

## **Centro Universitario de Idiomas**

# **CUI – ING C1**

## **Modelo de Examen**

NB/ The whole test is meant to be completed within 2 hours and 30 minutes. Sections 1 through 3 correspond to the Listening parts, and take 20 minutes in total, which are part of the two hours and 30 minutes allotted.

Please, [click here to access the MP3 file needed for SECTIONS 1, 2 and 3.](#)

## SECTION 1

You will have 10 seconds to read each question and the corresponding options. Then listen to the recording. After the recording you will have 10 seconds to choose the correct option.

Put a cross next to the correct answer, as in the example

**Example:** This is an extract from

A an announcement.

B an advertisement.

C a message.

1. The speaker says that a university education should be valued as

A a means of personal fulfilment.

B an opportunity for employment.

C a useful contribution to society.

2. The speaker says many of his school lessons were

A boring.

B entertaining.

C funny.

3. How does the boy feel?

A shocked

B furious

C disappointed

4. Who are the speakers?

A father and mother

B brother and sister

C husband and wife

5. What is the woman's attitude to the loss of traditions?

- A regretful
- B realistic
- C pessimistic

6. Which word best describes the speaker's attitude?

- A appreciative
- B narrow-minded
- C critical

7. Who is the speaker addressing?

- A a group of actors
- B a group of business people
- C a group of students

8. How does the woman feel about helping at the wedding?

- A bored
- B reluctant
- C stressed

9. What disadvantage of the Indymedia website does the speaker mention?

- A the style of the writing
- B the quality of information
- C the advertising

10. What is the speaker describing?

- A emotional problems that teenagers experience
- B poor relationships between family and teenagers
- C reasons why youngsters spend time with friends

## SECTION 2

You will hear a recording about teaching and learning. Listen to the whole recording once.  
Then you will hear the recording again with pauses for you to write down what you hear.  
Make sure you spell the words correctly.



### SECTION 3 - Part A

You will hear an interview. First, read the notes below then listen and complete the notes with information from the interview. You will hear the recording twice.

Example: The World Today is a political magazine

12. Increase in magazine sales over the past 12 months: \_\_\_\_\_
13. The man does not regard the new online magazine as a \_\_\_\_\_
14. The content of the online magazine is more \_\_\_\_\_ than The World Today's.
15. The man doesn't think relying on sales is a \_\_\_\_\_
16. The Internet magazine is funded through \_\_\_\_\_

### SECTION 3 – PART B

You will hear a talk. First, read the notes below then listen and complete the notes with information from the talk. You will hear the recording twice.

Example: Speaker's occupation: (a) musician

17. He feels envious of people who learn an instrument but haven't had any \_\_\_\_\_
18. He finds it difficult to listen to music without \_\_\_\_\_ it.
19. He also wishes he could \_\_\_\_\_ more freely.
20. One vital necessity for success: \_\_\_\_\_
21. Main aim: to reach a point where you don't have to think about \_\_\_\_\_

**This is the end of the listening section of the test.**

**Now go on to the other sections of the test.**

## SECTION 4

Read each text and put a cross (X) by the missing word or phrase, as in the example.

### Example

The value of older books is determined by many of the same criteria as modern books - condition, content, and edition. Many people think that just because a book is old, it is valuable, but a book has no collectible value by \_\_\_\_\_.

A age alone

B normal standards

C today's collectors

22.

A tradition can be defined as a belief, ritual or custom that has been passed down from one generation to the next, frequently, though not \_\_\_\_\_ by oral means rather than in written form.

A completely

B necessarily

C extensively

23.

People often automatically presume that traditions are long-standing, unchanging and hold the secrets of ancient wisdom. \_\_\_\_\_ they are often introduced later and are less "natural" than people might think.

A In fact

B In effect

C In contrast

24.

What are employers looking for in a media studies graduate? Well, the fact that they will expect you to have a wide critical understanding of the media and mass communication \_\_\_\_\_

A is usually the case

B may not apply

C goes without saying

25.

Our in-house training is \_\_\_\_\_: we listen to what you want to achieve and will then either adapt one of our existing courses or come up with a completely new one to meet your needs.

A customised

B varied

C established

26.

When teaching any child to read, it is vital to recognise that learning styles differ. The teacher or parent, or whoever is doing the instructing, needs to be aware of the preferred way that the child masters a new activity, \_\_\_\_\_ the age of the learner.

A depending on

B relevant to

C regardless of

## SECTION 5

Read the passage and answer the questions below. Put a cross (X) in the box next to the correct answer, as in the example.

### Using video gaming in education

It has become conventional wisdom that spending too much time playing video games has a detrimental effect on children's studies and their social development. However, some educationalists are now questioning this theory and are using video games as effective educational tools thus bridging the gap between recreational and educational activities.

Due to the sophisticated nature of today's games, teachers are able to justify the inclusion of video and online games for many pedagogical reasons. There may, for example, be sociological, psychological, and ethical implications built into the gameplay. Harvey Edwards, who teaches IT classes in London, was one such educator who decided to use video games in his lessons. To do this, he chose Minecraft, an online game in which players create and develop imaginary worlds. He was somewhat uneasy about attempting such an unconventional approach, not because of some students' unfamiliarity with the game but rather due to them not being able to make sense of what he was trying to do with it. He worried that it might interfere with his learners' focus, but he couldn't have been more surprised by the results.

Minecraft is an example of a 'sandbox game', in which gamers roam around and change a virtual world at will. Instead of having to pass through numbered levels to reach certain places, there's full access from start to finish. The original version can be adapted to control which characters and content are left in. Each student can then be allocated tasks – such as house-building, locating items or problem-solving – which they must complete within the game. Elements of more general skills can be subtly incorporated into the lessons, such as online politeness and safety, teamwork and resolving differences. Edwards feels that presenting such lessons in the context of a game students probably already know and enjoy enables him to connect with them at greater depth, and in more motivational ways.

Bolstered by his success, Edwards introduced his approach to another school nearby. He recalls that the first couple of sessions didn't live up to his expectations. Those who had played Minecraft before were keen for others to adopt their own style of play. Unsurprisingly, this assortment of styles and opinions as to how the game should proceed were far from harmonious. However, the sessions rapidly

transformed into something more cohesive, with the learners driving the change. With minimal teacher input, they set about choosing leaders and established several teams, each with its own clearly-defined role. These teams, now party to clear common goals, willingly cooperated to ensure that their newborn world flourished, even when faced with the toughest of challenges.

'Human' inhabitants in a Minecraft 'society' are very primitive and wander around the imaginary world, waiting for guidance from players. This dynamic bears a resemblance to traditional education, an observation highlighted by Martina Williams, one of the leaders of the group. 'Through the game, we were no longer passive learners in the classroom, being told what and how to learn, but active participants in our own society.' Each group member had ideas as to how their function should develop. The leaders, meanwhile, had a vision for their virtual world as a whole, encouraging everyone to play their part in achieving the group's goals. Through creating their own characters and using these to build their own 'world', students will have gained some experiential understanding of societal structure and how communities work.

But not everyone is convinced by video games' potential academic value. While many progressive commentators cite extensive evidence to maintain that video games encourage collaboration and build problem-solving skills, more traditional factions continue to insist they are a distraction that do not merit inclusion in any curriculum. Even less evangelical cynics, who may grudgingly acknowledge games have some educational benefit, assert that this is only the case in the hands of creative educators. However, the accusation most often levelled at video games is that they detract from the social aspect of the classroom, particularly taking part in discussions. Dr Helen Conway, an educational researcher, argues that video games can be used to promote social activities. 'Students become animated talking about the game and how to improve their game-playing and problem-solving skills,' she says. 'I find it strange, this image that many people have,' Conway says. 'Children are often totally detached from their peers when undertaking more traditional activities, like reading books, but we never suggest that books are harmful because they're a solitary experience.'

**Example:** The first time Edwards used a game in his classes, he was  
**A** convinced that learners would realise why he wanted them to play it.  
**B** convinced that learners would see the reasons for playing it.  
**C** anxious that he had chosen the wrong one for learners to play.  
**D** sure that his reasons for getting learners to play it were valid.

27. The writer suggests that Minecraft is a good choice of educational game because
- A any number of learners can use it simultaneously.
  - B teachers can remove any inappropriate material.
  - C gamers can create educative tasks whilst playing it.
  - D players can develop their skills in a step-by-step way.
28. Which of the following words in the fourth paragraph is used to convey a feeling of approval?
- A keen
  - B harmonious
  - C driving
  - D newborn
29. In the fifth paragraph, the writer draws a comparison between a Minecraft 'society' and
- A relationships within the group as they played.
  - B the way in which countries organise themselves.
  - C typical students in a school environment.
  - D how leadership operates in different situations.
30. In the sixth paragraph, the writer feels that critics of video games in education
- A are unwilling to admit that using them in class has benefits.
  - B make accurate observations about teachers who use them.
  - C use flawed research to support their objections to using them.
  - D acknowledge the drawbacks of more traditional teaching methods.
31. The words 'this image' in the sixth paragraph refer to
- A people who criticise gaming in education.
  - B students discussing a game in a group.
  - C a group of students reading individually.
  - D a solitary player absorbed in a game.

## SECTION 6 – Part A

Read the web article below and answer the questions.

Degrees in Media Studies have become an easy target for those, especially in the popular press, whose agenda is to belittle current standards in Higher Education, and Media Studies graduates often find themselves having to vigorously defend their chosen degree.

As an academic subject, it is still relatively new and is often regarded as a soft option. That might come as a surprise to someone who has had to get to grips with postmodernist or semiotic theory in order to obtain a degree.

In fact, the content of Media Studies courses can vary dramatically: some tend to be theoretical while others are more vocational, so career opportunities depend on exactly what you studied. We're often told that traditional print media are on their way out, but journalistic talent and production skills in fields like radio and video are still in demand by news-media operators, who are keen to use these skills and adapt them to the challenges of capturing Internet audiences.

**Example:** Example: Where are Media Studies courses often criticised? the popular press

32. What do Media Studies graduates frequently need to do?
33. Which phrase suggests that some people think Media Studies is not a demanding subject?

34. Why is it hard to generalise about career opportunities for Media Studies graduates?
35. Which sector of this field is said to be declining?

## SECTION 6 – Part B

Read the newspaper article below and answer the questions.

There is a long-standing debate between users of "new media" and Internet Service Providers (ISPs) about so-called "net neutrality" (the idea that no-one should control the Internet). Both sides claim to uphold what they call "Internet freedom," but it appears they have diverging views of exactly what is meant by freedom in this context.

For supporters of neutrality, Internet freedom means equal, affordable access to whatever online applications and content they choose. In contrast, the ISPs say a free Internet means that the industry should be unimpeded by government oversight and that high-speed connections should be available for anyone who can afford them.

The debate so far is overgrown with so much technical jargon that it hasn't attracted widespread attention, but what's at stake is nothing less than the future of the Internet. The issue, essentially, is whether financial corporations become gatekeepers of online content and traffic, or whether small independent organizations can access the new technology without restrictions. Whichever way it goes, the outcome is likely to change the whole of popular culture.

**Example:** What principle is supported by both sides in this argument but interpreted differently? Internet freedom

36. What two aspects of Internet access do supporters of net neutrality believe are needed?
37. When Service Providers talk about "freedom", what do they mean they should be free from?
38. What has prevented people from taking notice of this dispute?
39. If supporters of net neutrality lose the political battle, who will control access to the Internet?

## SECTION 7

Read the web article and complete the notes. Write no more than three words in each gap from the article.

### **What is Social Learning Theory?**

The social learning theory known as observational learning proposed by Albert Bandura has become perhaps the most influential theory of learning and development. While rooted in many of the basic concepts of traditional learning theory, Bandura believed that direct reinforcement could not account for all types of learning. His theory added a social element, arguing that people can learn new information and behaviors by watching other people. Also known as modeling, this type of learning can be used to explain a wide variety of behaviors.

### **Basic Social Learning Concepts**

#### *1. People can learn through observation.*

In his famous "Bobo doll" studies, Bandura demonstrated that children learn and imitate behaviors they have observed in other people. The children in Bandura's studies observed an adult acting violently toward a Bobo doll. When the children were later allowed to play in a room with the Bobo doll, they began to imitate the aggressive actions they had observed.

#### *2. Mental states are important to learning.*

Bandura noted that external, environmental reinforcement was not the only factor to influence learning and behavior. He described intrinsic reinforcement as a form of internal reward, such as pride, satisfaction, and a sense of accomplishment.

#### *3. Learning does not necessarily lead to a change in behavior.*

Not all observed behaviors are effectively learned. Factors involving both the model and the learner can play a role in whether social learning is successful. Certain requirements and steps must also be followed.

### **Attention**

In order to learn, you need to be paying attention. Anything that distracts your attention will have a negative effect on observational learning. If the model is interesting or there is a novel aspect to the situation, you are more likely to dedicate your full attention to learning.

### **Retention**

The ability to store information is an important part of the learning process. Retention can be affected by a number of factors, but the ability to pull up information later and act on it is vital to observational learning.

### **Reproduction**

Once you have paid attention to the model and retained the information, it is time to actually perform the behavior you observed. Further practice of the learned behavior leads to improvement and skill advancement.

### **Motivation**

Finally, in order for observational learning to be successful, you have to be motivated to imitate the behavior that has been modeled. Reward and punishment play an important role in motivation. While experiencing these motivators can be highly effective, so can observing others experience some type of reinforcement or punishment. For example, if you see another student rewarded for getting to class on time, you might start to show up a few minutes early.

**Example.** Example: Albert Bandura's theory of social learning has been extremely **influential**

40. There are some types of learning that cannot be completely explained by \_\_\_\_\_

41. Alternative term for observational learning: \_\_\_\_\_

42. In the studies, children tended to copy adults behaving \_\_\_\_\_ towards the "Bobo doll".

43. The feeling of achievement is an example of \_\_\_\_\_

44. Observational learning will be less successful if something \_\_\_\_\_

45. Repeated performance of learnt behaviour will result in \_\_\_\_\_

46. Directly or indirectly, learners are motivated by two factors: \_\_\_\_\_

## SECTION 8

Use the information in **Section 7** to help you write your answer.

You have read the article on Social Learning Theory. Now write an email to a friend who is considering a career in teaching children. Write 120 to 150 words and include the following information:

- why you are attaching the article
- a brief summary of the main ideas
- your opinion of the theory

Use your own words.

Write your answer here.

## SECTION 9

Choose one of the topics below and write your answer in 250 – 300 words.

### 48. A)

You see this notice in a magazine:

*Every family has certain traditions, things they always do together on particular occasions. Write and tell us about one of your family traditions, and how you feel about it. The best articles will be published in the next edition.*

- OR -

### 48. B)

Write an essay discussing the following question:

*Back in the early 2000s it was often said that new media like the Internet would soon cause the death of old media like television and newspapers. Why did that prediction not happen?*