



Please answer the following 6 questions:

1) True/False; 2) Reading comprehension; 3) Vocabulary; 4) Grammar; 5) Phonetics, and 6) Composition. You can choose any of these 6 questions from the two exam options given (A or B). Note that you have only 2 possible options per question. When questions are composed of different subsections [i.e., questions 1 (True/False), 3 (Vocabulary), 4 (Grammar) and 5 (Phonetics)], you necessarily have to answer all the subsections of the chosen question without exception. Be careful not to separate or mix the different subsections of any question between the two options.

Time allowed: 1 hour and 30 minutes. Total score: 10 points.

OPCIÓ A

Read the passage carefully and answer the questions in English. USE YOUR OWN WORDS AS FAR AS POSSIBLE.

The *bicibús*: How Barcelona got kids cycling safely to school—and loving it!

On a cool September morning, a group of about 60 parents and children aged 3 to 11, on bikes and scooters, gather in the Plaça Conxita Pérez—Barcelona's Eixample district—for the school run. Today is Friday and the atmosphere is especially festive. Dua Lipa's song "Dance the Night" is playing and there's an air of excitement as though the kids were going on an excursion, not just to school. They are waiting for the *bicibús* ('bike bus'), a fun, safe mode of transport that makes going to school feel like a party. It leaves Monday to Friday at 8.30am sharp outside the Sant Antoni market and is no ordinary vehicle. It has hundreds of wheels and dozens of drivers but no passengers.

"When we started out two years ago there were 20-30 people, now there are 60-70", says Genís Domínguez, one of the organisers. The concept has been around since the 1990s, he explains, but locally, it began three years ago in the Catalan town of Vic. They had to adapt the idea for it to work in that particular neighbourhood since Eixample's district has a high volume of fast-moving traffic and the only way to move safely is to occupy the entire road, therefore the *bicibús* is treated as a single vehicle.

One or two adults lead the group, with two or three others on each side. A police patrol car is at the rear to ward off any impatient motorists. At each crossing the adult riders on the flanks block the traffic to let any stragglers cross and to stop any of them jumping the lights. Besides the police car, the entire operation is run by parents via a WhatsApp group. It's lively but surprisingly orderly and there's little or no conflict with motorists. Taking part in this activity is clearly a high point in the children's day too. "What I like best is chatting to my friends while we're on our bikes", says Alex Hurtado, 9. "For me the best thing is we can put on music and we get to choose which songs we want", adds Rita Camprubí, 7.

There are now about 15 *bicibús* routes in the city, operating two or three days a week. The Sant Antoni route is especially popular because most of the children must cross one six-lane and two four-lane streets to get to school. The Barcelona BiciBus Network estimates that around 15,000 *bicibús* journeys were made during the previous school year. The scheme is now attracting attention and imitators in Spain and beyond. Boix says they have had inquiries and visitors from France, Italy, the UK, and Germany.

"It's an easy model to replicate elsewhere", she says. "In a neighbourhood such as the Eixample, it's often difficult to feel integrated", says Rosa Suriñach, a social policy adviser. She adds, "The *bicibús* helps to create a sense of belonging" and provides protection for cycling children.

Adapted from *The Guardian*, October 2023

1. Say whether the following statements are TRUE or FALSE. Explain WHY using your own words OR finding evidence in the text. NO marks are given for only TRUE or FALSE. (1 point)

a) In Eixample's district, the *bicibús* cannot move parallelly to other cars and means of transport. (0,5)

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b) Some adult riders situate themselves at the end of the *bicibús*. (0,5)

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2. In your own words and based on the ideas from the text, answer the following question. NO marks are given for personal opinions or responses copied directly from the text. (1 point)

What do the children generally think of the *bicibús*?

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3. Find in the text words or phrases which mean the same as the ones below. In the case of verbs, ONLY infinitive forms will be accepted (1 point):

1) The act of asking for information or the process of asking a question. (0,25)

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2) Exactly at the stated time. (0,25)

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3) A person or animal that is a bit behind the main group. (0,25)

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4) To make or do something again in exactly the same way. (0,25)

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4. Follow the instructions for each question and answer them (2 points):

4.1. Fill the blanks in the following sentences with the correct form of the verb in brackets. (0,5)

A: you (enjoy) cycling?

B: Yeah, it's my favourite hobby.

A: When you (start) doing it?

B: I can't remember the exact moment, but I know I was really young.

4.2. Complete the following sentences with the correct form of the word in brackets. (0,5)

a) Before learning how to use this machine, you need to read the (safe) measures.

b) I'm so excited about this new (sustain) transport project.

4.3. Fill the blanks in the following two sentences with a phrasal verb that means the same as the verb in brackets. (0,5)

a) You're going too fast, please (reduce speed) or we're going to have an accident.

b) Our flight was delayed two hours; we didn't (leave the ground, begin to fly) until 9.43 a.m.

4.4. Rewrite the following sentence in reported speech. (0,5)

'Remove these posters from the wall', my teacher told me.

My teacher told

5. Look at the highlighted part of the words below. Three of the words in each line (A, B, C, D) contain the same sound. Circle the word which contains a different sound (1 point):

5.1. A) judge B) beige C) jet D) college (0,25)

5.2. A) learn B) concern C) bread D) burn (0,25)

5.3. A) rained B) robbed C) failed D) visited (0,25)

5.4. A) angel B) think C) among D) tank (0,25)

OPCIÓ B

Read the passage carefully and answer the questions in English. USE YOUR OWN WORDS AS FAR AS POSSIBLE.

Pushing Buttons: Video game addiction is real—but parents shouldn't worry too much

Over the past weekend, the newspaper *The Guardian* published a trio of stories about video game addiction. One was about the 850 people sent to a treatment clinic in the last three years—of whom 227 were under 18. Another was on developers' use of tactics from the gambling industry to keep people spending money on games. The third was by the director of the National Centre for Gaming Disorders, calling for industry regulation to better protect young people. The previous cases are just some examples of a problem that is certainly real, especially for people affected by compulsive gaming behaviour, whose stories are as serious as those of gambling addicts.

The UK generally lacks a system to help families and young people facing social isolation or destructive behaviour at home. Compulsive gaming is becoming a huge problem and is believed to be the main reason behind a youth mental-health crisis across the UK, where 250,000 young people are not receiving any type of social help to overcome their addiction.

As always with reports about video game addiction, the numbers and stories are alarming. However, it is important to keep in mind that more than 80% of all under-18s in the UK play video games regularly—which is more than 11 million kids. In that context, 227 referrals since 2020 does not seem like such an alarming number. The World Health Organization, which classified video game addiction as a disorder in 2018, estimated that problematic gaming affects fewer than 1% of players. None of this, nevertheless, absolves video game developers from behaving responsibly—and some of them certainly don't.

Many companies specifically design games to be addictive. For example, free-to-play mobile and "casual" game giants such as Zynga have long been unscrupulous in the way that they treat their players. They use psychological techniques to attract players and make them want to play more and more, until they become addicted. These companies aren't shy about their tactics, and some have even hired people from the gambling industry to maximise the gains they make from susceptible players. As with problem gamblers, there is no way for these companies to know if these gamers can actually afford the money they're spending but that isn't their responsibility.

As has been proven time and time again, games have an overwhelmingly positive influence on millions of people's lives. And though free-to-play is the dominant model in gaming globally, thanks to its prevalence in mobile markets, it is still the exception in console and PC gaming. In a few words, gaming is a huge force for good, but developers using gambling industry tactics are causing nothing but harm.

Adapted from *The Guardian*, July 2023



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1. Say whether the following statements are TRUE or FALSE. Explain WHY using your own words OR finding evidence in the text. NO marks are given for only TRUE or FALSE. (1 point)

a) The UK has a comprehensive programme to provide support for the families of people showing negative conducts. (0,5)

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b) Even though less than 1% of the world's population suffer from game addiction, companies are still guilty. (0,5)

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2. In your own words and based on the ideas from the text, answer the following question. NO marks are given for personal opinions or responses copied directly from the text. (1 point)

How do free-to-play designers get people addicted to playing?

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3. Find in the text words or phrases which mean the same as the ones below. In the case of verbs, ONLY infinitive forms will be accepted (1 point):

1) Behaving in a way that is dishonest or unfair in order to get what you want. (0,25)

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2) Techniques or methods used for achieving a particular goal. (0,25)

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3) Something that causes worry or fear. (0,25)

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4) An illness of the mind or body. (0,25)

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4. Follow the instructions for each question and answer them (2 points):

4.1. Fill the blanks in the following sentences with the correct form of the verb in brackets. (0,5)

A: I wish my parents (buy) me the new PlayStation.

B: Why? You already have the Xbox and Nintendo Switch.

A: I know but it has this new feature that allows you to play with people from all around the world.

B: Why don't you explain this to them?

A: You're right. I (talk) to them again, fingers crossed.

4.2. Complete the following sentences with the correct form of the word in brackets. (0,5)

a) Time (manage) skills are crucial when playing games: they can help us maintain a healthy balance between leisure time and our academic responsibilities.

b) Having a (support) family and friends is key to overcoming any type of addiction.

4.3. Rewrite the following sentence using the 3rd conditional form. Do not change the meaning of the original sentence. (0,5)

His relationships suffered because he didn't realize the severity of his gambling addiction sooner.

If he

4.4. Rewrite the sentence using a modal verb. Do not change the meaning of the original sentence. (0,5)

It isn't necessary for you to face addiction alone.

You

5. Look at the highlighted part of the words below. Three of the words in each line (A, B, C, D) contain the same sound. Circle the word which contains a different sound (1 point):

5.1. A) touch B) cut C) fast D) flood (0,25)

5.2. A) out B) oyster C) employ D) joint (0,25)

5.3. A) blinked B) stretched C) planned D) rushed (0,25)

5.4. A) match B) choose C) chat D) moustache (0,25)



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