

RÉPUBLIQUE TUNISIENNE MINISTÈRE DE L'ÉDUCATION	EXAMEN DU BACCALAURÉAT SESSION 2022	Session de contrôle
	Épreuve : Anglais	Section : Lettres
	Durée : 2h	Coefficient de l'épreuve : 2

N° d'inscription



Le sujet comporte 5 pages numérotées de 1/5 à 5/5

READING COMPREHENSION

THE TEXT

- Most 20-year-olds these days are pessimistic about their chances of getting on to the property ladder. And if they were to put down a deposit, they would most likely turn to the bank of mum and dad for help. But identical twins Ben and Matthew Horton, now 20, have turned the tables. They used money they earned making video games to pay off their parents' mortgage on their family home in Norfolk. Despite dropping out of school at 16, the pair already earn more than £100,000 a year each. The twins began making money aged just 13. They created an online game and charged £5 for gamers who wanted to unlock extra features as **they** played. Ben revealed they spent their first £5 on a tub of sweets and 500 marshmallows.
- The business expanded from there, with Matthew learning to produce video trailers of their growing number of games, and Ben improving his programming skills. Their huge success has quickly seen them gain millions of fans around the world. **It** has also enabled them to help council worker father, Mark, and mother, Caroline, pay off the mortgage on their family home. Now, the brothers live and work together in Crawley, West Sussex but hope to move to Los Angeles, the global hub of the gaming industry. Matthew told the *Sunday Mirror*: 'We did all this stuff because we enjoyed doing it. We're really fortunate.'
- Their father Mark was shocked when his sons told him they had £600 in the bank and initially thought they must be dealing drugs. But the boys had used games, which teach youngsters how to make their own, to kick-start their blossoming careers. They made £67,000 from their most popular game at that time in its first year of release. The pair went on to create 20 more games, with lockdown having a huge impact on the number of people playing their games. Matt added: 'Views of my videos have doubled and engagement with our games has increased by 30 to 40 per cent.'

Adapted from *Daily Mail*

By Courtney Bartlett

November 2020

Section : N° d'inscription : Série :

Nom et Prénom :

Date et lieu de naissance :

Signatures des surveillants

.....

.....



I. **COMPREHENSION QUESTIONS (15 marks)**

1. Tick the most appropriate option. (1 mark)

-This text is mainly about two boys for whom gaming led to

a-drug addiction

b-school failure

c-unexpected fortune

2. For each of the following statements, pick out ONE detail from the text showing that it is false (4 Marks)

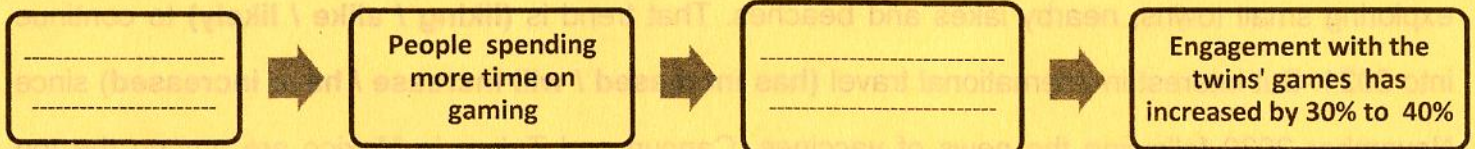
a-The twins attended university to improve their programming skills. (paragraph 1)

b-The twins granted the users free and full access to their game. (paragraph 1)

c-The two brothers failed to attract video gamers. (paragraph 2)

d-The twins' father valued their achievements right from the beginning. (paragraph 3)

3. Complete the cause - effect chart below with reference to paragraph 3. (2 marks)



4. Tick the most appropriate alternative. (3 marks)

A- "... getting on to the property ladder"

(paragraph 1) nearly means the same as:

a- purchasing a new ladder

b- owning valuable assets

c- leaving the parental nest

B- "... turned the tables" (paragraph 1) nearly

means the same as: they have

a- changed places around the table

b- followed their parents' advice

c- risen to an advantageous status

C- "kick-start their blossoming careers" (paragraph 3) nearly means the same as:

a- boost their flourishing careers

b- abandon their struggling careers

c- ruin their promising careers

Ne rien écrire ici

5. Circle the two adjectives that best describe the twins. (2 marks)

immature / inventive / self-centred / self-made

6. What / Who do the underlined words in the text refer to? (2 marks)

- they (paragraph 1) refers to -----

- It (paragraph 2) refers to -----

7. Give a personal justified answer to the following question. (1 mark)

Do you think that earning a lot of money at a young age would affect teenagers' behaviour positively or negatively? Why? Why not?

I think that earning a lot of money at a young age would affect teenagers' behaviour -----
because -----

II. WRITING (15 marks)

1- Use the notes below to write a 5-line paragraph about the "Room to Read" organization. (5 marks)

Type	Non-profit educational organization
Foundation	2000 / San Francisco, California, USA
Objectives	-Improve literacy skills / encourage / the habit of reading / developing countries -Promote gender equality / supporting girls / succeed in school and society
Partners	Working in collaboration / local communities / governmental and non-governmental organizations

Ne rien écrire ici

2- On Earth Day, your teacher invited you to take part in an awareness-raising campaign entitled "Simple yet effective measures to lead an energy-efficient lifestyle". Write a 12-line article to be published in your school magazine in which you sensitize people to the importance of the issue, suggesting at least 3 ways to save energy. (10 marks)

III. LANGUAGE (10 marks)

1- Fill in the blanks with 7 words from the box below. (3.5 marks)

thrive / provide / going / too / nearly / enough / however / living / fashionable

After primary school, Viateur Ndahayo could not pursue further education due to financial challenges. As the first child, he had to also assist his mother to _____ for his siblings. As his mother's land was _____ small to finance their education, he decided to venture into the horticulture industry in Rwanda by cultivating flowers for a growing market. In recent times, 'flower as a gift' has become _____ among Rwandan elites. With no formal training, he started planting flowers hoping to make a _____ out of it. He had challenges getting seeds and equipment. At some point, he _____ gave up. But, he persevered with the little that he could gather to keep his business _____. Today, Ndahayo has become a go-to flower grower in Kigali, beautifying the city one flower at a time. Like any other successful entrepreneur, _____, Ndahayo has his own challenges, especially how to secure a loan to expand his business.

Ne rien écrire ici

2- Put the bracketed words in the right tense and / or form. (3 marks)

One of the most oft-used terms after the pandemic is the term "new normal." The new normal in education is the steadily **(grow)** _____ use of online learning tools. Recently, the COVID19 pandemic **(trigger)** _____ new ways of learning. All around the world, educational institutions are looking toward online learning platforms to continue with the process of educating students. The new normal now is a different concept of education with online learning at the core of this **(transform)** _____. Today, digital learning has emerged as a necessary resource for students and schools all over the world. For many educational institutes, this is an **(entire)** _____ new way of education that they have had to adopt. Online learning is now applicable not just to learning academics, but it also **(extend)** _____ to learning extracurricular activities for students as well. Over the last months, the demand for online learning has risen significantly, and it **(continue)** _____ doing so in the future.

3- Circle the right option (3.5 marks)

Since April 2020, the majority of Americans have chosen to travel domestically, taking road trips, exploring small towns, nearby lakes and beaches. That trend is **(liking / alike / likely)** to continue into 2021. But interest in international travel **(has increased / will increase / have increased)** since November 2020 following the news of vaccines. Cancun and Tulum in Mexico are among the top **(search / searched / searching)** destinations for American travelers. Further-flung destinations such as French Polynesia, the Maldives and Bali are also popular. "We expect that strong demand for travel **(kept / has kept / will keep)** growing with the availability of Covid-19 vaccines," said the vice president of an online travel agency. She added that of more than 11,000 people surveyed for a recent study, 57 percent said they **(would be / will be / would have been)** comfortable traveling if a vaccine was widely available. The study also indicated an **(anxiety / eagerness / empowerment)** among travelers to return to major cities for cultural holidays **(in / on / at)** the first quarter of next year.