



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

EXTRAORDINARIA

Curso **2022-2023**

MATERIA: INGLÉS

INSTRUCCIONES GENERALES Y CALIFICACIÓN

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

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

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

TEXTO A

The Origin of Chess

Chess is one of the world's most popular and beloved games. Almost 605 million players around the globe enjoy it regularly — about 8% of the world's population. While most games are forgotten one decade after their invention, chess has survived the test of time. The game also got a boost thanks to the 2020 Netflix series The Queen's Gambit, with around 62 million watchers within its first four weeks. This led to a chess-buying boom, with eBay seeing a 215% increase in chess-set sales in the weeks after the show was released.

Its specific origins are difficult to determine, but most historians think the game originated in India. This is due to an ancient legend with written records dating from 1256 that names Grand Vizier Sissa Ben Dahir as the game's originator because he gifted the first chessboard to King Shirham of India. Against this theory, a few scholars follow the Spanish chess player and researcher Ricardo Calvo. He wrote that "most certainly it was invented in Iran", a conclusion reached largely on the basis that ancient Persian literature mentions chess prior to it ever being mentioned in Indian literature.

Regarding the game age, there is no credible evidence that chess existed in a form approaching the modern game before the 6th century. Since that time, the game has evolved, with different cultures introducing both minor and major changes. Most regional cultures — those rich and unified enough to expand geographically — had their own forms of chess. In time, however, chess became more standardized thanks to the influence of 15th-century mathematician Luca Pacioli, who wrote On the Game of Chess. His book quickly established itself as a "chess bible", codifying the rules and popularising the game the way it is known today.

Adapted from "Who invented chess?" Livescience, July 27, 2022. <https://www.livescience.com/32431-who-invented-chess.html?utm_campaign=368B3745-DDE0-4A69-A2E8-62503D85375D>

TEXT 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) Unlike chess, most games don't stand the test of time.
 - b) The majority of history experts don't believe that chess comes from India.
- (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) How did The Queen's Gambit series influence chess?
 - b) What was Ricardo Calvo's theory about where chess originated?
- (Puntuación máxima: 2 puntos)

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

- a) inhabitants (paragraph 1)
 - b) gave (paragraph 2)
 - c) proof (paragraph 3)
 - d) wealthy (paragraph 3)
- (Puntuación máxima: 1 punto)

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

- a) He ordered Jim to switch _____ the TV because the news was about _____ (start).
- b) My favourite cinema director made a film 3 years _____, but this year he _____ (not/release) anything yet.
- c) John _____ (strong) disagrees with me about _____ the best chess player is.

d) Complete the following sentence to report what was said.

"Minecraft is the most boring videogame I've ever played."

Robert told me _____.

(Puntuación máxima: 2 puntos)

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

What kind of board games do you like the most? Justify your answer.

(Puntuación máxima: 3 puntos)



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TEXTO B

The Case against Energy Drinks is Getting Stronger

Energy drinks are popular among teens and adults, but studies continue to show they may have serious side effects, including high blood pressure and hyperactivity.

In a report published in Pediatric Emergency Care, from 2011 to 2013 researchers conducted a questionnaire at two emergency departments that surveyed adolescents between ages 12 and 18 about their energy drinks habits in relation to health issues. Of the 612 young people who responded, 33% said they drank them frequently. Among those teens, 76% said they had suffered a headache in the last six months, 47% said they had experienced anger and 22% reported difficulty when breathing. It is impossible to say whether any of those behaviors were due to power drinks, but young people who consumed them were more likely to report the symptoms than those who didn't. However, those who drank energy drinks were more inclined to say they helped them to do better in school or in sports, to focus and to stay up at night.

Energy drinks contain multiple stimulating ingredients beyond caffeine. "Often energy drinks contain an energy blend which is a combination of herbal supplements as well as vitamins in often greater levels than the appropriate daily intake," says one of the researchers. "Further research may be needed to determine their use and dosages."

As Time magazine has previously reported, energy drink companies insist their products are safe and that a link between their beverages and side effects can't be confirmed. They claim that their products give an energy boost and improve physical and cognitive performance. However, studies supporting these statements are limited: although power drinks may have beneficial effects on physical performance, they also have possible adverse health consequences. The promotion of energy drinks should be limited until independent research confirms their safety, particularly among adolescents.

Adapted from "The Case Against Energy Drinks Is Getting Stronger," Time, November 16, 2016.
<<https://time.com/4569694/energy-drinks-soda-caffeine>>

TEXT 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) Teenagers who participated in the survey felt that taking energy drinks improved their sports performance.

b) Until scientific evidence shows they are safe, power drinks advertising should be restricted.

(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) What was the aim of the research published by the Pediatric Emergency Care?

b) According to the companies, what are the two effects of drinking energy drinks?

(Puntuación máxima: 2 puntos)

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

a) trouble (paragraph 2)

b) suitable (paragraph 3)

c) connection (paragraph 4)

d) negative (paragraph 4)

(Puntuación máxima: 1 punto)

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

a) So far, research _____ (not / prove) that some foods and drinks are _____ (harm) to your health.

b) Tea _____ (bring) to Britain in the early 17th century _____ a private company.

c) When _____ (decide) your child's diet, _____ (good) method is following the doctor's advice.

d) Complete the following sentence to report what was said.

"Do you enjoy drinking coffee after your dinner?"

He asked me _____.

(Puntuación máxima: 2 puntos)

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

Do you think that your present eating habits will affect your future health? Justify your answer.

(Puntuación máxima: 3 puntos)