

Name	Klasse
Punkte	
von 31	

Schriftliche Reifeprüfung aus Englisch

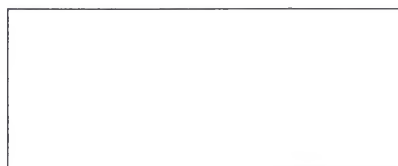
**3. Haupttermin
18. Mai 2011**



Reading Test

Instructions

- 1. This test contains 4 tasks and 31 questions.**
- 2. Write all your answers in this test booklet.**



Task 1

___ / 5 P.

Read the text about children and computer games, then choose the correct answer (A, B, C, D) for questions 1-5. Put a in the correct box. The first one (0) has been done for you.

Lily's new hobby

I love video games. I played my first one - it was Pong - when I was 7. I feel lucky to be part of the first generation of gamers. I also get to be a first-generation-gamer parent; my parents regarded games with a primitive, chimplike suspicion, but my daughter Lily will have a parent who understands them and plays alongside her. A cool parent.



But when Lily played her first game a few weeks ago, at the age of 3, I found myself wondering something I never thought I would wonder: How cool a parent should I be? Lily has always been interested in the Web. A couple of weeks ago, we found a Flash game on a Teletubbies site involving five brown bunnies that need to be placed in their correct bunny-shaped holes. To my amazement, Lily shooed my hands away from the track pad and started slowly nudging bunnies toward burrows. When the fifth bunny hit home - and an unseen Tinky Winky shouted, "Yaaaaaay!" - every neuron in my daughter's brain seemed to fire at once. Her skull practically glowed. She climbed off the chair and did a dance. Then she climbed back up onto the chair and said, "Daddy? You can go now."

My feelings about this are conflicted. I'm not disappointed that Lily is learning to entertain herself, because I've been entertaining her for 3 1/2 years and could use a break in which to perform some basic personal hygiene. All the same, I'm confused about what games mean to a person that tiny. After all, video games didn't really exist when I was 3.

The most obvious questions are the easiest. Because I'm not psychotic, I would never allow my daughter to play - or see or know about - any game involving violence. When she plays the bunny game, Lily is learning about computers and refining her hand-eye coordination. So that's all good, right? Just to make sure, I called Susan Gregory Thomas, author of *Buy Buy Baby*, a scorching investigative study of how corporations target underage consumers. She also happens to be the most technologically aware mom I know. Or, as I now call her, Susie Joykiller.

Hand-eye coordination? Maybe. But she pointed out that kids that age - with their delicate, still developing carpal tunnels - are especially vulnerable to repetitive stress injury. O.K., but here's something else: Lily gets frustrated easily, and the game rewards her for sticking with a problem till she solves it. "Maybe she could get the same kind of thing from trying to make a cake?" Thomas asked. "There are lots of other things to solve that have a much richer protocol." I get it: that's what the real world is for.

There is a paucity of quality clinical data on little children and games, and Thomas explains that video games often depend on analogies and symbols that kids may not understand in the way we think they do. "Very young children are astonishingly

concrete thinkers. If you look at a screen and understand that everything that happens on a computer is a metaphor for something real in life, it becomes very, very murky as to what they're actually getting out of this." There are also troubling commercial aspects to a lot of games for preschoolers: they're basically ads for branded characters like Dora the Explorer and Ariel the mermaid. And Thomas points out - in the nicest way possible - how pathetic it is that I want people to think I'm a cool dad.

There's a lot more to think about than I thought there was. I'm still happy that Lily likes games, but I've resolved to limit her playing time, and I'm not going to let her play alone, personal hygiene be damned. She and I won't always be able to play games together, after all; far too soon she'll be far too cool to hang out with me. But for now, maybe it's a good idea for Daddy to stick around.

- 0 In the future, the author wants
- A to learn more about video games.
 - B his daughter to become a great gamer.
 - C to join his daughter in gaming.
 - D to be cooler than other parents.
- Q1 The author feels
- A happy that Lily is talented at gaming.
 - B surprised at how focused Lily can be.
 - C sad because Lily wants to play on her own.
 - D uncertain about Lily's enthusiasm for computer games.
- Q2 Lily's new hobby
- A improves her eyesight.
 - B gives the author some time for himself.
 - C could become too important for her.
 - D might lead to a father-daughter conflict.
- Q3 Susan Gregory Thomas
- A is critical of children using computers.
 - B wrote a controversial children's book.
 - C is an overly protective mother.
 - D has a passion for technology.
- Q4 For the author, one benefit of gaming is that Lily learns
- A not to give up easily.
 - B to control her emotions.
 - C to cope with losing.
 - D to be ambitious.
- Q5 According to Thomas, many games for children are
- A too difficult for them.
 - B completely useless.
 - C different than advertised.
 - D part of a marketing strategy.

Task 2

___ / 10 P.

Read the texts about street markets in London, then choose the correct texts (A-F) to answer the questions (6-15). You can use a text more than once. Write your answers in the spaces provided. The first one (0-000) has been done for you.

London's Street Markets

We love London's markets. The saying "all life is here" is certainly true of these places as it's a taste of real London that, unless you make the effort to seek out, will only ever be an unread section in Time Out magazine.



A Portobello Road Market

Still the biggest market in London with more than one and a half thousand stall holders and a number of enclosed arcades. The market is primarily associated with the antiques trade, but is also a great place to find almost anything, particularly clothes and second-hand records. Most of the action takes place from 8.30am on Saturday and by mid-afternoon a fair number of traders will have called it a day and headed for home after a successful day's trading. However, during the week there's still a fair bit of activity, particularly in the surrounding arcades.

B Camden Market

Vying with Portobello Road for the title of London's most popular market, there are actually a number of distinct markets in Camden which combine to give the visitor a great day out and bargains galore. Unsurprisingly, the most popular day to visit is Saturday (on our most recent visit the place was absolutely heaving with locals and tourists alike). Indeed, the Tube station at Camden Town was closed to avoid congestion, so you may well find that a walk down to Mornington Crescent is necessary for your return journey. But don't let that dissuade you from visiting! ☺

C Camden Canal Market

This narrow passageway, which leads down towards the canal, plays host to numerous stalls selling bric-a-brac (junk or trendy stuff depending on your point of view) jewellery, gifts, clothes, collectables, records and some antiques.

Over 150 in total, with a good selection of take-away food as well. Only operates at weekends (including Friday).

D Brick Lane: Open: Sun 8am-2pm, Tube: Liverpool Street/Aldgate East/Shoreditch

Brick Lane is, of course, an interesting place to visit even when the market's not here, but Sundays sees the arrival of hundreds of stalls, with clothing, fabrics, bric-a-brac, leather goods, antiques and furniture all being traded. With worthwhile bargains, some great Bangladeshi restaurants along the Lane, and Spitalfields nearby too, it all adds up to a pretty good day out!

E Borough Market: Open: 4am-10am Mon-Fri (fruit wholesale), midday-6pm Thu-Fri, 9am-4pm Sat (food market) Tube: London Bridge.

Borough Market is actually one of London's oldest wholesale fruit and vegetable markets. With a history dating back to medieval times (when the market was situated on London Bridge) there's evidence that fruit and vegetables were sold even then, along with goods such as grain and fish.

With Bankside enjoying a revival in recent years, a number of high-profile restaurant and retail businesses have been attracted to the area. All this is good news for Borough Market of course, with the knock-on effect resulting in higher demand for quality fruit and vegetables. Weekends see the emphasis change from fruit and vegetables to food, including European specialities, cheeses, meats and more exotic delights.

F Brixton Market: Open (varies): Mon-Sat, 10am-sunset, Tube: Brixton.

Much expanded in recent years, Brixton market comprises several large areas including (in no particular order) Brixton Station Rd, Granville Arcade, Electric Avenue, Station Arcade, Market Row, Brixton arts/craft market and Tunstall Rd.

Along Brixton Station Rd you'll find second-hand clothes, bric-a-brac, records and exotic fruit 'n' veg, while Electric Avenue is the place to head for Caribbean fish, speciality foods and meats (along with bargain-priced CDs, hardware and toiletries). Arts and crafts are catered for in the market opposite Brixton Tube, while Market Row (covered) is a good place to eat/drink or take shelter on a rainy day! Finally, Granville Arcade is your best bet for fish (fresh and cooked), African foods, spices and Caribbean breads.

According to the text, which street market(s)

...have limited opening hours? (Give <u>three</u> answers.)	0	D	00	E	000	F
...are highly frequented on Saturdays? (Give <u>two</u> answers.)	Q6		Q7			
...is the best place to buy gifts, bits and pieces and takeout food?	Q8					
...sell pre-owned and vintage goods? (Give <u>two</u> answers.)	Q9		Q10			
...competes with the largest market to be London's favourite market?	Q11					
...are appreciated for their range of delicatessen and foreign food? (Give <u>three</u> answers.)	Q12		Q13		Q14	
...might be tricky to get back from by Underground train?	Q15					

Task 3

___ / 5 P.

Read the text below about Coney Island, then decide whether the statements (16-21) are true (T), false (F) or not given (NG) in the text. Put a in the correct box. The first one (0) has been done for you.



Coney Island

A woman in red satin pants makes her way down the boardwalk on stilts, passing a man shouldering two parrots and a python. It's summertime again at Coney Island, the New York City neighborhood long known for its carnival atmosphere and amusement parks by the sea. This year, though, the mood isn't entirely festive. Uncertainty shrouds the original America's Playground, from the wood-trestled Cyclone roller coaster to the billboard counting down the days until Nathan's annual hot-dog-eating contest. An ambitious real estate developer has bought up two-thirds of Coney Island's main amusement district, and no one is quite sure what will become of it in the fall. "I've been telling everyone to live it up this summer," says Dianna Carlin, who sells T shirts in a pink-walled shop by the beach. "This could be the last season of Coney Island as we know it."

In many ways, that wouldn't be such a bad thing. Coney Island has fallen long and hard from its apex in the early 20th century, when its grandiose rides and spectacles - it once featured a Lilliputian village populated with 300 midgets - were a must-see, even for A-list tourists like Charles Lindbergh and Sigmund Freud, who supposedly declared Coney Island the only part of America that interested him. In the decades that followed, TV and air travel provided other options for escape, as parts of the neighborhood were razed for public housing. Revival-minded artists have partly displaced the crime, drugs and prostitution that took hold in the '60s and '70s, but vacant lots, boarded storefronts and school-bus depots still lap up against Coney Island's main attractions.

Joseph Sitt, the Brooklyn-born developer whose company paid \$150 million for 10 acres of central Coney Island, wants to restore the splendor. His plan includes an indoor water park, two hotels and a roller coaster that wraps in and out of buildings. That a large investor has come to the neighborhood is a vindication of the city's strategy to spark private interest by plowing municipal money into improvements such as a minor-league baseball stadium. Coney Island fixture Dick Zigun, who has brought back old traditions like the circus sideshow and invented new ones like the

Mermaid Parade, reflects the population's pragmatism: "We went far on spirit alone, but there's only so much you can do without multimillion-dollar investment."

Yet unease is in the air. Sitt has also included a 40-story residential building in his plans. He says amusements aren't profitable on their own, but locals fear that housing in the amusement district would water down Coney Island's noisy eccentricity. The Cyclone and Wonder Wheel are national landmarks, but Sitt's company now plays landlord to most of the rest of Coney Island's rides. The locals are particularly concerned, since some of Sitt's actions - he demolished go-karts and batting cages this winter, long before he could start building anything to replace them - evoke one of the darker chapters in Coney Island redevelopment. In 1966, Fred Trump (Donald's father) tore down the Steeplechase amusement park to try to prod the city into letting him build high-rise housing. When the city didn't, Trump let the lot lie vacant - until the city bought him out.

But Sitt, who lived within walking distance of Coney Island as a child, insists he'll make the place vibrant again and is even considering ways to build his complex without housing. "This is one of the most important pieces of American history," he says.

	Statements	T	F	NG
0	Coney island has always been associated with entertainment and fun.	X		
Q16	A part of Coney Island has changed owners.			
Q17	Coney Island used to be a very expensive place.			
Q18	In the late 20 th century, Coney Island had the highest crime rate in New York.			
Q19	Sitt wants to build houses instead of amusement park attractions.			
Q20	People criticize some of Sitt's plans.			
Q21	In the 1960s Fred Trump put up apartment blocks.			

Task 4

___ / 10 P.

Read the text about the online game the *World of Warcraft*, then answer the questions (22-31) using a maximum of 4 words. Write your answers in the spaces provided. The first one (0) has been done for you.



World of Warcraft (WoW)

By day they are human, but in their spare time they become mythical heroes such as wizards, dwarfs and blood-elves. At the weekend, in California, 15,000 of them logged out of *World of Warcraft*, the world's biggest online game, to gather in a hall the size of an aircraft hangar for the "big nerdfest" that is Blizzcon.

They were drawn to the Anaheim Convention Centre in California by their love of the virtual worlds they inhabit. Blizzcon is part video game carnival, part trade fair and part religious pilgrimage, organised by Blizzard Entertainment, which makes *World of Warcraft* and the real-time strategy game *Starcraft*.

Almost 11 million people pay £7 a month to play *World of Warcraft* and dedicated fans have flown in from 27 countries around the world to attend Blizzcon, where they can discuss the intricate details of Blizzard's games with the game-makers, get the exclusive chance to play new games before general release, dress up as their favourite characters and compete against one another.

At the opening ceremony, in reality little more than a glorified press conference, the atmosphere is intense and the noise deafening. The screams reach a peak when Mike Morhaime, the Blizzard chief executive, takes the stage. He's a gentle-looking man wearing a blazer — the crowd greets him like a rock star.

The first *World of Warcraft* game was released four years ago. Today, it is the world's biggest "massively multi-player online game", or MMO. It has all the elements of a sci-fi fantasy world you might expect; with dragons, gnomes, orcs and such. It is a knowing homage to the likes of *Lord of the Rings* and *Dungeons and Dragons*. Players spend hours going on quests and doing battle with one another in order to build up their character into something akin to a small god in an ever-evolving virtual world that is illustrated in rich detail and can be explored endlessly.

Paul Sams, a senior Blizzard executive, said the key to the game was its accessibility. "It's easy to learn but hard to master," he added.

Blizzcon has been growing in popularity since it began in 2005. This year the frenzy to buy tickets caused the online booking system to crash. Once the problem was fixed, the \$150 (£90) tickets sold out in 15 minutes.

The longest queues are for the chance to play new games. After hours of waiting, gamers finally get their chance to play at one of the hundreds of computer screens, lined up in banks. The whole event takes place in semi-darkness; natural light is not let in, ensuring that glare does not distract the players from the digital carnage.

Others quietly play fantasy card games

with each other, or take part in intense Q&A sessions with the game creators. Some honest fans admit that the main reason they have come is to get hold of the much-wanted Blizzcon goodie-bag. What makes the bag so special? It includes a polar bear mount, an extremely

rare character which players can use to ride upon, like a horse or a camel, in World of Warcraft. The mount is valuable, both in the game and in real life. It is already being sold for anything up to \$300 on eBay.

0	What do WoW players turn into in their free time?	<i>mythical creatures</i>
Q22	What was the recent attraction for 15,000 players?	
Q23	Where exactly did these WoW players gather?	
Q24	Where did the participants come from?	
Q25	Who can the participants talk to?	
Q26	Name one source of inspiration for WoW.	
Q27	What does a player have to do to create their characters?	
Q28	What happened when tickets went on sale?	
Q29	What do players have to do to play the latest edition of the game?	
Q30	What do participants do apart from playing computer games? (Give <u>one</u> answer.)	
Q31	What do some participants particularly appreciate receiving?	