

Solutions

Prüfungsfach: **Englisch**
Prüfungsdauer: 60min
Hilfsmittel: keine

Aufnahmeprüfung 2024		
(zutreffendes ankreuzen)		
BM	FMS / Gym KSSO	FMS / Gym KSOL
Prüfungsnummer: (auf jeder Seite oben links eintragen)		

Prüfungsthema / Aufgabe Nr.	max. Punkte	err. Punkte
1. Listening comprehension	15	
2. Reading comprehension	20	
3. Writing	20	
Total Punkte	55	
Total erreichte Punkte		

Prüfungsnote	
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1. Listening comprehension

Listen to the speech extract – you will hear it twice – and answer tasks a), b), c) and d) according to the information given about environmental issues.

Zero Waste**a) What are the 5Rs of the zero-waste way of life?**

Note the five words in the order they are mentioned in the speech.

(Wrong spelling = -0.5 points/per word.)

Refuse Reduce Reuse Recycle Rot

_____ / 5 pts

b) Decide whether the statements are true or false. Tick (x) the correct column.

	true	false
1) We should not say no to paper and styrofoam coffee cups.		x
2) Zero waste is not against consumerism.		x
3) Recycling is considered the best of all possibilities.		x
4) Organic waste must be collected in a compost bin at home.		x
5) You can only follow the rules of zero waste individually.		x

_____ / 2.5 pts

c) Fill in the gaps.

The correct solution may contain one word or more.

(Wrong spelling = -0.5 points/per gap.)

1. Instead of disposable bottles, we can use a stainless steel drinking bottle.
2. Do we really need four pairs of running shoes in different colours?
3. You can even get creative and decorate old tins and use them as flower pots.
4. In nearly every community, there are options for recycling glass, paper, metal and plastics.
5. You can also compost your garden waste, like grass clippings and leaves.

_____ / 5 pts

Prf-Nummer:

**d) Multiple choice: tick (x) the suitable options to complete the sentence.
Sometimes more than one option may be correct.**

1. Single-use products can be replaced by ...
☐ plastic cutlery and plates.
☐ reusable items.
☒ reusable products.
2. You can use pickle jars for ...
☐ wrapping gifts.
☒ carrying your lunch.
☒ freezing leftovers.
3. As an example of a zero-waste city we could mention ...
☒ Boulder.
☐ Colorado.
☒ Vancouver.

_____ / 2.5 pts

2. Reading comprehension

Read the following text and then turn to tasks a) and b).

Solving the water problem

Conservation

This is perhaps the simplest and most cost-effective solution. Moreover, everyone can contribute, from the water companies to the end-user. The water companies can make sure that they minimise waste by repairing cracked pipes and by imposing restrictions on water usage – not allowing people to use hosepipes has been one traditional method. But more significantly, they can also limit water consumption by making people pay for what they use, rather than for their connection to their water supply. If everyone had a water meter, they would think more carefully when they turned on the tap. With metered water, the market for water-saving devices – low-flush toilets, efficient washing machines and dishwashers, and water butts for collecting rainwater – will grow by itself.

Desalination

In many parts of the world, there is not enough fresh water but an abundance of salt water. This has encouraged the building of desalination plants. On the face of it, this seems to be a very neat solution. However, these plants are incredibly expensive to build – a recent project in Hawaii cost US \$35 million. This is why not many plants have been built in poorer regions. Also, their ecological footprint is heavy. The process requires huge amounts of electricity. There is also growing evidence that the high concentrations of salt which are returned to the earth or the sea have a very damaging effect on plant and wildlife.

New technologies

‘Cloud seeding’ is a new ‘weather modification’ technology that scientists are developing to solve global climate change. In this process, the clouds are sprinkled with tiny crystals of silver iodide, which encourage moisture to collect and condense, causing rainfall. Some sceptics wonder whether this technology will be effective and ask what use it is going to be in countries where there is very little cloud. Others worry that no one has properly researched the possible harmful effects of a concentration of silver on human health. As one scientist amusingly put it, ‘Sometimes not every cloud has a silver lining.’

The conclusion would seem to be that new technologies are a long way from solving our water problems, particularly in poorer countries. For the moment, conservation still seems to be our best hope.

a) Choose the best answer A, B or C.

1. Probably the most effective way for water companies to reduce water consumption is:
 - A to fix broken water pipes
 - B to limit how much water people are allowed to use
 - C **to charge people according to how much water they consume**
2. According to the author, people will save water-saving devices
 - A if the devices are more efficient.
 - B **if they see there is financial benefit.**
 - C whether they have a meter or not.
3. Desalination plants have _____ main disadvantages
 - A two
 - B **three**
 - C four
4. 'Cloud seeding' is a technology that
 - A manipulates natural weather patterns.
 - B **uses the natural elements in a cloud to produce rainfall.**
 - C encourages cloud formation.
5. The author says that new technologies
 - A will soon be able to provide a solution.
 - B will never provide a solution.
 - C **currently cannot provide a solution.**

____ / 5 pts

b) Read the article again and find a word or phrase that means

- | | |
|--|--|
| A a consumer | end-user |
| B a very large quantity | abundance |
| C at first sight | on the face of it |
| D a person who isn't convinced | sceptic |
| E causing damage / damaging | harmful |
| F there is always some good, even in a bad thing | every cloud has a silver lining |

____ / 6 pts

Read the following text and then turn to tasks a) and b).

Video games are good for you!

For years video games have been criticised for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on Wii have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally manipulate 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in the experiment, a film of traumatic scenes of injury and death was used – can actually prevent people having disturbing flashbacks.

The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

a) **Check your understanding: multiple choice.**
Circle the best option to complete these sentences.

1. Only relatively recently have people started to realise ____
 - a. the harmful effects of video games
 - b. the beneficial effects of video games
 - c. how much we don't know about video games' effects
 - d. how much video games affect the people that play them
2. Very young children show improved ____ after playing video games.
 - a. muscle control and co-ordination
 - b. social interaction
 - c. decision-making
 - d. ability to differentiate between different colours
3. Playing video games helps doctors ____.
 - a. do operations and read X-rays
 - b. make decisions under pressure
 - c. operate complex equipment
 - d. tend to more than one patient at a time
4. Video gamers' decision-making speed is significantly improved by ____
 - a. years of gaming experience
 - b. long periods of game playing
 - c. playing video games in short bursts
 - d. certain types of video game
5. Women who play video games demonstrate ____.
 - a. faster reaction speeds
 - b. reduced stress levels
 - c. better spatial awareness
 - d. better multitasking ability
6. In one research study, the video game Tetris helped people to ____
 - a. improve their concentration
 - b. overcome depression
 - c. forget disturbing experiences
 - d. make decisions faster
7. Research shows that violent video games ____
 - a. have no negative effects on players
 - b. only affect players' brains after extended hours of play
 - c. may have positive and negative effects on the brain
 - d. only affect players' brains in beneficial ways

8. In the future, computer games may be used for ____.
- treating a variety of medical problems
 - training doctors to deal with emotional pressure
 - helping parents to deal with difficult teenagers
 - treating prisoners with a history of violent behaviour

____ / 4 pts

b) Check your vocabulary: gap fill

Complete the gaps with a noun from the box.

There are two extra words that you do not need to use.

shades	attention	decisions	symptoms	behaviour
errors	skills	field	scans	difference
regions	researchers			

- Playing video games improves the speed at which people can make decisions.
- Video gamers also demonstrate an improved ability to pay attention to several things at once.
- Pre-school children who play video games have been shown to have improved motor skills.
- Playing video games also has a beneficial effect on vision, increasing players' ability to tell the difference between varying shades of grey.
- Surgeons who play computer games work faster and make fewer errors.
- Researchers from Indiana University investigated the effects of violent video games by doing some brain scans on video gamers.
- Their research showed that violent video games affect emotional control and may cause more aggressive behaviour.
- Daphne Bavelier is one of the most experienced researchers in her field.

____ / 5 pts

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3. Writing

Essay

Base your essay on the following statement:

Travelling broadens one's mind.*

*(*to broaden one's mind = den Horizont erweitern)*

Mention **one argument in favour of the statement and one argument against it.**

Share **two anecdotes** (= short and specific situations) that you experienced to support your arguments.

Write an essay of **at least 120 words.**

Structure your text in a **logical way** (introduction, main part, final part);
and link your sentences.

Use **correct and appropriate English.**

Correction criteria

Contents	4
Structure / Coherence	4
Grammar	4
Spelling	4
Vocabulary	4
Total	20

Prf-Nummer:

Correction grid

TASK EVALUATION					SCORE
Form & contents: <input type="checkbox"/> legible handwriting <input type="checkbox"/> suitable title <input type="checkbox"/> topic covered <input type="checkbox"/> concise contents.					/4
⁰ no criterion met	¹ one criterion met	² two criteria met	³ three criteria met	⁴ four criteria met	
Structure & coherence: <input type="checkbox"/> spicy introduction <input type="checkbox"/> specific main part <input type="checkbox"/> coherent conclusion <input type="checkbox"/> plausible flow of thoughts					/4
⁰ no criterion met	¹ one criterion met	² two criteria met	³ three criteria met	⁴ four criteria met	
Grammar: <input type="checkbox"/> predominant past tense (>50%) <input type="checkbox"/> correct flections (>90%) <input type="checkbox"/> correct syntax (>90%) <input type="checkbox"/> complex syntax (>50%).					/4
⁰ no criterion met	¹ one criterion met	² two criteria met	³ three criteria met	⁴ four criteria met	
Spelling: avoidance of orthographic divergence – number of mistakes.					/4
⁰ ≥ 16	¹ 12-15	² 8-11	³ 4-7	⁴ ≤ 3	
Vocabulary: <input type="checkbox"/> no inaccurate German/Germanisms <input type="checkbox"/> correct semantic use <input type="checkbox"/> no repetition <input type="checkbox"/> excellent range of variation.					/4
⁰ no criterion met	¹ one criterion met	² two criteria met	³ three criteria met	⁴ four criteria met	
<input type="checkbox"/> Fewer than 120 words (≥ 98 words: -20% ...)					MINUS
					/20

- ➔ Counting the words is only necessary if the text is clearly too short.
- ➔ Fewer than 100 words automatically lead to minus points in each category (range missing).
- ➔ Too many words will **not** be punished.

_____ / 20 pts