

Codice	del	candidato:

Državni izpitni center



SECONDA SESSIONE D'ESAME

Lingua inglese

Prova d'esame 1

A: Comprensione del testo B: Competenza linguistica

Venerdì 26 agosto 2005 / 60 minuti (30 + 30)

Al candidato è consentito l'uso della penna stilografica o della penna a sfera. Al candidato è consegnato il fascicolo con due schede di valutazione.

PROVA DI MATURITÀ PROFESSIONALE

INDICAZIONI PER I CANDIDATI

Leggete attentamente le seguenti indicazioni. Non voltate pagina e non iniziate a risolvere i quesiti prima del via dell'insegnante preposto.

Incollate o scrivete il vostro numero di codice nello spazio apposito su questa pagina in alto e sulla scheda di valutazione.

Questa prova d'esame comprende due quesiti nella parte A e due quesiti nella parte B. Per risolvere la prova avete a disposizione 60 minuti: 30 minuti per la parte A e 30 minuti per la parte B.

Scrivete con la penna stilografica o con la penna a sfera. Le risposte scritte con la matita verranno valutate 0 (zero) punti. Scrivete in modo leggibile. Le risposte illeggibili e le correzioni non adeguate verranno valutate zero (0) punti. In caso di errore tracciate una barra sulla risposta errata e scrivetela nuovamente.

Scrivete la risposta nel fascicolo della prova in base alle indicazioni che vengono date per ogni quesito.

Nella prova sono indicati i punti che potete raggiungere per ogni quesito.

Abbiate fiducia in voi stessi e nelle vostre capacità.

Buon lavoro.

Questa prova d'esame ha 12 pagine, di cui 2 vuote.

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PAGINA VUOTA

A: COMPRENSIONE DEL TESTO (Tempo a disposizione: 30 minuti)

1°	ESER	CIZIO:	RISP	OSTE	BREVI
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Leggi il testo *Waugh promises fun in games* e rispondi alle domande <u>con risposte brevi</u>. Le risposte, formulate in inglese, vanno scritte sulle righe sottostanti le domande.

1.	How many matches will Waugh play for the Kent team?	
2.	How old was he when he started playing cricket?	
3.	Who or what does he blame for the occasional loss of love for cricket?	
4.	Is he still the captain of the Australian team?	
5.	When exactly did he suffer from vein bleeding?	
3.	Who thinks that taking Waugh into the Kent team is a bad idea?	
7 _.	What does Waugh state as the real reason for his arrival to Great Britain?	
3.	What else, apart from playing, could Waugh do for the Kent players?	
		(8)

Waugh promises fun in games

Australia's Test captain has joined Kent for light relief after a tough year

By Paul Weaver

Adapted from The Guardian, 20 August 2002

Steve Waugh, the world's toughest cricketer, says he is over here to play for fun. That taxes the imagination.

Australia's Test team captain has joined Kent for the final six weeks of the season.

The estimated £15,000 he will receive for appearing in Kent's final nine matches, four in the championship and five in the National League, will make the fun even more terrific, of course, but there is good reason to take Waugh at his word. He has just endured a year of unprecedented difficulty.

"The last year has not been as enjoyable as I would have liked, certainly not as enjoyable as the previous 16 or 17 years," he says. "That's why my goal is to go out there and enjoy my cricket and see if I can still improve. I want to see the beauty in the game again. I want to see the little things to remind me why I played cricket first up when I was a six- or seven-year-old in the back yard. I want to remind myself why I love the game. Sometimes that can be lost in the professionalism of the modern game, the money you are earning and the pressures you are under."

Waugh, 37, whose twin Mark will be playing for Essex, has had something of a rough ride since he limped his way to an unbeaten 157 against England in the final Test at the Oval last summer.

Since then form and health have betrayed him and he has been dumped as Australia's one-day captain, a savage blow to the pride of a man who often wears his baggy green cap at social occasions.

After tearing a calf muscle towards the end of last summer he suffered deep vein thrombosis on the return flight to Australia. "It bled pretty badly on the flight. I had a

large haematoma from behind my knee down to my ankle, which filled with blood and crushed one of the veins."

"It was pretty serious. I was housebound for six weeks." He returned to the side but in nine Tests since the Oval has scored only 314 runs at 24 and another bad series against Pakistan would put his Ashes place in doubt.

His one-day sacking still rankles. "We had just beaten South Africa 5-1 in six Tests. There's not much more you can do than demolish the second best side in the world. It still feels strange when the one-day side goes away and I'm not there."

Waugh has had some success in county cricket before. Appearing for Somerset in 1987 and 1988, he scored 1,626 runs at 85.57.

He is bewildered by the recent comments from the former England coach David Lloyd, who questions the wisdom of allowing Waugh to play for Kent just before an Ashes series.

"I didn't come here to spy on players. I can watch them on TV. David's being a bit paranoid. What he said was ridiculous, and it's surprising coming from someone who's been in the game a long time and knows his cricket. Perhaps he was looking at the TV ratings. I'm here to enjoy some cricket. And I want to score some big runs. This was a good option for me and I'll try to win games for Kent as I do for any side I play for."

It is a good option for the Kent players too. If they have any sense they will sit Waugh in a corner and bleed him until he is ashen. They should ask him to talk and teach until his tongue is dry and swollen. No current cricketer has more to impart.

2° ESERCIZIO: ESATTO / ERRATO

Dopo avere letto attentamente il testo *Drinking tea may boost survival rate for heart attack patients,* valuta se le affermazioni sottostanti sono esatte/corrispondenti (T) o errate/non corrispondenti (F) a quanto scritto nel testo. Quindi scrivi il segno (✓) nel riquadro opportuno della tabella sottostante.

Le correzioni illeggibili non saranno considerate valide.

		Т	F	
1.	An average Briton drinks three cups of tea a day.			1.
2.	Moderate tea drinkers drank more than 14 cups of tea per week before heart attack.			2.
3.	The less tea you drink, the higher is your survival rate.			3.
4.	Only young tea drinkers had lower death rates.			4.
5.	There is no doubt about the good effects of flavonoids.			5.
6.	One of the researches showed the benefits of tea drinking in fighting cancer.			6.
7.	Painkilling medication is as effective as the caffeine in tea or coffee.			7.
			(7)	

Drinking tea may boost survival rate for heart attack patients

By Sarah Cassidy

Adapted from http://news.independent.co.uk, 07 May 2002

Drinking several cups of tea a day may increase a patient's chance of surviving after a heart attack, researchers believe. Those who drank more than 14 cups a week were the least likely to die in the years after an attack, the study of 1,900 American patients published today in the *Journal of the American Heart Association* found.

Britons drink 165 million cups of tea every day, according to the British Tea Council – equivalent to three cups per person. Tea contains flavonoids, antioxidants that occur naturally in plants, which are believed to have a wide range of health benefits.

The American researchers investigated the effect of tea on heart attack survival rates by interviewing and examining patients over nearly four years starting four days after their attack. The study included 1,019 non-tea drinkers, 615 moderate drinkers, whose average weekly tea intake in the year before their heart attack was fewer than 14 cups, and 266 heavy tea drinkers, who drank more than 14 cups per week.

When the patients were reviewed nearly four years after their heart attacks, 313 were dead. Three-quarters of those had died from cardiovascular disease.

Heavy tea drinkers were most likely to have survived while the death rate among moderate tea drinkers was nearly one-third lower than that of those who did not drink tea. This led researchers to conclude there was an "inverse relationship" between tea drinking and heart attack survival rates.

Kenneth Mukamal, assistant professor of medicine at Harvard University, believes the study suggests a link between the consumption of flavonoids and better survival rates in people suffering from heart or blood vessel disease.

Mr Mukamal said: "We found that tea drinkers generally had lower death rates regardless of age, gender, smoking status, obesity, hypertension, diabetes or previous heart attack."

Flavonoids may also have helped some patients avoid further heart attacks by preventing degeneration of the arterial wall, Mr Mukamal suggested. He cited an earlier study in which black tea drinking improved the blood vessels' ability to relax. Flavonoids can also have anti-clotting effects but Mr Mukamal said more research was needed to establish whether that happened in the body.

He said further research, including detailed accounts of patients' diets, was needed to discover whether there was a definite link between tea and survival after a heart attack. Apples, onions, broccoli and red wine are also rich in flavonoids.

The research is the latest in a series of studies to conclude that tea drinking can be good for health. Earlier this year a study in China showed that regular tea drinkers were only half as likely to develop cancer of the stomach or oesophagus as non-drinkers. Research also revealed that the caffeine in tea or coffee could relieve aches and pains as quickly as painkilling medication.

B: COMPETENZA LINGUISTICA (Tempo a disposizione: 30 minuti)

1° ESERCIZIO: SCEGLIERE LA PAROLA ADATTA AL CONTESTO

Leggi attentamente il testo *Children's computer games to be censored* e completalo inserendovi le parole mancanti. Nella tabella sottostante sono riportate quattro possibili scelte (A, B, C e D) per ogni parola mancante. Cerchia la lettera corrispondente alla parola che hai scelto di inserire nel testo.

Le correzioni illeggibili non saranno considerate valide.

1.	Α	be	В	to be	С	being	D	been
2.	Α	To sell	В	Sold	С	Sell	D	Selling
3.	Α	what	В	where	С	that	D	who
4.	Α	to control	В	control	С	controlling	D	controlled
5.	Α	really	В	realistical	С	reality	D	realistic
6.	Α	more	В	the most	С	most	D	fewer
7.	Α	would be	В	was	С	will be	D	would have been
8.	Α	any	В	nothing	С	no	D	neither

(8)

Children's computer games to be censored

By Kamal Ahmed

Adapted from The Observer, 29 December 2002

Violent computer games are to be regulated by a film-style classification system that will warn parents about graphic sex or horrific images. The move comes after complaints about the content of games such as *Hooligans, Storm over Europe, State of Emergency and Carmaggedon,* which show graphic images of fighting, death and reckless driving.

From April all computer games sold in the EU will carry the new classifications. Those with no violent content or sex will be rated 3+, indicating the age from which they can	
action. Although there is a voluntary code in operation, many games fall outside and experts say it is seen as inadequate to control an industry3 is not bound by international borders. ***wit is only fitting that an industry exerting increasing influence on people displays an enhanced sense of social responsibility, « said Patrice Chazerand, secretary-general of the Interactive Software Federation of Europe, which will oversee the code. **Production of computer games is Europe's fastest-growing industry. Last year it was worth over £4 billion, a figure that will rise to £6bn next year. The industry hopes the code will allow parents4 the number of »splatter games« now being played by young children. In State of Emergency mini-skirted girls in jackboots run around shopping malls decapitating victims. Hooligans shows men storming pitches, fighting other gangs, looting shops and attacking police. Part of the game involves »fueling your troops« on alcohol and drugs. **Critics say that although such games could once be dismissed as **cartoon violence**, better technology means that they now look highly5 and are accompanied by bad language and the groans and wails of the victims. **Evidence of a direct link between computer violence and agression among children is disputed. Research in Japan found that the parts of the brain that control aggressive behaviour were less developed in children who played violent video games. Studies at Middlesex University found that children became6 aggressive the longer they played violent computer games. Children as young as four often play games which, if the images were in a film or video,7 against the law. **But other research, including that by the Home Office, said there was8 direct link between computer violence and increased aggressive behaviour among children. Scientists have also discovered that limited playing of computer games can increase IQ	with no violent content or sex will be rated 3+, indicating the age from which they can1 played. There will also be classifications of 7+, 12+, 16+ and 18+. Computer games which are so violent they fall outside the new code will be regulated by the British Board of Film Classification and could be banned2 a banned game will lead to unlimited fines
enhanced sense of social responsibility, « said Patrice Chazerand, secretary-general of the Interactive Software Federation of Europe, which will oversee the code. Production of computer games is Europe's fastest-growing industry. Last year it was worth over £4 billion, a figure that will rise to £6bn next year. The industry hopes the code will allow parents4 the number of »splatter games« now being played by young children. In State of Emergency mini-skirted girls in jackboots run around shopping malls decapitating victims. Hooligans shows men storming pitches, fighting other gangs, looting shops and attacking police. Part of the game involves »fueling your troops« on alcohol and drugs. Critics say that although such games could once be dismissed as »cartoon violence«, better technology means that they now look highly5 and are accompanied by bad language and the groans and wails of the victims. Evidence of a direct link between computer violence and agression among children is disputed. Research in Japan found that the parts of the brain that control aggressive behaviour were less developed in children who played violent video games. Studies at Middlesex University found that children became6 aggressive the longer they played violent computer games. Children as young as four often play games which, if the images were in a film or video,7 against the law. But other research, including that by the Home Office, said there was8 direct link between computer violence and increased aggressive behaviour among children. Scientists have also discovered that limited playing of computer games can increase IQ	action. Although there is a voluntary code in operation, many games fall outside and experts say it is seen as inadequate to control an industry3 is not bound by international
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	link between computer violence and increased aggressive behaviour among children. Scientists have also discovered that limited playing of computer games can increase IQ

2° ESERCIZIO: SCEGLIERE LA FORMA VERBALE ADEGUATA

Leggi attentamente il testo *Chimneys back in fashion* e volgi nella forma verbale adeguata gli infiniti posti tra parentesi.

Trascrivi i verbi – volti nella forma adeguata e scritti in modo chiaramente leggibile – nella tabella sottostante.

Per ogni risposta esatta viene assegnato 1 punto. I criteri adottati per l'assegnazione del punto sono la correttezza ortografica e l'adeguatezza della forma verbale in relazione al contesto. Non vengono assegnati mezzi punti.

Le correzioni illeggibili non saranno considerate valide.

1.	
2.	
3.	
4.	
5.	
6.	
7.	

Chimneys back in fashion

They used to let the smoke out. Now they are an essential fashion accessory and some actually work.

By Christine Webb

Adapted from The Sunday Times, 11 February 2001

Once upon a time, children asked to draw a house would always include at least one prominent chimney. Yet we lost chimneys for a while after the war, when central heating made fireplaces seem redundant. In the 1980s we woke up to our loss when house-buyers1 (REBEL) against boy architecture and opened up old fireplaces. In the strike of a match, fireplaces became so highly prized they commanded hundreds of pounds in reclamation yards.
How could new homes compete? They started including chimneys in their house designs. Some of the more upmarket builders even put in fireplaces for the chimneys to serve. Now it is recognized that chimneys add soul to a house. Roger Atkinson, of the Farnham-based house builder <i>Arcadia</i> , says: 'Ten years ago, people started wanting a fire in their new house and now we are not building a house without a chimney. Recently, at Hall Place, Camberley, we (START) putting in large inglenook fireplaces 5ft high and 5ft wide, that give a room a great sense of space. A chimney gives a property a three-dimensional feel, it adds depth and warmth to a home.'
The grander and dearer the houses, the more prominent the chimneys, with inglenooks, which usually extend from the outside wall of a house, coming back into fashion in a big way.
Developers are giving chimneys fancy bits to increase a property's appeal. <i>Countryside Properties</i> has come up with a barleytwist chimney for a thatched house on its development. We3(MAKE) quite a feature of chimneys at the moment,' says Gary Freeman. They take longer to build but we think it is worth it.' <i>Countryside</i> not only puts fireplaces in reception rooms, but also in the bedrooms of its most upmarket properties. The group's chief architect, Trisha Gupta, encourages a variety of designs to add interest to roof-lines, so they are even used in two-bedroom houses, including the pretty <i>Gatehouse</i> , which4(HAVE) a chimney coming out of the centre of its pyramid-shaped roof.
Existing chimneys on period sites can prove a challenge to developers. In Manchester, Space Group considered5(PUT) a lift in the octagonal chimney that is planted in the ground but rises to tower above the six-storey Chorlton Mill. It also thought about using it to ventilate the building. But ultimately, in the future, it6(BECOME) a support for new balconies jutting between it and the second to fourth-floor flats.
Michael Pendlebury would like to rival such whoppers, but finds his smoky flights of fancy are stymied by building regulations. 'They usually7(NOT ALLOW) you to build chimneys more than 3.6 metres from the roof, while a classical chimney really needs to be about 10 metres high to look right,' he said. 'We did a tremendous amount of research to ensure that the proportions of the Georgian-style houses we're building at Beaulieu Park were spot-on, but to build tall chimneys we'd have to put in ugly bracing bars.'

PAGINA VUOTA