



Castilla-La Mancha

Consejería de
Educación, Cultura
y Deportes

CALIFICACIÓN: _____

**PRUEBAS DE ACCESO A CICLOS FORMATIVOS DE GRADO SUPERIOR DE
FORMACIÓN PROFESIONAL 2020
SEGUNDA CONVOCATORIA**

Apellidos _____ Nombre _____

DNI / NIE _____

Centro de examen _____

**PARTE COMÚN
MATERIA: INGLÉS.**

Instrucciones Generales

- Duración del ejercicio: Hora y media.
- Mantenga su DNI en lugar visible durante la realización de la prueba.
- Realice el ejercicio en las hojas de respuestas entregadas al final de este documento y entregue este cuadernillo completo al finalizar la prueba.
- Lea detenidamente los textos, cuestiones o enunciados.
- Cuide la presentación y la ortografía.
- Revise la prueba antes de entregarla.

Criterios de calificación:

Esta materia de la prueba se calificará numéricamente entre 0 y 10 puntos, en función de los siguientes criterios:

- Ejercicio 1: 2 puntos., 1 punto cada respuesta correcta.
- Ejercicio 2: 2 puntos., 1 punto cada respuesta correcta.
- Ejercicio 3: 1 punto., 0,25 puntos cada respuesta correcta.
- Ejercicio 4: 1,5 puntos., 0,5 puntos cada respuesta correcta.
- Ejercicio 5: 1,5 puntos, 0,25 puntos cada respuesta correcta.
- Ejercicio 6: 2 puntos.

La nota de la parte común, será la media aritmética de las calificaciones obtenidas en cada una de las materias de las que consta, siempre que se obtenga, al menos, una calificación de cuatro puntos en cada una de ellas. Esta nota media deberá ser igual o superior a cuatro puntos para que haga media con la parte específica.



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EJERCICIOS

THE CHANGING FACE OF VIDEO GAME CHARACTERS

As any player knows, imaginary characters in computer games come in many forms, such as wizards, witches and fairies. However, the humans in these games show less variety -- the majority are young, male and white; there are very few characters who are very old, very young, female or from ethnic groups such Latino or Native American.

Researchers in the United States recently surveyed the most popular computer games to find out which characters are most, and least represented. Children and old people, as well as women and certain ethnic minorities, were found by researchers to appear less frequently than would be expected. Certainly, their appearance in games did not match their percentage in the general population, or even among game players. Women, for example, make up 38% of all game players, yet only 15% of game characters are female. Latinos are also under-represented; only 2% of game characters are Latino, although 12.5% of all game players are from that ethnic group.

One reason for this imbalance may be that the characteristics of humans in games reflect the characteristics of game creators, who are mostly young, male and white. However, the effect of misrepresentation worries researchers; on a philosophical level, does the lack of variation among game characters give a distorted idea about the importance of minorities in US society? On a more practical level, the under-representation of certain characters may indicate a neglected marketing opportunity: would more female and minority characters lead to greater sales?

One way to correct the imbalance is to allow players to customise the characters in the games. The trend towards such customisation has been growing in recent years, and is featured in many popular multiplayer online games which were not included in the survey. If it continues and spreads, then perhaps we will soon see princesses rescuing children, or old women falling in love with old men in video games.



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PART I. READING COMPREHENSION

1. Say if the following statements are TRUE (T) or FALSE (F) according to the text Copy the evidence from the text. No marks are given for only TRUE or FALSE. (1 punto cada respuesta correcta)

- a) Researchers in the US tried to discover which games were the most popular.
- b) Researchers showed that there are fewer Latino characters than Latino players.

2. Answer these questions according to the text. Use your OWN WORDS: (1 Punto cada respuesta correcta)

- a) How may researchers account for the fact that there are so few minorities characters in games?
- b) What might happen if more games allowed players to customise characters?

PART II. VOCABULARY AND GRAMMAR

3. Find words in the text with the same meaning as the following: (0,25 puntos cada respuesta correcta)

- a) discover (paragraph 2):
- b) correspond to (paragraph 2):
- c) unrealistic (paragraph 3):
- d) expands, increases (paragraph 4):

4. Rewrite these sentences starting with the words given. Do not change the original meaning of the sentences: (0,5 puntos cada respuesta correcta)

- a) We will go to the beach if it doesn't rain.
Unless
- b) My English teacher told my parents the truth.
My parents
- c) 'We didn't go to see a film last night', Mary said.
Mary said that

5. Complete the sentences with a correct expression using the words in brackets. (0,25 puntos cada respuesta correcta)

- a) My friends(not fail) the exam if they had studied the day before.



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- b) Avoid stress if you want(keep) your brain healthy.
- c) The parcel(not deliver) yet.
- d) This time next year we(study) at university.
- e)(Speak) English well is very important if you want to get a job.
- f) While the children were playing in the garden, it(start) to rain.

PART III. WRITING

6. Write about the following topic (100-120 words): (2 puntos)

The advantages and disadvantages of playing computer video games.