



**UNIVERSIDADES PÚBLICAS DE LA COMUNIDAD DE MADRID**  
EVALUACIÓN PARA EL ACCESO A LAS ENSEÑANZAS  
UNIVERSITARIAS OFICIALES DE GRADO

Curso **2021-2022**

**MATERIA: INGLÉS** y (Lengua extranjera adicional)

**INSTRUCCIONES GENERALES Y CALIFICACIÓN**

Después de leer atentamente el examen, responda de la siguiente forma:

- elija un texto A o B y conteste EN INGLÉS a las preguntas 1, 2, 3 y 4 asociadas al texto elegido.
- responda EN INGLÉS una pregunta a elegir entre las preguntas A.5 o B.5.

**TIEMPO Y CALIFICACIÓN:** 90 minutos. Las preguntas 1, 2 y 4 asociadas al texto elegido se calificarán sobre 2 puntos cada una, la pregunta 3 asociada al texto elegido sobre 1 punto y la pregunta elegida entre A.5 o B.5 sobre 3 puntos.

**TEXTO A**

**Homeless NYC Teens Write Video Games**

Middle and high schools have made video games responsible for the poor social life of many teens across New York City. But at two Bronx homeless shelters, gaming is opening the door to in-person collaboration for young people desperate for it.

Makeda, a senior studying drama at LaGuardia High School, is one of them. She is not much of a gamer, but in late August, a flyer inviting teen residents at her South Bronx shelter to join video game writers and creators for after-school writing sessions got her attention: “It was in-person and you could actually interact with people you don’t really get to meet due to COVID,” the 17-year-old said. At the encouragement of shelter staff, she decided to join.

Nearly 30 young people in the shelters, run by the group BronxWorks, have participated in the after-school mentorship program. The sessions went remote in November and December as the city Department of Homeless Services restricted gatherings in facilities.

When the Writer’s Circle resumes in the coming weeks, some contact will be remote but COVID-cautious in-person contact, in keeping with evolving city Department of Homeless Services guidelines, will remain part of the mix. The workshops are run by members of the *New York Videogame Critics Circle* (NYVCC), a trade organization representing video game writers and reporters. The president of homeless shelter developer Gateway Housing, Ted Houghton, is on the videogame group’s board and brought the idea to BronxWorks after the pandemic shut schools last spring. It provided an outlet for students to participate in a relatively socially distant after-school activity — writing and reading — that didn’t feel quite like a study group, said Houghton. “They have the opportunity to learn how to write critically, but it’s about video games so it’s fun for them,” he said.

Adapted from “Writing about video games brings together homeless NYC teens,” *Chalkbeat*, February 5, 2021. <<https://ny.chalkbeat.org/2021/2/5/22267743/writing-video-games-covid>>

## TEXTO B

### Climate Change Is Making Earth Dimmer

Earth is reflecting less light as its climate continues to change, a new research suggests. This research relies on two decades' observations of a phenomenon called "earthshine" – which is the light that Earth reflects onto the surface of the dark side of the moon – and with satellite data of Earth's reflectivity and the sun's brightness. Different features on Earth reflect different amounts of light: the oceans very little, land about twice as much. Meanwhile, clouds reflect half the sunlight that hits them, and snow and ice reflect the majority of light they receive.

Scientists at Big Bear Solar Observatory in Southern California have been studying earthshine fluctuations since 1998. In this new research, scientists combined that data with observations from NASA's Clouds and the Earth's Radiant Energy System (CERES) project, operating since 1997, to get a sense of Earth's brightness change. Over the last two decades, the amount of light Earth reflected dropped about 0.5%, with most of the change coming in the last four years, showing an even sharper decline at its end.

During the same time, the brightness of the sun – which went through two periods of maximum activity and one quiet period – didn't meaningfully connect to Earth fall in reflectance. Therefore, the change in the amount of light Earth is reflecting must undoubtedly come from a change in Earth itself, the researchers reasoned.

In particular, the CERES data noted a decrease in the amount of bright low-altitude clouds over the Pacific Ocean, where scientists are also registering sharp temperature increases at the ocean surface. And because light not reflected out to space is trapped in the Earth system, the change in brightness has implications for the future of climate, potentially increasing the pace of human-caused climate change.

Adapted from "Climate change is making Earth dimmer," *Live Science*, October 3, 2021.  
<<https://www.livescience.com/climate-change-dimming-earth>>

## TEXTO A

### QUESTIONS

**A.1.- Are the following statements TRUE or FALSE? Copy the evidence from the text. Use a complete sentence. No marks are given for only TRUE or FALSE.**

- a) Video games have been blamed for the isolation of many teenagers across New York City.
  - b) Roughly thirty youngsters have taken part in a BronxWorks after-school mentorship program.
- (Puntuación máxima: **2 puntos**)

**A.2.- In your own words and based on the ideas in the text, answer the following questions. Do not copy from the text.**

- a) What did Makeda find attractive in the gaming program?
  - b) How will the next meetings of the Writer's Circle be held?
- (Puntuación máxima: **2 puntos**)

**A.3.- Find the words in the text that mean:**

- a) eager (paragraph 1)
  - b) in fact (paragraph 2)
  - c) closed (paragraph 4)
  - d) enjoyable (paragraph 4)
- (Puntuación máxima: **1 punto**)

**A.4.- Complete the following sentences. Use the appropriate form of the word in brackets when given.**

- a) \_\_\_\_\_ COVID-19 restrictions, gatherings at a private residence \_\_\_\_\_ (limit) recently to a maximum of 12 people.
  - b) By \_\_\_\_\_ (focus) on games with plot lines, students have an opportunity \_\_\_\_\_ (write) critically about their own hobbies and interests.
  - c) Video game writing is the art and craft of writing scripts for video games. Similar \_\_\_\_\_ screenwriting, it is \_\_\_\_\_ (usual) a freelance profession.
  - d) We've modified the video game to provide the market \_\_\_\_\_ a product that will prove suitable and \_\_\_\_\_ (good) than the original one.
- (Puntuación máxima: **2 puntos**)

**A.5.- Write about 150 to 200 words on the following topic.**

Videogames help you socialize. Do you agree with the statement? Justify your answer.  
(Puntuación máxima: **3 puntos**)

## TEXTO B

### QUESTIONS

**B.1.- Are the following statements TRUE or FALSE? Copy the evidence from the text. Use a complete sentence. No marks are given for only TRUE or FALSE.**

- a) Clouds, snow and ice reflect at least 50% of the light they receive from the sun.
  - b) According to experts, Earth reflection evolution isn't exclusively due to Earth's own changes.
- (Puntuación máxima: **2 puntos**)

**B.2.- In your own words and based on the ideas in the text, answer the following questions. Do not copy from the text.**

- a) How has Earth brightness changed in the last twenty years?
  - b) Which two facts have been observed in the Pacific Ocean area?
- (Puntuación máxima: **2 puntos**)

**B.3.- Find the words in the text that mean:**

- a) reveals (paragraph 1)
  - b) experimented (paragraph 3)
  - c) calm (paragraph 3)
  - d) consequences (paragraph 4)
- (Puntuación máxima: **1 punto**)

**B.4.- Complete the following sentences. Use the appropriate form of the word in brackets when given.**

- a) Dealing \_\_\_\_\_ global warming is \_\_\_\_\_ (important) goal for us at present.
- b) Currently, the energy sector \_\_\_\_\_ (undergo) a transition period in Spain, a country \_\_\_\_\_ electricity prices have risen dramatically.
- c) Since 2020, new research \_\_\_\_\_ (conduct) to discover climate change effects \_\_\_\_\_ the oceans.
- d) If I \_\_\_\_\_ (be able) to study the environment, I would never have thought of \_\_\_\_\_ (analyse) clouds.

(Puntuación máxima: **2 puntos**)

**B.5.- Write about 150 to 200 words on the following topic.**

What actions do you think individuals can take to minimize climate change? Explain.

(Puntuación máxima: **3 puntos**)

## CRITERIOS ESPECÍFICOS DE CORRECCIÓN Y CALIFICACIÓN

El ejercicio incluirá cinco preguntas, pudiendo obtenerse por la suma de todas ellas una puntuación máxima de 10 puntos. Junto a cada pregunta se especifica la puntuación máxima otorgada. La valoración y los objetivos de cada una de estas preguntas son los siguientes:

**Pregunta 1:** Hasta 2 puntos. Se trata de medir exclusivamente la comprensión lectora. El estudiante deberá decidir si dos frases que se le presentan son verdaderas o falsas, copiando a continuación únicamente el fragmento del texto que justifica su elección. Se otorgará 1 punto por cada apartado. Se calificará con 0 puntos la opción elegida que no vaya justificada.

**Pregunta 2:** Hasta 2 puntos. Se pretende comprobar dos destrezas: la comprensión lectora y la expresión escrita, mediante la formulación de dos preguntas abiertas que el estudiante deberá contestar basándose en la información del texto, pero utilizando sus propias palabras en la respuesta. Cada una de las preguntas valdrá 1 punto, asignándose 0,5 puntos a la comprensión de la pregunta y del texto, y 0,5 a la corrección gramatical y ortográfica de la respuesta.

**Pregunta 3:** Hasta 1 punto. Esta pregunta trata de medir el dominio del vocabulario en el aspecto de la comprensión. El estudiante demostrará esta capacidad localizando en el párrafo que se le indica un sinónimo, adecuado al contexto, de cuatro palabras o definiciones. Se adjudicará 0,25 por cada apartado.

**Pregunta 4:** Hasta 2 puntos. Con esta pregunta se pretende comprobar los conocimientos gramaticales del estudiante, en sus aspectos morfológicos y/o sintácticos. Se presentarán oraciones con huecos que el estudiante deberá completar o rellenar. También podrán presentarse oraciones para ser transformadas u otro tipo de ítem. Se adjudicará 0,25 a cada "hueco en blanco" y en el caso de las transformaciones o ítems de otro tipo se concederá 0,5 con carácter unitario.

**Pregunta 5:** Hasta 3 puntos. Se trata de una redacción, de 150 a 200 palabras, en la que el estudiante podrá demostrar su capacidad para expresarse libremente en inglés. Se propondrá una única opción y se otorgarán 1,5 puntos por el buen dominio de la lengua – léxico, estructura sintáctica, etc. – y 1,5 por la madurez en la expresión de las ideas – organización, coherencia y creatividad. Para corregir esta redacción se utilizará la siguiente rúbrica de evaluación:

Puntuación: de 0 – 3

Cada apartado se valorará entre 0 y 0,5, según se ajuste a lo que figura en el descriptor de "Excelente" (con la nota máxima de 0,5) o de "Deficiente" (con la nota mínima de 0).

	<b>Excelente</b>	<b>Nota</b>	<b>Deficiente</b>
<b>CONTENIDO</b>	El mensaje es claro, preciso y coherente, con ideas interesantes, que se atienen al tema propuesto. Se sigue el requisito de extensión mínima.	---/0,5	El mensaje es demasiado confuso, ambiguo o incoherente, con ideas irrelevantes o repetitivas. No se sigue el requisito de extensión mínima.
	Se muestra capacidad para desarrollar un punto de vista personal, con opiniones originales. Las ideas se ilustran de forma adecuada.	---/0,5	Es difícil distinguir la postura personal del autor. Se incluyen generalidades sin fundamento, porque no se aportan datos o ejemplos que ilustren las ideas expuestas.
	Se emplean conectores de forma efectiva y variada.	---/0,5	Faltan conectores adecuados y se acusa una falta de transiciones temáticas lógicas.
<b>FORMA</b>	No hay errores importantes de gramática	---/0,5	Hay errores graves de gramática
	No muestra limitaciones en el uso del vocabulario que utiliza.	---/0,5	Hay errores graves de léxico.
	No hay errores importantes de ortografía y/o puntuación.	-- / 0,5	Hay múltiples equivocaciones en el uso de la ortografía y/o la puntuación.
<b>Total</b>		<b>--- / 3</b>	

**INGLÉS**  
**(DOCUMENTO DE TRABAJO ORIENTATIVO)**  
**TEXTO A - SUGGESTED ANSWERS**

**Question A.1**

- a) **TRUE:** "Middle and high schools have made video games responsible for the poor social life of many teens across New York City."
- b) **TRUE:** "Nearly 30 young people in the shelters, run by the group BronxWorks, have participated in the after-school mentorship program."

**Question A.2**

Key ideas

- a) Makeda was interested in taking part in this program during the COVID-19 pandemic because it was an opportunity to socialize with other people in onsite writing meetings held after school.
- b) Some of the meetings will be online but others will be face-to-face, taking steps to protect attendants and keeping COVID safety measures.

**Question A.3**

- a) desperate
- b) actually
- c) shut
- d) fun

**Question A.4**

- a) Due to / Owing to / Because of / As a result of ----- have been limited
- b) focusing ----- to write
- c) to ----- usually
- d) with ----- better

**INGLÉS**  
**(DOCUMENTO DE TRABAJO ORIENTATIVO)**

**TEXTO B - SUGGESTED ANSWERS**

**Question B.1**

- a) **TRUE:** "Meanwhile, clouds reflect about half the sunlight that hits them, and snow and ice reflect the majority of light they receive."
- b) **FALSE:** "Therefore, the change in the amount of light Earth is reflecting must undoubtedly come from a change in Earth itself, the researchers reasoned."

**Question B.2**

Key ideas

- a) During the last twenty years, Earth reflection has fallen approximately 0.5%. The evolution has been more significant in the last four years when brightness has started decreasing more intensely.
- b) The research discovered that the quantities of shiny clouds in the lower sections of the atmosphere had declined. Besides, the experts could identify drastic temperature rises at the ocean surface.

**Question B.3**

- a) suggests
- b) went through
- c) quiet
- d) implications

**Question B.4**

- a) with ----- the most important
- b) is undergoing ----- where / in which
- c) has been conducted / is being conducted ----- on / regarding
- d) had been able ----- analysing