



ANGLAIS

1 Nowadays cell phones, especially smartphones, play a revolutionary role in the lives of many people. Markets are flooded with modern gadgets such as mobiles, phone apps, tablets, computers and gaming consoles, etc.

2 Trendy items targeting the youth are introduced every day, making music, games, networking, emails and calling just a click away. The present generation is smarter than their parents and prefers indulging in social networking through mobile phone communication rather than social circles. By contrast, the older generations preferred spending their weekends out of town, engaging in various competitions or taking parts in sports. Today's youths enjoy indoor activities such as surfing the internet, watching videos, computer games or communicating on mobile phones. It has been generally observed these days that adolescents are not interested in painstaking reading habits and seem to be living a robotic life. In the past, children filled their free time engaging in creative games, socializing or reading books.

3 It is fair to say that computers and popular video games have a constructive impact on the mind and allow youths to focus better. However, they can be very addictive and the back-lit screens used for computers, video games and iPhone may cause eye problems. The use of headphones with music blaring directly into one's ears may result in hearing problems. Overuse of gadgets, for instance iPods, cellphones and video games may cause a whole range of health issues. Children hooked for long hours on these devices may experience disruption in their learning abilities and distraction from studies (...). Nowadays some parents often use digital gadgets to keep their children quiet in one place for a period of time.

4 Today's generation cannot live without these gadgets as they keep them connected to the world. So, the fundamental correlation between gadgets and lifestyle should not be ignored and a balance should be struck between the two.

Adapted from <http://emag.yaloportal.com/youth-and-gadgets-harmful-or-effective/>

LANGUE VIVANTE II

I. READING COMPREHENSION (08 marks)

A. Complete this passage with words having similar meaning to the ones between brackets in the indicated paragraphs. (2 marks)

The lives of the new millennium is dominated by introduction of (**very fashionable**) 1. (parag.1) electronic gadgets. These modern items require them to be even (**more intelligent** =) 2. (parag.2) than their parents. However, today's youths are no longer attracted by (**requiring a lot of efforts** =) 3. (parag.3) activities. Most of them spend their time texting or playing video games. They are not conscious that overusing gadgets can be very (**causing dependence** =) 4. (parag.3)

B. Circle the letter corresponding to the right answer. (1 mark)

5. "**Markets are flooded with modern gadgets**" (parag. 1) means,

- a. Modern gadgets are not in the markets
- b. Markets are invaded by modern gadgets
- c. Modern gadgets are rare in markets

6. "... enabling them **to focus better**" means, (parag. 4)

- a. to have more concentration
- b. to have less concentration
- c. to be better informed

C. All the following statements are False! Justify each option with relevant passages from the text. (2 marks)

7. In the past, children preferred to spend their weekends at home. False

.....

8. Electronic gadgets are free from health problems . False

.....

D. Read the text and give one (1) advantage and one (1) disadvantage of using gadgets. (1 mark)

9. Advantage :

10. Disadvantage :

E. Fill in the table below by using the information in the text. (2 marks)

Kids' pastimes (Hobbies)	
In the past	Today
11.	13.
12.	14.

II. LINGUISTIC COMPETENCE (06 marks)

F. Complete this passage choosing the right verbs between brackets. (2 marks)

Modern technologies have profoundly transformed our lifestyles. This situation 15. (**has been going / is going**) on for a certain number of years now. To a certain extent, people are becoming more and more dependent on gadgets, especially the youth. If nothing is done in terms of regulation, they 16. (**would end / will end**) up acting like robots. So parents 17. be (**would / should**) more vigilant about the use of modern devices. So far, efficient measures 18. (**haven't taken / haven't been taken**) by telecom companies to protect younger ones.

LANGUE VIVANTE II

G. Use correctly the following connectors to fill in the gaps of the passage below. (1.5 marks)

However – despite –Therefore – Besides

Gadgets such as mobiles, phone apps, tablets, computer and gaming consoles have proven their utility in people's daily lives. 19., overusing them can have bad consequences on kids' health. 20. these gadgets may cause disruption in their learning abilities 21. both parents and kids need to be careful when it comes to modern technology items.

H. Fill in the gaps with the correct word deriving from the ones in parentheses. One does not apply! (1.5 marks)

The advent of new technologies has enabled human beings to make significant 22. (**achieve**) in various domains. We can notice that digital gadgets have been very 23. (**use**) to people although they can be a source of 24. (**addict**)

I. Use the right preposition in the list below to complete the following passage. One does not apply! (1 mark)

on – from – of

Young people who use modern gadgets like videogames can suffer 25. isolation. Also, being dependent 26. screens is not good for the eyes.

III. WRITING (06 marks)

Choose ONE topic only and write 150-200 words.

TOPIC 1: Some people pretend that modern gadgets such as mobiles, tablets, gaming consoles, etc. are contributing to the process of dehumanization of people. Do you share that opinion? Give your arguments.

TOPIC 2: Coumba and her father do not have the same opinion about the usage of modern gadgets. He thinks they prevent her from learning and Coumba is trying to prove the contrary. Imagine their dialogue and write it down.