RÉPUBLIQUE TUNISIENNE MINISTÈRE DE L'ÉDUCATION

EXAMEN DU BACCALAURÉAT

Épreuve : ANGLAIS

Sections: Mathématiques, Sciences expérimentales, Sciences de l'informatique et Economie et gestion

Durée : 2 H

Coefficient: 1

SESSION 2016

Session principale

Le sujet comporte 04 pages

I. READING COMPREHENSION

- 1. It's common these days to hear of a new mobile game that accumulates impressive downloads and sales almost overnight—and then disappears just as fast. A growing raft of gamelike applications (apps) hope to stay in users' pockets for the long term. How? By offering them the ability to learn a new language, practise web coding or improve their memory. As smartphones become a constant part of the human experience, more and more people are wondering what their phones have done for them. So-called braintraining apps propose we spend our free time training our minds. "There's a long-term consumer interest in health", explains Kunal Sarkar, the manager of brain-training company Lumosity. "Taking care of your mind is another part of that".
- 2. The difference from past generations of educational software programs that teach typing or basic math is that these apps feel like games, not homework. Lumosity, a puzzle program, was created by neuroscientists in collaboration with game designers. More than 18 million people have downloaded it since its launch last year. 'Duolingo', an app that teaches foreign languages, grants users experience points and badges as they learn new grammar skills, much as console titles like 'Call of Duty' do. And 'Codecademy' teaches the basics of computer programming in short tutorials.
- 3. Brain apps are hardly a cure-all. Conversing with native speakers remains the best way to learn a foreign language. Some experts even question Lumosity's long-term mental benefits. At the very least, though, these apps work on the same basic concept that teachers have been trying to drill into our heads since kindergarten: learning can be fun.

Time Magazine October 13th, 2014

(Adapted)

COMPREHENSION QUESTION	ONS (12 marks)
1. Tick (☑) the most appropriate a	alternative. (1 mark)
The message conveyed by the	he text is that new mobile apps have
a. made learning entertaining.	Place Solides souls
b. made teaching easier.	
c. improved the brain.	
ped total all the time the state of	to the following table (2 marks)
2. Read paragraph 2 and complet	te the following table. (3 marks)
Mobile apps	Use
a. Codecademy	
b. Lumosity	
C	Language teaching
3. For each of the following state	ments, pick out one detail from the text showing that
is false. (3 marks)	
A CONTRACTOR OF THE PROPERTY OF THE PERSONS AND ADDRESS AND ADDRESS OF THE PERSONS AND ADDRESS AND	on to the impact of mobiles. (paragraph 1)
b. Scientists disapprove of brain	apps. (paragraph 2)
c. Mobile apps are the most effic	cient way to learn a language. (paragraph 3)
4 Find wands as assumed as as	anima manaka Aba anama an Aba Sallandan (2 manka)
	aning nearly the same as the following. (2 marks)
	·
	in the test refer to 2 (2 months)
5. What do the words underlined	in the text refer to? (2 marks)
a. That (paragraph 1) refers to .	
b. It (paragraph 2) refers to	

6. Do you think that brain-training apps improve memory and learning ? Give a justified

opinion with reference to the text. (1 mark)

II. WRITING (12 marks)

1. Use the information in the table below to write a 5-line advertisement for Edinburgh Festival. (4 marks)

Event	Edinburgh International Festival	
Place	Scotland, UK.	
Time	August 5 th - 29 th , 2016	
Activities	theatre - opera - dance performances - visual art exhibitions - concerts	
Pearl careing of 1 and control is following Sales in manual		
	A. Contemporar	
1		
2. Speaking about global warming, the scientist Thomas Lovejoy wrote on his blog: "the		
planet is about to break out with fever. We, as human beings, are the disease!". In reaction		
to Lovejoy's opinion, write a 12-line article to be published on the blog. State whether or		
not you share the scientist's views on humans' responsibility for global warming and		
suggest some ways to limit it. (8 marks)		

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III. LANGUAGE (6 marks)

Fill in the blanks with six (6) words from the box. There are two extra words.
(3 marks)

health - endangered - issue - enough - exposed - limits - unhealthy - safe

2. Put the bracketed words in the right tense and/or form. (3 marks)