

## PARTIE 1 – QUESTIONNAIRE DE GRAMMAIRE ET DE VOCABULAIRE

Répondez sur la feuille de réponses QCM

- We would have helped him ..... he was so rude, we decided to leave him .....  
A. yet / alone  
B. since / lonely  
C. although / alone  
D. as much / sole
- If we ..... so much time looking for a parking space, we ..... on time.  
A. didn't waste / would have arrived  
B. hasn't wasted / would arrive  
C. had not wasted / would have arrived  
D. didn't waste / will arrive
- The students ..... to this trip to Barcelona ..... the end of January.  
A. have been looking / since  
B. have been waiting / for  
C. are looking forward / at  
D. looking forward / for
- We will try and book a ..... holiday in Tunisia if the weather here turns cold.  
A. two-week  
B. two weeks  
C. two week's  
D. two weeks'
- "That colour doesn't look very nice. You ..... to have it ....."  
A. ought / change  
B. ought / changed  
C. should / changed  
D. must / change
- Due to heavy flooding, the village could only be reached .....  
A. by foot  
B. by feet  
C. on foot  
D. on feet
- It's about time he ..... a glass of water. He doesn't look at all well.  
A. stopped to have  
B. stopped having  
C. stop to have  
D. will stop to have
- Our new teacher decided to talk to us about the ..... and ..... situation of Latvia.  
A. economic / political  
B. economic / politics  
C. economical / political  
D. economics / political
- David: "Are we going to receive a Christmas bonus this year?" Tom: "....."  
A. I wish for  
B. I hope  
C. I hope to  
D. I hope so



20. .... all the ..... he had given us we couldn't make the new digital camera work.  
A. Despite / advises                      B. In spite / advice  
C. Despite / advice                         D. In spite of / advise
21. James: "We have decided to go to Spain for a couple of weeks." Tom: "....."  
A. Enjoy the weather there!                B. Have good time there!  
C. Spend a good time there!                D. Pass a good time there!
22. If he hadn't borrowed ..... he wouldn't have so many problems today.  
A. so much money to his friends        B. such money to his friends  
C. so much money from his friends       D. his friends so much money
23. Although he hasn't revised a lot, my brother has decided to ..... his ..... exam on Monday.  
A. take / economics                         B. pass / economical  
C. pass on / economics                       D. take / economy
24. Trevor: "I don't know which postcard to buy. I like ..... Albert: "Come on, hurry up ..... or we'll be late for the bus!"  
A. the both / make up your mind        B. both / decide yourself  
C. both of them / make up your mind     D. both of them / you decide
25. .... seen the dog he would have tried to avoid it. He had already been bitten twice.  
A. If he has                                      B. Had he  
C. If he was                                       D. On
26. Greg: "Are you coming or not?" Alison: "..... I can't find my coat. It ..... be here somewhere."  
A. Wait for / must                            B. Hang on / must  
C. Hold / must                                  D. Hang on / has
27. The people who owned the stolen painting ..... decided to launch an appeal ..... television to try and retrieve it.  
A. has / at                                        B. have / at  
C. has / on                                        D. have / on
28. Despite what others may say never forget that ..... you work ..... life becomes.  
A. harder / easier                              B. harder / more easy  
C. the harder / more easy                    D. the harder / the easier



James Paul Gee, an education professor at the University of Wisconsin who was an early adviser to the software company Tabula Digita, said that in the last two years the company's 3-D multiplayer games for math and science have evolved into exercises for improving children's test scores as the company sought wider adoption.

Last year, Tabula Digita became profitable from selling subscriptions to 700 schools, said Ntiedo Etuk, its co-founder and chief executive. The subscriptions cost \$7 to \$20 per student for each subject. Next year the company plans to introduce a multiplayer product that parents can subscribe to for home use.

Beyond teaching children to memorize facts and figures, some game designers are working to build in elements of problem solving. Quest Atlantis, one of the most widely adopted critical-thinking games in schools, has a science section that deals with water quality. Inside a 3-D national park where the fish are dying, students must interview local interest groups, test water samples and figure out what is happening to the fish. Mr. Barab said the game covers some of the core science curriculum for tests. But it takes several classes for children to finish, which competes with the time teachers have for textbook-based instruction.

*Adapted from New York Times*

**D'après le texte, pour chaque question, une seule proposition est correcte.**

- A. When playing video games, Casey always reflects about how they are put together.

B. Gamestore Mechanic is a puzzling game in which the player has power from the start.

C. Although Halo was a game that Casey played as a youngster, it holds the same appeal for him today as it did previously.
- A. From their start, video games have triggered positive ways of learning and interacting among children.

B. Schools are still hesitant to use educational video games during the regular school day, but do not disapprove of their use after school and on the Internet at home.

C. Not only are educationally-based institutions interested in these games, but businesses are also involved in their development.
- A. The new games give children the opportunity to take on different roles, put on their clothes and find the best solutions to real problems.

B. Previously the games required long hours of standing by yourself to accomplish the final goal.

C. To reach the same objective, children are able to exchange ideas.



## PARTIE 3 – ESSAI

*Traitez en 200 à 250 mots l'un des deux sujets suivants.  
Indiquez le numéro du sujet choisi et le nombre de mots à l'endroit prévu sur la copie.  
Tout essai hors sujet sera sanctionné par la note zéro.  
Rédigez sur la copie.*

## SUJET N° 1

Video games could become an important tool for teachers at school. Do you think that books will be replaced? Do you think the learning process should be fun? Will it be easier to learn with video games and will pupils learn more than with traditional methods?

## SUJET N° 2

Write a dialogue between two teachers: one who is traditional and against all forms of video games being used in the classroom and another who considers modern technology and video games to be successful teaching methods.  
If they had to debate the use of video games in the classroom, what would you expect them to say?

## CORRIGÉ – PARTIE 1

1	2	3	4	5	6	7	8	9	10
A	C	C	A	B	C	A	A	D	B
11	12	13	14	15	16	17	18	19	20
C	A	A	B	C	B	A	A	D	C
21	22	23	24	25	26	27	28	29	30
A	C	A	C	B	B	D	D	B	A

## CORRIGÉ – PARTIE 2

1	2	3	4	5	6	7	8	9	10
A	C	C	B	A	A	B	C	B	A