

	<p style="text-align: center;"><b>UNIVERSIDAD AUTÓNOMA DE MADRID</b>  <b>PRUEBA DE ACCESO A LA UNIVERSIDAD PARA MAYORES DE 25 AÑOS</b>  <b>Convocatoria 2024</b></p> <p><b>MATERIA: INGLÉS</b></p>	<p style="text-align: center;"><b>IDIOMA</b></p>
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## INSTRUCCIONES GENERALES Y VALORACIÓN

**INSTRUCCIONES:** Lea el texto cuidadosamente, así como las preguntas. Conteste a las preguntas en lengua inglesa.

**DURACIÓN:** 60 minutos

**CALIFICACIÓN:** La valoración máxima de cada pregunta se indica en cada parte del ejercicio.

### **Educating with *The Walking Dead***

Nowadays, the boundaries between education and entertainment are confusing, and a new type of learning called ‘edutainment’ is emerging. For a long time, TV shows have launched spin-off products in the form of merchandise and video games. But now, the American television company AMC has teamed up with the University of California to produce an online course based on *The Walking Dead*, a TV show which presents a post-apocalyptic world full of zombies. With an audience of 10 million, student numbers for the course are expected to be hundreds of thousands!

Academics from the University of California say that the online course will be a ‘legitimate educational experience’ and will deal with serious topics from the fields of science, public health, nutrition, psychology and sociology. The course will consist of eight modules including a module on the study of epidemics and a module on the mathematics of population dynamics. ‘The curriculum is very real,’ says Josh Coates, designer of the online platform. ‘We have local apocalypses in our world today, in the form of earthquakes, hurricanes and terrorist attacks. The fact that the context is fictional is incidental. This course gives us the opportunity to educate people about the science of disasters.’

The market for massive open online courses, or MOOCs, is rapidly expanding. Millions of students sign up for online education courses each year. However, many of these students fail to complete their courses, suggesting that online learning is still a big challenge. Besides, some experts have reservations about those courses where there is no formal assessment or no contact between the students and the teachers. They believe that TV shows may serve to attract students, but the academic element still needs to compensate the entertainment value for a university course to be officially recognised.

## **QUESTIONS**

**1. Are the following sentences TRUE or FALSE according to the text? Justify your answer copying the evidence from the text. No marks are given for only TRUE or FALSE. (Puntuación máxima: 2 puntos)**

- a) TV shows have been launching merchandise and video games since very recently.
- b) The online course about *The Walking Dead* will deal with sociology, among other fields.
- c) According to Josh Coates, earthquakes, hurricanes and terrorist attacks are examples of local apocalypses.
- d) Millions of students sign up for online education courses and complete them each year.

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**2. Find a synonym in the text for each one of the following terms. (Puntuación máxima: 2 puntos)**

- Paragraph 1: *limits*.
- Paragraph 2: *creator*.
- Paragraph 3: *growing*.
- Paragraph 3: *accepted*.

**3. Fill in the gaps with the correct option. (Puntuación máxima: 2 puntos)**

There are (1. *lots / many / much / most*) \_\_\_\_\_ different kinds of computer games. Casual games are quick and easy to play. People can pick up and play the game whenever they have a spare minute or two. You can find (2. *their / it / its / them*) \_\_\_\_\_ on your mobile phone, on your computer and even on your television. They include popular games such as Solitaire and Tetris.

(3. *Another / Other / Different / One*) \_\_\_\_\_ type of game is serious games. These games are designed to teach players something useful. One of the (4. *oldest / general / future / finished*) \_\_\_\_\_ running serious games is Microsoft's Flight Simulator. It was made in 1982, and since then, many pilots have used it to learn to fly planes. Other games teach police and fire fighters what do in a(n) (5. *emergency / security / safety / disadvantage*) \_\_\_\_\_.

Language learning software does not typically fall into this (6. *game / group / system / way*) \_\_\_\_\_, however. These are educational games. In recent years, many educational games (7. *has / had / have / having*) \_\_\_\_\_ been created to improve the player's skills and knowledge. They teach younger kids how to count and spell and help older kids (8. *to / with / about / for*) \_\_\_\_\_ mathematics and technology.

**4. What is your favourite TV show or film? Why do you like it? Please answer in a maximum of 100 words. Be careful with the grammar! (Puntuación máxima: 4 puntos)**

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### **CRITERIOS ESPECÍFICOS DE CORRECCIÓN**

**Pregunta 1: hasta 2 puntos.** Se trata de medir exclusivamente la comprensión lectora. Se debe decidir si cada una de las cuatro frases que se presentan es verdadera o falsa, copiando a continuación el fragmento del texto relevante que justifique su elección. Dar sólo el número de línea/s en el que se encuentra la evidencia del texto no será una respuesta válida. Se otorgará **0,5 puntos** por cada frase correcta. Se calificará con **0 puntos** la opción elegida que no vaya justificada con la evidencia relevante del texto o cuando exista una contradicción entre la cita elegida y la veracidad o falsedad de la enunciación.

**Pregunta 2: hasta 2 puntos.** Esta pregunta trata de medir la comprensión del vocabulario del texto. Para ello se pide al alumno que localice cuatro sinónimos en el texto y los copie al lado de sus equivalentes léxicos. Cada uno de ellos se evaluará con un máximo de **0,5 puntos**.

**Pregunta 3: hasta 2 puntos.** Con esta pregunta se quiere comprobar los conocimientos generales de gramática y vocabulario del alumno (*use of English*). Al tratarse de ocho espacios, se dividirá la puntuación dando **0,25 puntos** a cada respuesta correcta.

**Pregunta 4: hasta 4 puntos.** Se trata de una composición de 80 a 100 palabras con el objetivo de medir la capacidad de expresión libre en inglés. Se propone una única opción de respuesta. Se otorgarán:

- un **máximo de 2 puntos** por el buen dominio de la lengua – léxico, estructura sintáctica, etc.
- un **máximo de 1,5 puntos** por la adecuación en la expresión de las ideas – organización, coherencia, *linking words*, etc.
- un **máximo de 0,5 puntos** por la originalidad en la respuesta.

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## SOLUCIONES

**1. Are the following sentences TRUE or FALSE according to the text? Justify your answer copying the evidence from the text. No marks are given for only TRUE or FALSE. (Puntuación máxima: 2 puntos)**

- TV shows have been launching merchandise and video games since very recently. **FALSE. EVIDENCE:** *'for a long time, TV shows have launched spin-off products in the form of merchandise and video games'.*
- The online course about *The Walking Dead* will deal with sociology, among other fields. **TRUE. EVIDENCE:** *'will deal with serious topics from the fields of science, public health, nutrition, psychology and sociology'.*
- According to Josh Coates, earthquakes, hurricanes and terrorist attacks are examples of local apocalypses. **TRUE. EVIDENCE:** *'We have local apocalypses in our world today, in the form of earthquakes, hurricanes and terrorist attacks'.*
- Millions of students sign up for online education courses and complete them each year. **FALSE. EVIDENCE:** *'However, many of these students fail to complete their courses'.*

**2. Find a synonym in the text for each one of the following terms. (Puntuación máxima: 2 puntos)**

- Paragraph 1: *limits* = **boundaries**.
- Paragraph 2: *creator* = **designer**.
- Paragraph 3: *growing* = **expanding**.
- Paragraph 3: *accepted* = **recognised**.

**3. Fill in the gaps with the correct option. (Puntuación máxima: 2 puntos)**

There are (1. lots / **many** / much / most) \_\_\_\_\_ different kinds of computer games. Casual games are quick and easy to play. People can pick up and play the game whenever they have a spare minute or two. You can find (2. *their* / *it* / *its* / **them**) \_\_\_\_\_ on your mobile phone, on your computer and even on your television. They include popular games such as Solitaire and Tetris.

(3. **Another** / *Other* / *Different* / *One*) \_\_\_\_\_ type of game is serious games. These games are designed to teach players something useful. One of the (4. **oldest** / *general* / *future* / *finished*) \_\_\_\_\_ running serious games is Microsoft's Flight Simulator. It was made in 1982, and since then, many pilots have used it to learn to fly planes. Other games teach police and fire fighters what do in a(n) (5. **emergency** / *security* / *safety* / *disadvantage*) \_\_\_\_\_.

Language learning software does not typically fall into this (6. *game* / **group** / *system* / *way*) \_\_\_\_\_, however. These are educational games. In recent years, many educational games (7. *has* / *had* / **have** / *having*) \_\_\_\_\_ been created to improve the player's skills and knowledge. They teach younger kids how to count and spell and help older kids (8. *to* / **with** / *about* / *for*) \_\_\_\_\_ mathematics and technology.

**4. Free answer. (Puntuación máxima: 4 puntos)**