills."

Other child psychologists believe that an early attachment to electronic toys inhibits the imaginative world of childhood. According to studies conducted by Dr. Thomas Pinter, this may have far-reaching consequences. Pinter's research suggests that young children who have active imaginations are better able to develop complex life skills. For example, they are more adept at analyzing unfamiliar situations and at understanding another person's perspective. "Traditional toys exercise the imagination," Pinter says. "But when the game itself dictates the story and the action, there's not much left for the imagination to do."

Dr. Alison Gilman does not share this gloomy point of view. Young imaginations, she argues, are surprisingly good at adapting and reshaping images from electronic games. Such images linger in children's minds, turning up later in their private fantasy worlds and in stories of their own invention. Anyway, she adds, the source of an image doesn't really matter. "Whether you rescue the princess from the dragon with a laser beam or a sword, the nature of the game remains the same."

Another reassuring voice is that of historian John Denby. "It's only natural for children to use technological means in their pretend play," he says. "Childhood has always been a rehearsal for adulthood. Given the world kids will inhabit when they grow up, it makes perfect sense for them to be exploring technology now."

Thus, the outlook for the younger generation may not be as bleak as some claim. True, play has undergone a transformation – but it seems that kids are very likely to survive the transfer of their play from the backyard to the computer screen, and they might even benefit from it.

(Adapted from "Babes in a Grown-up Toyland" by Benedict Carey, *New York Times*, November 28, 2004)

QUESTIONS (60 points)

Answer questions 1-6 in English as instructed, according to the article.

In questions 1 and 6, circle the number of the correct answer.

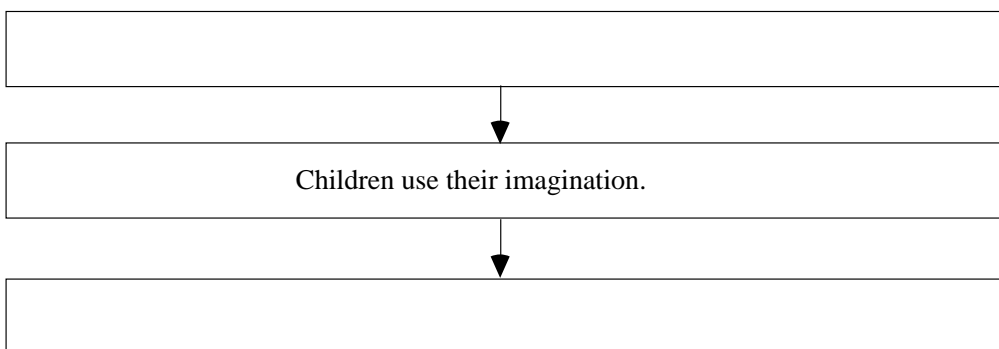
1. What situation caused the author to ask the questions in lines 1-6?

- i) There is a growing demand for children's toys.
- ii) Researchers are recommending new types of games.
- iii) Parents are more aware of their children's needs.
- iv) Children are playing with new types of games.

(6 points)

2. What sequence of cause and effect is described in lines 14-21?

Complete the missing information in the chart below.



(2×8=16 points)

/המשך בעמוד 4/

3. COMPLETE THE SENTENCE.

Both Dr. Larson and Dr. Pinter believe that electronic games

.....
(9 points)

4. What TWO points does Dr. Gilman make regarding electronic games?

PUT AN X BY THE TWO CORRECT ANSWERS.

- i) Most children know how to play them.
- ii) They are the best way to develop a child's fantasy world.
- iii) They don't limit the imagination.
- iv) Their images don't remain in children's memories.
- v) They aren't really different from other games.
- vi) Their images should come from more sources.

(2×7=14 points)

5. According to John Denby, why will children benefit from exploring technology?

COMPLETE THE ANSWER.

Because they

.....
(8 points)

6. Which of the following statements is true regarding the writer's opinion?

- i) He says we'll never know who is right.
- ii) He disagrees with all the experts.
- iii) He thinks Dr. Larson is probably right.
- iv) He thinks Dr. Gilman is probably right.

(7 points)

/המשך בעמוד 5/

PART II: WRITTEN PRESENTATION (40 points)

Write 120-140 words in English on the following topic.

WRITE IN INK (NOT IN PENCIL). PAY CAREFUL ATTENTION TO HANDWRITING.

MAKE SURE YOU WRITE LEGIBLY AND TO THE POINT.

7. Your school newspaper has asked students to write on the following topic:
Some people think that the family has the greatest influence on young people. Others think that friends are more influential. What is your opinion?

Write a passage for the newspaper, stating and explaining your opinion and giving one or two examples. You may relate to situations in daily life, beliefs and values, plans for the future, etc.

ב ה צ ל ח ה !

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Use this page and the next (nos. 6-7) for writing a rough draft.

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