



G CONSELLERIA  
O EDUCACIÓ, UNIVERSITAT  
I I RECERCA  
B DIRECCIÓ GENERAL  
/ PLANIFICACIÓ, ORDENACIÓ  
I CENTRES

Escoles Oficials d'Idiomes de les Illes Balears

**MOSTRA 2021**  
**PROVA DE CERTIFICACIÓ**  
**NIVELL AVANÇAT C2**  
**ANGLÈS**

**Prova escrita**

|   |                  |
|---|------------------|
| <b>CTE</b> COMPRENSIÓ DE TEXTOS ESCRITS               | 85 minuts aprox  |
| <b>CTO</b> COMPRENSIÓ DE TEXTOS ORALS                 | 45 minuts aprox. |
| <b>PCTE</b> PRODUCCIÓ I COPRODUCCIÓ DE TEXTOS ESCRITS | 75 minuts aprox. |
| <b>MLE</b> MEDIACIÓ LINGÜÍSTICA ESCRITA               | 50 minuts aprox. |

**Prova oral**

|             |   |
|-------------|---|
| <b>PCTO</b> | PRODUCCIÓ I COPRODUCCIÓ DE TEXTOS ORALS |
| <b>MLO</b>  | MEDIACIÓ LINGÜÍSTICA ORAL               |

**MLE MEDIACIÓ LINGÜÍSTICA** 50 minuts aprox.

**Read the instructions for the task. With the information given, produce a text using your own words.**

You have been asked to participate in a talk about the future of education and how videogames can help educators in their daily tasks. These are excerpts taken from other scholars' speeches you can draw inspiration from and compose your own speech.

Write an **introduction for your speech** (approximately **240 words**) based on this text, analyzing the potential use of videogames as a tool to enhance educational media and your vision on the interactive future of education.

*"Computer and video games are a maturing medium and industry and have caught the attention of scholars across a variety of disciplines. By and large, computer and video games have been ignored by educators. When educators have discussed games, they have focused on the social consequences of game play, ignoring important educational potentials of gaming. Contemporary developments in gaming, particularly interactive stories, digital authoring tools, and collaborative worlds, suggest powerful new opportunities for educational media."*

*"Video games, as one of the first, best developed, and most popular truly digital mediums embody a wealth of knowledge about interface, aesthetic, and interactivity issues. Historically, video games have been on the technological cutting edge of technically of what is possible, whether it is building online communities on the Internet, creating rich worlds using 3D graphics cards, or allowing dynamic synchronous interaction play by streaming information over the Internet. In fact, the greatest benefit of studying games may not be as much in generating theoretical understandings of human experience in technology or guidelines for instructional design, but rather, in inspiring us to create new designs."*

*"The popularity of games combined with the many arguments associated with their use in classrooms may have unfortunate outcomes. For example, these "experts" in the field may persuade teachers to adopt games-based learning tools without due and careful consideration. Other, more skeptical educators may remain unsure about the effectiveness of games as learning tools. Regardless, there is little information about effective strategies or approaches to utilizing games in classrooms. Without empirical guidance, these emphatic claims about video games in education and the associated decisions to bring them into classes may be premature."*

**MEDIACIÓ LINGÜÍSTICA ORAL**  
**LEISURE AND CULTURE****NIVELL AvC2**

Your class is working on the topic of "creativity". You come across these words tweeted by a famous writer on how creative excellence in films should be valued. Explain to your debate class what she says and what you think her intentions with these words are as you elaborate on these thoughts.

**Your MONOLOGUE should last about 4 minutes.**

*"Creative excellence comes from every walk, color, creed, gender and sexual orientation, and it's made richer and bolder and more exciting by diversity, but it's defined by being excellent. Judging anyone's work by any other standard is insulting and — worse — it undermines those hard-won moments when excellence from a diverse source is rewarded (against, it seems, all the odds) by leaving such recognition vulnerable to being dismissed as politically correct."*