

PUNTUACIÓN QUE SE OTORGARÁ A ESTE EJERCICIO: (véanse las distintas partes del examen)

Please choose ONE of the options given, A or B, for each of the three blocks below (*Reading Comprehension — Use of English (Rephrasing) — Writing*). The option chosen can change from block to block, but it must be the same for all the exercises in BLOCK 1. The marks assigned to each block and exercise are given between brackets.

BLOCK 1. READING COMPREHENSION (5 POINTS)

OPTION A

WE NEED NOT BE SLAVES TO SOCIAL MEDIA

Social media can be addictive for several reasons, and these factors often interact to create a powerful influence. Social media platforms provide a constant stream of feedback in the form of likes, comments, and shares. This validation can boost self-esteem and create a sense of social acceptance, triggering a desire for more. This desire is accompanied by a sense of anticipation and excitement, since social media utilizes a variable rewards system, similar to betting or playing the lottery — users don't know exactly when they'll receive positive feedback.

Social media platforms often show the highlights of people's lives, leading others to feel like they're missing out on experiences. This fear of missing out, or FOMO, can drive individuals to stay connected and check their feeds frequently, and as people naturally compare themselves to others, social media amplifies this tendency. The use of notifications creates a sense of urgency and encourages users to check their accounts regularly. The anticipation of new messages or updates prompts repeated visits to the platform.

There is also a psychological side to this addiction. When users receive likes or positive interactions on social media, their brains release dopamine, the human body's chemical messenger associated with pleasure and reward. This creates a positive reinforcement loop, making users want to repeat the behaviour. Social media can serve as a form of escapism, too, allowing users to distract themselves from real-life challenges or boredom.

It's important to note that while social media offers numerous benefits, excessive use or dependence can have negative effects on mental health, productivity, and overall well-being. Balancing online and offline activities is crucial for a healthy relationship with social media.

EXERCISE A.1: Add True or False, quoting the relevant information from the text to justify your answer. (2 points)

- a) Dopamine is the name of a medicine that helps people to distract themselves from real-life challenges.
- b) If you stay connected to social media frequently and read feeds regularly, FOMO can be the reason.

EXERCISE A.2: Answer the following questions according to the information given in the text. Use your own words. (2 points)

- a) How does social media influence people's behaviour?
- b) What are the most negative aspects of social media?

EXERCISE A.3: Find words or phrases in the text which mean the same as the following: (1 point)

- a) desperation, pressure:
- b) prize:
- c) causing, producing:
- d) deliver, discharge:

OPTION B

THE PEACEFUL COEXISTENCE OF ELECTRONIC AND TRADITIONAL SPORTS

Have you ever heard of the Cyberathlete Professional League (CPL)? The word "league" in the name will probably make you think of a sports tournament organization, but did you know it specialized in computer and console video game competitions? Yes, "e-sports", electronic sports. This term is believed to have originated in the late 1990s. While competitive video gaming had been around since the early days of video games, the formalization of organized, competitive gaming events led to the need for a specific term to describe this phenomenon. It is reported that the term was used by the CPL in the late 1990s to describe competitive gaming as a professional and organized activity.

Since then, the term has gained widespread acceptance and usage to refer to competitive video gaming across various genres and platforms, and e-sports has become a global industry with a dedicated fan base, professional players, and major tournaments.

E-sports and traditional sports share many similarities. Both types of sports involve a high level of skill. Team-based e-sports titles, such as *League of Legends*, or *Counter-Strike: Global Offensive*, require teamwork, communication, and strategic planning, similar to traditional team sports like basketball or soccer. Both types attract passionate fanbases, have dedicated channels, streaming platforms, and commentators providing live coverage, as well as coaches and training facilities to help players improve their skills, develop strategies, and maintain physical and mental well-being. However, there are also differences, such as the medium of competition (virtual vs. physical), or the cultural aspects associated with each.

EXERCISE B.1: Add True or False, quoting the relevant information from the text to justify your answer. (2 points)

- a) The term “e-sports” was created when video gaming competitions began to be organized officially.
- b) The cultural aspects of e-sports and traditional sports are the same.

EXERCISE B.2: Answer the following questions according to the information given in the text. Use your own words. (2 points)

- a) What makes playing *League of Legends* similar to playing basketball?
- b) Are e-sports a local phenomenon which few people are interested in?

EXERCISE B.3: Find words or phrases in the text which mean the same as the following: (1 point)

- a) enthusiastic:
- b) begun, arisen:
- c) loyal, devoted:
- d) trainers:

BLOCK 2. USE OF ENGLISH (REPHRASING) (2 POINTS)

OPTION A

EXERCISE A.4: Complete the second sentence in each pair. The meaning should be the same as that of the first sentence. (2 points)

- a) They think that Instagram is a dangerous social networking service. Instagram (...)
- b) Using social media is not obligatory. People are (...)
- c) My brother’s posts do not receive many likes; he’s unhappy. If my (...)
- d) “You’ve been online for too long, Megan”, said Mum. Mum said to (...)

OPTION B

EXERCISE B.4: Complete the second sentence in each pair. The meaning should be the same as that of the first sentence. (2 points)

- a) Wendy is determined to study Video Game Design and Development. It doesn’t matter if her parents don’t approve. Even (...)
- b) Several commentators provided live coverage for the event. Live (...)
- c) I didn’t hire a coach; I didn’t improve my skills. If (...)
- d) “Have you ever participated in a *Counter-Strike* tournament?”, Jack asked me. Jack wanted to know (...)

BLOCK 3. WRITING (3 POINTS)

OPTION A

EXERCISE A.5: Write an opinion essay about this statement: “Mobile phones mustn’t be used at school”. (100-140 words). (3 points)

OPTION B

EXERCISE B.5: Write a formal email to the head teacher in your school complaining about the lack of something. (100-140 words). (3 points)



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