Évaluation

CLASSE : Première

VOIE : ☐ Générale ☐ Technologique ☒ Toutes voies (LV)

ENSEIGNEMENT : ANGLAIS

DURÉE DE L'ÉPREUVE : 1h30

Niveaux visés (LV) : LVA **B1-B2**   LVB **A2-B1**

Axes de programme : **AXE 2 ESPACE PRIVE ESPACE PUBLIC**

CALCULATRICE AUTORISÉE : ☐Oui ☒ Non

DICTIONNAIRE AUTORISÉ :   ☐Oui ☒ Non

☐ Ce sujet contient des parties à rendre par le candidat avec sa copie. De ce fait, il ne peut être dupliqué et doit être imprimé pour chaque candidat afin d'assurer ensuite sa bonne numérisation.

☐ Ce sujet intègre des éléments en couleur. S'il est choisi par l'équipe pédagogique, il est nécessaire que chaque élève dispose d'une impression en couleur.

☐ Ce sujet contient des pièces jointes de type audio ou vidéo qu'il faudra télécharger et jouer le jour de l'épreuve.

Nombre total de pages : 4

Compréhension de l'écrit et expression écrite

L'ensemble du sujet porte sur **l'axe 2** du programme : **Espace privé et espace public.**

Il s'organise en deux parties :

1. **Compréhension de l'écrit**
2. **Expression écrite**

Afin de respecter l'anonymat de votre copie, vous ne devez pas signer votre composition, citer votre nom, celui d'un camarade ou celui de votre établissement.

Text 1

The escape-room games industry is booming

Escape rooms, in which paying participants are locked in a room and must solve puzzles against the clock to secure their release, are explicitly about not having an easy way out.

How did escape rooms, a relatively new and niche business, increase in popularity so quickly across the world?

The first escape room is believed to have opened in Japan in 2007. But there are several sources of inspiration behind the idea, says Mink Ette, an escape-room designer based in Britain. The first escape rooms in Japan were inspired by computer games in which participants had to perform a puzzle to escape from an imaginary locked room. In America some of the first escape rooms were based on haunted houses, a popular attraction at funfairs. In eastern Europe the idea first spread as a way of making money out of city-centre basements for which there were few other profitable uses.

Whatever their original inspiration, they have become much more popular in more recent years. In 2014 there were just 22 escape-room venues open in America. Now there are over 2,300 in that country alone, according to a recent survey by Room Escape Artist, a website about the industry. In Britain there was just one open at the start of 2013; now there are more than 600. Around the world there are probably over 10,000 escape rooms now in business.

In spite of their rapid increase in numbers, supply has yet to overwhelm the demand. The industry is still very profitable. Some entrepreneurs report that the cost of launching their escape rooms was as little as a few thousand dollars. Would-be escapees often pay premium prices for the experience —around $25 to $30 for a one-hour game— and with up to 12 participants per hour, the profits add up for a business with low start-up and operating costs. David Middleton, co-owner of Bewilder Box, a

game in Brighton, says that the various groups that visit them —not just gaggles of teenagers but also stag parties, corporate teambuilding events and grandparents taking their families out for the day— keep them filled up all week, keeping margins healthy.

The Economist, January 11, 2019

Text 2

Your kid might be too young to be seriously considering a career in STEM[1], but that doesn't mean they're too young to cultivate an interest. If you're raising a girl, new research suggests that one of the easiest ways to do that is to simply let her be a kid— and play video games.

5   Led by Surrey's Dr Anesa Hosein, the researchers discovered that girls between the ages of 13 and 14 who identified as "heavy gamers" were "three times more likely to pursue a PSTEM degree[2]" compared to girls who didn't play video games. Heavy gaming was defined as nine or more hours a week. This information could be used in a variety of ways in education; Dr. Hosein thinks teachers and parents who see a

10 gaming interest in girls could encourage them to explore STEM degree pathways. She also says it's important to beware of stereotypes. Aside from cultivating potential science and tech pioneers, video games have been credited lately as a helpful educational tool for basic literacy needs. Perspectives on reading shared several stories on children with dyslexia and other learning challenges developing those skills

15 by playing Skyrim and Minecraft. These complicated worlds make reading an important component of discovery in the role-playing games, which means kids will push themselves further than they likely would in a classroom.

Aimée Lutkin, www.Lifehacker.com, October 23, 2018

1. Compréhension de l'écrit (10 points)

Account for the two texts **in English**, taking into consideration the importance games can have in people's lives, more particularly the positive aspects they can bring in terms of profit-making activities (text 1) and in more personal terms (text 2).

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[1]   Science, Technology, Engineering and Mathematics

[2]   A degree is a diploma.

2. Expression écrite (10 points)

Vous traiterez **en anglais** (et en 120 mots au moins) **un sujet au choix** parmi ces deux propositions :

SUJET A

Positive change starts at family by treating all children equally

newtimes.co.rw

You are a student in an American high school. You want to encourage gender equality. Write the article that will go with this photograph for the school newspaper: situation today, problems, solutions.

SUJET B

"*Play is the beginning of knowledge*"
George A. Dorsey, American anthropologist (1868-1931)

What do you think about this quote? What talents and qualities do you think games can help you learn outside school? Justify your answer with arguments and examples.