



Junta de Andalucía  
Consejería de Educación y Deporte

# Pruebas Específicas de Certificación 2020/2021

## Comprensión de Textos Escritos

### NIVEL B1 | INGLÉS

Apellidos: .....

Nombre: .....

Alumno/a OFICIAL del grupo: .....  
Indica el nombre de tu profesor/a-tutor/a: .....

Alumno/a LIBRE.

#### INSTRUCCIONES

- Duración máxima: 60 minutos.
- Este prueba consta de tres tareas:
  - En la Tarea 1 tendrás que identificar las ideas generales del texto.
  - En la Tarea 2 tendrás que entender las ideas principales del texto.
  - En la Tarea 3 tendrás que comprender los detalles importantes de un texto.
- En cada tarea obtendrás: 1 punto por cada respuesta correcta; 0 puntos por cada respuesta incorrecta o no dada.
- Solo se admitirán respuestas escritas con bolígrafo azul o negro.
- Por favor, no escribas en los espacios sombreados destinados a la calificación de las tareas.

PUNTUACIÓN	NOTA FINAL	CALIFICACIÓN
/ 26	/ 10	<input type="checkbox"/> Superado <input type="checkbox"/> No Superado

## TASK 1

Read the following text about gaming and answer the questions on page 2. Notice that the words or expressions in bold\* will appear in a glossary at the end of the text.

### WHAT GAMING FOR PROLONGED PERIODS DOES TO YOUR BODY

Let's be honest: we all love gaming, and we all spend way too much time doing it. It's never just "one more round", despite our best efforts of convincing everyone that it is. Needless to say, spending such huge amounts of time playing video games can have quite a detrimental effect on your body. Let's see what all that gaming is doing to your health!

[ 0 ] \_\_\_\_\_

I mean, this one's pretty obvious: if you spend a lot of time sitting down, you're not going to get any thinner. While this counts for playing video games, this counts for pretty much every hobby you do sitting down.

[ 1 ] \_\_\_\_\_

Yes, I know, it's not exactly the new heroin and I'm pretty sure we won't be seeing video games being sold on the black market any time soon (at least not for drug-related reasons), but video games can really have an addictive effect and make you disregard more important parts of your life just to beat Dark Souls. And we all know that's never happening.

[ 2 ] \_\_\_\_\_

Much to everyone's surprise, looking at a computer screen for hours on end can damage your eyesight. Somehow this is all video gaming's fault, and not the fact that most jobs these days require you to spend 8 hours a day in front of a computer. Na-ah, it's the gaming you do after work that's screwing with your eyes.

[ 3 ] \_\_\_\_\_

I cannot stress this enough, but if you're going to be gaming for prolonged periods of time, get a proper ergonomic chair! It's all fun and games now, but decades of gaming can screw up your lower back and spinal canal like it's nobody's business.

[ 4 ] \_\_\_\_\_

[...] (This) is the name we give to the strain injuries people can get from using a controller for too long. Since a controller is mainly high repetition of 5-6 different movements, this can put a huge strain on your thumbs, fingers, elbows and wrists depending on your playstyle.

[ 5 ] \_\_\_\_\_

Look, it's all fun and games until someone dies, and taking frequent gaming sessions that last for way too long can make your blood start to **clot\*** because of all the sitting down. At this point, you are literally risking your life by playing video games and the blood clots can – and will – kill you over time. This is the same thing that happens to people that frequently do long flights, by the way. Get up every once in a while, and go for a short walk: grab a drink, take a toilet break, get some food...

[ 6 ] \_\_\_\_\_

Raise your hand if you've ever gone to sleep much later than you intended because you spent most of the night gaming. [...] (This) can have some of the worst long-term effects on your body, so make sure to not make this a daily habit. Depriving yourself of sleep can lead to all kinds of nasty things that no gaming experience will make up for.

*Adapted from: <https://www.brainberries.co>*



**GLOSSARY:**

**\*to clot** : to coagulate forming a semisolid mass of blood.

Read the text about what gaming for prolonged periods does to your body on page 1 and choose from the list below the best title (A-H) for each paragraph (0-6). The title appears before the paragraph. There is ONE extra title which you do not need to use. The first one (0) is an example. Write your answers in the corresponding boxes. You will get 1 point per correct answer.

	ANSWER	
A. INCREASED RISK OF OBESITY	<i>0</i>	✓
B. NINTENDONITIS		
C. LOWER BACK PROBLEMS		
D. EXHAUSTION		
E. SOCIAL ISOLATION		
F. VISUAL PROBLEMS		
G. RISK OF THROMBOSIS		
H. IT IS AN ADDICTION		

MARK / 6

## TASK 2

Read the following text about the use of smartphones and answer the questions on page 4.

### ZOMBIES INVADE THE WORLD

Yes! There is a worldwide outbreak—of zombies. Germans call these shuffling, bent creatures “Smombies,” a [0]: zombie and smartphones. Smombies are the people you see walking around with their eyes on their smartphones and not on the road ahead.

Each year, hordes of people are hurt by bumping into objects, falling into pools [1]. Innocent drivers who can’t avoid these zombies suffer from the trauma of hurting others. Older and disabled people walking down the street don’t move fast [2] zombies and are commonly bumped and injured.

And this isn’t just taking place in your neighborhood. Zombies are a [3] the world.

In Seoul, South Korea, the city’s transportation department put up signs that show people using smartphones walking into cars. The signs are meant to remind people how dangerous walking can be when they don’t pay attention. The problem is that people must look up from their smartphones [4].

Germany officials put bright strips of LED lights right in the sidewalk. This was done to keep people from walking into city trains. These lights have also been used in sidewalks in the [5]. Many people don’t like this idea, because it makes zombies feel that they don’t have to pay attention to the world around them.

In Austria, officials put airbags [6] to keep zombie tourists from smashing into them as they walk through the streets looking at their phones.

The city of Chongqing in southwest China has tried to solve this problem by making [7]. One is for people who are not using smartphones as they walk. The other is for people walking with their heads down.

Honolulu, Hawaii, has passed a law making it illegal to enter a crosswalk while you are looking at your smartphone. People who step out into traffic with their eyes on their phone face [8].

Because of all the traffic accidents caused by zombies with their phones, Brazil has older ladies helping [9] cross the street safely.

All around the world, zombies—or smombies, if you prefer—put themselves and other people in danger. You can help stop the invasion. Remember this: a smartphone weighs about 4 ounces. A car can weigh about 80,000 ounces. When they [10], who do you think will win?

Now, look up.

Source: [www.safesearchkids.com](http://www.safesearchkids.com)

Read the text about the use of smartphones on page 3 and complete each gap with ONE suitable sentence from the list below. Capital letters have been removed and there is ONE extra sentence which you do not need to use. The first one (0) is an example. Write your answers in the grid provided. You will get 1 point per correct answer.

	ANSWER	
A. huge fines		
B. problem around		
C. and getting hit by bikes and vehicles		
D. two walking lanes		
E. went to prison		
F. enough to avoid		
G. to see the signs		
H. young smartphone addicts		
I. word made by joining two words	0	✓
J. hit each other		
K. around lampposts		
L. Netherlands		

MARK / 10

### TASK 3

Read the following text about “Hogeweyk”, the Dutch village for Dementia and answer the questions on pages 6 and 7.

#### INSIDE THE DUTCH ‘DEMENTIA VILLAGE’ THAT OFFERS BEER, BINGO, AND TOP-NOTCH HEALTHCARE

Residents of *Hogeweyk*, a village located in Weesp, Netherlands, lead a normal life. They go to the grocery store, complain about the weather, and enjoy a weekly game of bingo. But there's one thing that sets the 152 residents apart from the general public: everyone has an advanced form of dementia.

*Hogeweyk* is a nursing home disguised to look like the outside world. It helps people with mild to severe dementia suffer a little bit less in their remaining years, facility manager Eloy van Hal told *Business Insider*. He said it preserves people's sense of autonomy.

The village is comprised of 23 houses, each with six to seven residents and a caregiver who cooks, takes people to social events, helps them go grocery shopping at the village market, and watches over them to ensure their safety.

*Hogeweyk* started in 1993 as your typical hospital-style nursing home. But the staff soon realized there was a better, more humane, way to offer care. "We said to each other 'What do we want for ourselves and our moms and dads?'" van Hal said. The consensus was that people wanted normalcy, at least to the extent caregivers could provide it.

Gradually, *Hogeweyk* began folding in elements of the outside world. It started by creating 23 houses in four different "lifestyle" categories — cosmopolitan, nature-oriented, well-to-do, and traditional Dutch. "You have to choose," van Hal said. "Which is the lifestyle according to your preferences?"

Staff at *Hogeweyk* are trained to focus on highlighting what residents can do, not what they can't.

*Hogeweyk* places a great deal of importance on word choice, van Hal said. The staff members don't treat *patients* — they care for *residents*. [...] They all have [an] advanced stage of dementia," van Hal said. "But they are first a person. That's why there are people living here with dementia, and not demented people."

*Hogeweyk* caregivers and house attendants use an in-house currency to help their residents buy groceries at a fully-functional supermarket. The residents can also use real money if they want to, Hal said. Only a handful are lucid enough to do so, and typically they spend it on small items like toothpaste and candy bars. Also, as part of the facility's normal budgeting process, a chunk of money (not real currency) is doled out to each of the 23 houses. With some help from the caregivers, it's up to the houses to budget the money how they see fit over the course of the month. [...]

The staff of medical professionals tries to cater to each resident based on their unique needs, van Hal said. That's important for a sensitive disease like dementia, he added. [...] According to van Hal, there is no single policy for bringing residents back into "the real world" or letting them live in their bubble.

Although certain homes are designed to accommodate introverts, there are a variety of social events available to residents, van Hal said. There are also bingo nights, social clubs, theater events, and plenty of chances to bump into neighbors. *Hogeweyk* feels a responsibility to make sure people get as much social interaction as they require.

Alzheimer's and dementia sufferers are widely encouraged to stay physically active to keep their minds and bodies engaged. Residents at *Hogeweyk* can stroll through the open courtyard or help caregivers tend to one of the many gardens. Even just sitting on a bench in the outdoors can help improve their mood and overall well-being, research has found.

Source: <https://www.businessinsider.com/>

Read the text about "Hogeweyk", the Dutch village for Dementia on pages 5 and 6. For questions 1-10 choose the best answer A, B or C. Only one of the answers is correct. Number 0 is given as an example. Write your answers in the corresponding boxes. You will get 1 point per correct answer.

	ANSWER	
<b>0. What the residents of <i>Hogeweyk</i> have in common is that they ...</b> A. are all Dutch. B. all like playing bingo. C. all suffer from an illness.	C	✓
<b>1. The maximum number of people in each house at <i>Hogeweyk</i> is ...</b> A. six. B. eight. C. twenty-three.		
<b>2. This nursing home looks like a regular ...</b> A. nursing home. B. small town or village. C. hospital.		
<b>3. The houses for the residents are all decorated in ...</b> A. exactly the same style. B. completely different styles. C. a number of specific styles.		



	ANSWER	
<b>4. The workers at this nursing home put a lot of emphasis on ...</b> A. how they use language. B. keeping traditional customs. C. calling the patients "demented people".	<input type="text"/>	
<b>5. The residents at <i>Hogeweyk</i> have a special kind of money that they can use ...</b> A. just inside the village. B. anywhere in the country. C. anywhere in the world.	<input type="text"/>	
<b>6. Each house also receives some of that special currency so the residents can ...</b> A. spend it on sweets. B. change it for real money. C. decide together how to spend it.	<input type="text"/>	
<b>7. Medical care for dementia at <i>Hogeweyk</i> ...</b> A. follows a strict protocol. B. is completely personalised. C. varies depending on the staff.	<input type="text"/>	
<b>8. Regarding social activities for the residents at <i>Hogeweyk</i>, there ...</b> A. are many for those who would benefit from them. B. are many, and everyone needs to attend. C. aren't many, but they are obligatory for all residents.	<input type="text"/>	
<b>9. Residents at <i>Hogeweyk</i> can keep physically active ...</b> A. outside the village, in the town's gardens. B. in the town's sports hall. C. in the village grounds.	<input type="text"/>	
<b>10. According to different studies, people with dementia benefit greatly from ...</b> A. engaging in group activities. B. being outside in the open air. C. keeping active indoors.	<input type="text"/>	
	MARK	/ 10