

TEXTO A**China Sets Rules for Young Gamers**

The Chinese government has released new rules aimed at limiting video game addiction among young people, a problem that top officials believe is to blame for a rise in myopia and poor academic performance. The regulations, announced by the National Press and Publication Administration, ban users younger than 18 from playing games between 10 p.m. and 8 a.m. They are not permitted to play more than 90 minutes on weekdays and three hours on weekends and holidays.

The limits are the government's latest attempt to control China's online gaming industry, one of the world's largest, which generates more than \$33 billion in annual revenue and draws hundreds of millions of users. Under President Xi Jinping, officials in China have taken a more forceful approach in regulating large technology companies and pushing them to help spread cultural values.

The National Press said that minors would be required to use real names and identification numbers when they logged on to play. The rules also limit how much young people can spend on purchases made through apps, like virtual weapons, clothes and pets. Those purchases are now capped at \$28 to \$57 a month, depending on age. Chinese officials said the regulations were meant to combat addiction. "These problems also affect the mental health of minors, as well as their normal learning and living," the National Press and Publication Administration said. Many of the biggest technology companies, including Tencent and Netease, have already imposed limits on younger users.

The rules were greeted skeptically by some parents and gamers. The owner of an industrial technology firm in China said he was worried that many children would still find ways to play video games. For example, he noted that his 7-year-old nephew often played games that did not require an Internet connection and were therefore difficult to regulate.

Adapted from "China Sets Rules for Young Gamers", *The New York Times*, Nov. 6, 2019. <<https://nyti.ms/2Oj4elv>>

QUESTIONS

A.1 (2 puntos) Are the following statements TRUE or FALSE? Copy the evidence from the text. No marks are given for only TRUE or FALSE.

a) Chinese authorities believe video game addiction is responsible for the increase in sight problems.

True: The Chinese government has released new rules aimed at limiting video game addiction among young people, a problem that top officials believe is to blame for a rise in myopia and poor academic performance.

b) All parents are happy with the new video-gaming regulations.

False: The rules were greeted skeptically by some parents and gamers.

A.2 (2 puntos) In your own words and based on the ideas in the text, answer the following questions. Do not copy from the text.

a) How will the government ensure that young players are complying with regulations?

The government will ensure regulations are followed by an identification system in which real names and date must be submitted.

b) What are the restrictions on gaming in terms of time and money?

There is a specific amount of money (between 28-57 dollars) and time (90 minutes on a weekday and three hours on weekends) that young players can spend on video games.

A.3 (1 punto) Find the words in the text that mean:

- a) low (paragraph 1) - poor
- b) allowed (paragraph 1) - permitted
- c) intended (paragraph 3) - meant
- d) concerned (paragraph 4) - worried

A.4 (2 puntos) Complete the following sentences. Use the appropriate form of the word in brackets when given.

- a) In the past, children ___used to play___ (play) games on the streets ___rather___ than at home.
- b) The Internet ___was not invented___ (not/invent) by a single person, but was the work of dozens of scientists, programmers and engineers ___who___ developed new features and technologies.
- c) Internet addiction is a common problem that can be just ___as___ damaging ___as___ any other form of addiction.
- d) Complete the following sentence to report what was said.

“How long do your children play computer games on weekdays?”

The school counsellor asked us ___how long our children played computer games on weekdays___.

A.5 (3 puntos) Write about 150 to 200 words on the following topic.

Do you think technology can be addictive? Justify your answer.

Can technology be addictive? I believe so, let us expand on the reasons why the Internet can be just as addictive as any other long-known drug.

Firstly, it is a fact that during the past ten years people have joined the “smartphone community” little by little. In developed countries it is very odd nowadays to meet someone who does not own a device that allows him to access social media and download games all day long.

Besides, most of us tend to unlock our phones every once in a while, just to make sure we did not miss any notifications, and that is a clear sign of addiction. Also, precisely because we are unaware of the dangers of unlimited use of technology, we are becoming more and more dependent on it.

To sum up, I firmly support that technology can be –and indeed is- addictive.

TEXTO B

Ending the Age of Plastic

Christine Figgener, a marine biologist, could never have predicted that an eight-minute video would change the course of her career. But in August 2015, the 34-year-old marine-conservation biologist discovered a sea turtle in Costa Rica with a plastic straw lodged up its nose. Outraged at the extreme discomfort to the creature, Figgener filmed her research crew removing the straw from the turtle's nose, blood flowing from its nostrils. The heart-wrenching video has racked up more than 32 million views on YouTube. "I thought I can really show what kind of harm one object can do," she says.

Americans alone use as many as 390 million plastic straws a day — just a small proportion of the 8 million metric tons of plastic that ends up in the ocean annually. Though Figgener's video is three years old, it continues to make waves. In July it was credited with helping galvanize broader support for moves by major companies in phasing out plastic straws. "We can all do something," Figgener says.

Figgener worked in Costa Rica for several years before beginning her PhD at Texas A&M University. Now, alongside finishing her dissertation, Figgener spends her time visiting schools to educate the younger generations about the ocean and working with a group of girls in Indiana to eliminate disposable plastic utensils from their cafeteria. "This is exactly what we need — people that want to do something," she says.

She also takes part in a pen-pal program that she hopes paints a different picture of what it means to be a scientist. "A lot of people still have in mind that a scientist needs to be a white male," Figgener says. "I want to give children the idea that they can be a scientist, too, no matter who they are."

Adapted from "Ending the age of plastic," Time, 10th October 2018. <<https://time.com/collection-post/5414033/>>

QUESTIONS

B.1 (2 puntos) Are the following statements TRUE or FALSE? Copy the evidence from the text. No marks are given for only TRUE or FALSE.

a) Christine Figgener did not foresee the effects of the video on her professional life.

True: Christine Figgener, a marine biologist, could never have predicted that an eight-minute video would change the course of her career.

b) Nowadays, people have forgotten about Christine's video.

False: Though Figgener's video is three years old, it continues to make waves.

B.2 (2 puntos) In your own words and based on the ideas in the text, answer the following questions. Do not copy from the text.

a) Describe the incident that Christine filmed.

Christine filmed a turtle who had a plastic straw stuck in its nose, and how her team removed it.

b) What's the purpose of the pen-pal programme?

The purpose of the programme is to change the preconceived idea children have of scientists.

B.3 (1 punto) Find the words in the text that mean:

- a) **found (paragraph 1)**- discovered
- b) **damage (paragraph 1)**-harm
- c) **do away with (paragraph 3)**-eliminate
- d) **canteen (paragraph 3)**-cafeteria

B.4 (2 puntos) Complete the following sentences. Use the appropriate form of the word in brackets when given.

- a) **If Greta Thurnberg ___hadn't started___ (not/start) her campaign against climate change, she ___would be___ (be) less known.**
- b) **When I turned ___on___ the television, my favourite show had ___already___ finished.**
- c) **According to the United Nations, ___at___ least 800 species worldwide are affected by marine debris, and as much as 80 percent of that litter comes ___from___ plastic.**
- d) **A recent study ___found out___ (find) that sea turtles ___that___ ingest just 14 pieces of plastic with their food have an increased risk of death.**

B.5 (3 puntos) Write about 150 to 200 words on the following topic.

Why do you think there are still more men than women in science? Justify your answer.

Even though we have achieved many accomplishments as a society, men are still more present in a variety of fields. One of those is science.

Covid-19 has shown us once again how men are still more visible, and occupy most important positions. During these past months, a very low percentage of woman scientists has been heard in the United Kingdom and the United States, even if women represent a higher rate of workers in the health sector.

This phenomenon does not only occur in medical science, but science in general. My hope is that in a few decades this number will have changed. I find myself thinking that perhaps the research area changes more slowly than others, but that it will eventually change towards a more equal composition.

In conclusion, we ought to be optimistic about the future, but also acknowledge the present inequality between men and women in science.