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UNIVERSIDADES DE ANDALUCÍA PRUEBA DE ACCESO Y ADMISIÓN A LA UNIVERSIDAD

RSIDAD (Inglés)

LENGUA EXTRANJERA

CURSO 2016-2017

CRITERIOS ESPECÍFICOS DE CORRECCIÓN

OPTION B: VIRTUAL REALITY TECHNOLOGY: A LEARNING REVOLUTION KEY

After decades of promises, makers of virtual-reality technology could soon be ready to give students a new and powerful way to learn with immersive virtual field trips and science experiments. It's been claimed that kids don't learn best from reading a book or looking at a blackboard. Potential educational apps provide users with virtual trips, immersive digital learning games and simulations, and even therapeutic experiences for students with special needs. Virtual reality is super-cool, but schools are still unable to buy basic digital technologies for classrooms.

Facebook paid \$2 billion to acquire Oculus, a new virtual reality headset known as "the Oculus Rift." This device is actually a set of virtual reality glasses. Facebook founder, Mark Zuckerberg, described the Oculus device as a "new communication gadget for gaming, entertainment, social networking, and classroom learning." At \$350 per headset, the Oculus Rift – and its competitors – will try to make virtual reality devices available at a price that schools and families can afford.

Numerous reports describe how Oculus inventor Palmer Freeman Luckey, who was 18 at the time and studied at home, started developing his invention in his parents' garage, using the money he had earned repairing his friends' iPhones. Mr. Luckey is said to have a prodigious vision of the future, as he has opened a promising path towards scientific research.

Hopefully, the development and the use of Oculus headsets in the classrooms might become true soon.
Immersive virtual reality technologies help students learn by giving them a rigorous "inside view" of a structure – an
Egyptian pyramid, for example, or even the human body, which currently they observe only externally.

I* COMPREHENSION (4 points)

CHOOSE AND WRITE THE CORRECT OPTION (A, B, C or D). (0.5 points each)

- 1. According to the text, ...
 - (a) headsets are currently used in schools.
- (b) Palmer Freeman Luckey created the Oculus Rift.
- (c) Zuckerberg objected to investing in Oculus.
- (d) virtual reality is no longer a trend.

- 2. The Oculus Rift...
 - (a) has been planned for teaching.
- (b) is being used at most schools worldwide.
- (c) provides a superficial vision of things.
- (d) lets the user see from both inside and outside.

ARE THESE STATEMENTS TRUE OR FALSE? JUSTIFY YOUR ANSWERS WITH THE PRECISE WORDS OR PHRASES FROM THE TEXT, OR USE YOUR OWN WORDS. (0.5 points each)

- 3. The Oculus Rift may be used to support pupils with learning disorders. TRUE (line 4) "(provide) even therapeutic experiences for students with special needs."
- 4. According to the text, schools can easily afford the Oculus Rift at the moment. FALSE (line 5) "but schools are still unable to buy basic digital technologies for classrooms."// (lines 9-10) "(the Oculus Rift) will try to make virtual reality devices available at a price that schools and families can afford."
- 5. Facebook gave Luckey a job when he was 18 years old to develop the Oculus Rift. FALSE (lines 11-12) "Luckey, who was 18 at the time and studied at home, started developing his invention in his parents' garage."
- 6. **Mr. Luckey has contributed significantly to science.** *TRUE (lines 13-14) "Mr. Luckey is said to have a prodigious vision of the future, as he has opened a promising path towards scientific research."*
- 7. FIND IN THE TEXT: (0.5 points)
 - 7.1. ONE SYNONYM FOR "purchase" (verb). buy (line 5) acquire (line 6)
 - 7.2. ONE OPPOSITE FOR "weak" (adjective). powerful (line 2)
- 8. FIND IN THE TEXT: (0.5 points)
 - 8.1. ONE WORD MEANING "to be able to pay for." afford (line 10)
 - 8.2. ONE WORD MEANING "to receive money as return for effort and especially for work done." earn(ed) (line 12)

II * USE OF ENGLISH (3 points; 0.5 points each)

- 9. FILL IN THE GAPS WITH A CORRECT FORM OF THE VERB IN BRACKETS:
 - 9.1. "By 2035, they ... (sell) the Oculus Rift to every school in Europe." will have sold / will be selling
 - 9.2. "I love ... (chat) with my classmates." chatting
- 10. FILL IN THE GAPS WITH THE CORRECT OPTION:
 - 10.1. "I wish I... (would buy / bought / had bought) the house when you told me." had bought
 - 10.2. "I am looking forward... (to / on / for / at) buying the latest mobile phone." to
- 11. TURN THE FOLLOWING SENTENCE INTO THE PASSIVE VOICE: "Young people always follow the latest trends in technology." The latest trends in technology are always followed by young people.
- 12. COMPLETE THE FOLLOWING CONDITIONAL SENTENCE: "Unless you pay me back, ..." | will / won't / can('t) ...
- 13. REWRITE THE SENTENCE CORRECTLY WITHOUT CHANGING ITS MEANING: "I don't never call to him in the evening." I never call him in the evening." I don't call him in the evening.



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- 14. GIVE A QUESTION FOR THE UNDERLINED WORDS: "My closest relatives will send me <u>a new smartphone</u>." What will your / my closest relatives send you / me?
- III * WRITING (3 points)
- 15. WRITE A COMPOSITION OF APPROXIMATELY 120 WORDS ABOUT THE TOPIC PROPOSED AND FOCUS STRICTLY ON IT: Do you consider new technologies necessary for everyday life? Give reasons.