

TEXT

(1) A Dutch clinic that has begun offering the world's first treatment for computer game addicts has been overwhelmed with pleas for help from parents and children all over the world.

"It's amazing, I've never seen anything like it," said Keith Bakker, the American director of the clinic in Amsterdam. "The phone has been ringing constantly. Computer game addiction is obviously an even greater problem than we imagined."

(2) The clinic will begin treating two teenagers from Britain this week and other sufferers are being signed in from America and Asia.

"These are perfectly decent kids whose lives have been taken over by an addiction," said Bakker, a former drug addict. "Some have given up school so they can play games. They have no friends. They don't speak to their parents."

Last week Bakker took his first group of "gamers", as he calls them, on a parachuting trip to take their minds off their computers. Treatment also involves meditation, fitness training and group therapy.

(3) Although experts are still debating whether excessive game playing counts as an addiction, Bakker has no doubt that the symptoms are the same. "It's not a chemical dependency, but it's not everything of an obsessive compulsive disorder and all of the other stuff that comes with chemical dependency."

Tim, a 21-year-old from Utrecht, said he had hardly left his bedroom for five years because he was so obsessed by his computer games. "My room was a mess," he said. "Curtains drawn, pizza boxes, empty bottles and junk food wrappers everywhere." His parents were frightened of him because, weighing more than 21 stone, he was too strong for them to confront. Eventually they threatened to kick him out unless he enrolled for a month of therapy.

(4) Bakker said he had been hearing horror stories from parents about their children's addiction to computer games. One couple brought a six-year-old to the clinic, hoping the boy could be treated.

"All we could do was having a chat with him," said Bakker. "He used to be a perfectly healthy kid but they gave him a Nintendo and he changed. He doesn't talk to his friends anymore."

Many adolescent addicts have stopped maturing because of their addiction, claims Bakker. "I've met 19-year-olds with the emotional intelligence of 10-year-olds," he said, "because when they were 10 a parent said 'Here, have this Game Boy,' and they haven't stopped playing ever since."

(5) South Korea and China, where people are particularly passionate about computer games, are discussing with manufacturers ways of discouraging compulsive behaviour.

Bakker thinks that European and American distributors should issue warnings about the dangers.

End-of-Semester English Test N2

Name..... Class 2nd Form..... Nb.....

I- READING COMPREHENSION (12 marks)

Grade :



1) Complete the table with information from the text. (3 marks)

Director of the clinic	Location of the clinic	Nationality of the director	Problem mentioned in the text
Keith Bakker

2) These sentences are false. Correct them with reference to the text. (3 marks)

a) The clinic did not appeal to many people. (parag. 1)

b) Bakker had the same the same problem. (parag.2)

c) All experts agree on the nature of this problem. (parag. 3)



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3) What are the effects of this problem? List three (3) of them: (2 marks)

a-

b-

4) Find in the text words that have nearly the same meaning as: (2 marks)

a) clearly (parag.1) =

b) registered (parag.3) =

5) What do the following words refer to? (1 marks)

a) their (parag. 2) =

6) If you were suffering from this problem, would you go to this clinic to be treated? Why ? Why not ? (1 mark)

.....

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III. LANGUAGE (10marks)

1- Fill in the blanks with theses words there are 2 extra words: (4 marks)

environment / on / instead / deaf / directly / use / in / shortages / worse / most /

What picture do you have of the future? Will life in the future be better, _____ or the same as now? What do you hope about the future?

Futurologists predict that life will probably be very different in 2050 in all the fields of activity, from entertainment to technology. First of all, it seems that TV channels will disappear by 2050.

_____, people will choose a programme from a 'menu' and a computer will send the programme _____ to the television. Today, we can _____ the

World Wide Web to read newspaper stories and see pictures on a computer thousands of kilometers away. By 2050, music, films, programmes, newspapers and books will come to us by computer. By

2050, we will be able to see, smell and touch the things we see _____ television. In what concerns the environment, water will become one of the _____ serious

problems. Demand for water will increase ten times and there could be serious

_____. Some futurologists predict that water could be the cause of war if we don't act now. In transport, cars will run on new, clean fuels and they will go very fast. Cars will have computers

to control the speed of the car and there won't be any accidents. In technology, robots will replace people in factories something preferred by all factories as robots don't ask for pay rises or go on

strikes and work 24 hours a day. Last but not least, by 2050 we will be able to help blind and

_____ people see and hear again.

2- Put the bracketed words in the right tense / form: (3 marks)

With the popularity of cyber video games increasing daily, it's important to know the effects that the cyber game world (have) _____ on our children. While these games have documented

positive effects on children's cognitive skills, there are negative impacts on children's development that can't (ignore) _____ . Children who play cyber video games tend to believe they

can solve problems quickly and with little involvement from others, because in the cyber world, problems are solved with the click of a mouse or a key stroke. Kids with false sense of problem-

solving abilities may have a difficult time adjusting to real-life problems that aren't as easy (solve) _____ . Many recent studies (show) _____ that violent cyber games

increase aggressive cognition in children. (play) _____ these violent cyber games could be linked to the aggressive behaviour, (exhibit) _____ in school bullies and kids that do

not get along with others.



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3- Choose the best choice: (3 mks)

Simply put, water scarcity is either the lack of enough water or lack of access to safe water.

It's hard for most of *(we - us - our)* to imagine that clean, safe water is not something that can be taken for granted. *(But - so - as a result)*, in the developing world, finding a reliable source of safe water is often *(time consumption - consuming time - time consuming)* and expensive. This is known as economic scarcity. Water can be found...it simply requires more resources to do it. In other areas, the lack of water is a more profound problem. There simply isn't *(too - enough - also)*. That is *(knowing - known - knowledge)* as physical scarcity. The problem of water scarcity is a growing one. As more people put ever increasing demands on limited supplies, the cost and effort to build or even maintain *(success - access- excess)* to water will increase. And water's importance to political and social stability will only grow with the crisis.



III. Writing: (8 marks)

"Let's Save Water" is the topic of your school yearly competition in English writing. So, you decide to write a **10-line article** in which you give the possible solutions so as to economize water and avoid water scarcity and droughts.

The following hints may help you,

(Must - should - why don't we - besides - moreover- finally)

*Act / awareness

*Recycle water

* warn people / conserve water

*build dams

* government / laws / water conservation

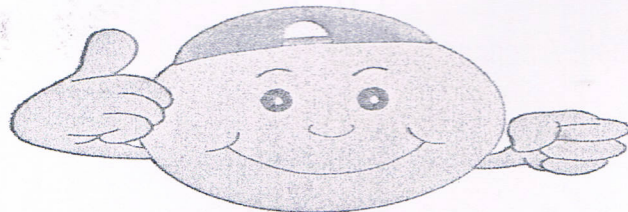


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« Let's Save Water »

Handwriting practice lines consisting of 15 horizontal dotted lines within a rounded rectangular frame.

GO FOR IT !



GOOD LUCK !