

Dictionnaire interdit.

L'usage des instruments de calcul n'est pas autorisé.

Le candidat rédigera directement sur le sujet d'examen.

VIDEO GAMES WERE INVENTED 25 YEARS AGO. Today, Sega, Sony and Nintendo are the world's video-game giants.

Video games have changed a lot since they were invented. The first home video game, Home Pong, was introduced in 1975. It was a ping-pong game, with two rackets and a square ball. It wasn't very fascinating. Soon, there were video games in colour, with basic sounds like "beep! beep!". But they too, were simple, and people lost⁽¹⁾ interest. In 1984, the industry crashed.

Video-game revolution

A year later, Nintendo, a Japanese company, changed video-game history. It introduced its mascot, Mario, a colourful Italian plumber. The game – a mix of adventure, strategy and action – was instantly popular. Today it's the world's best-selling non-violent video game.

In 1990, Nintendo invented the Game Boy, a miniature console. Consoles revolutionized the way people played video games. Young people could now put the console in their pocket and play video games anywhere – on the bus or even at school...

New rivals

Sega, a big rival, also introduced a console in 1990, the Sega Megadrive. Sonic the Hedgehog, Sega's mascot, became popular, too. It used hundreds of colours, sophisticated music and images (16 bits).

Sony Playstation, a powerful home-computer system, arrived in 1995. Its most popular video game, Tomb Raider, was the first 3 D game to really interest adult players. Lara Croft, its sexy and violent English adventurer, is now a big, big star. She is even used for car advertisements.

Adapted from *The World in English*
July-August 1999

Vocabulaire :

⁽¹⁾lose, lost, lost : perdre.

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| GROUPEMENT INTERACADÉMIQUE II - DIPLÔME NATIONAL DU BREVET | | |
| Coefficient 1 | Session 2000 | Durée : 1 heure 30 |
| Spécialité : Technologique et professionnelle | | Épreuve : ANGLAIS |
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I) COMPRÉHENSION (6 points)

A) Dites si les propositions suivantes sont vraies ou fausses et justifier en citant le texte

(3 points)

VRAI

FAUX

1) The first home video game was created in 1975.

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2) In 1984, video games were a big success.

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3) Mario was introduced in 1985.

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4) Mario is a fighting game.

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5) The playstation was introduced in 1995 by Sega.

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6) Tomb Raider is only popular with children.

.....
.....

B) Répondez en anglais aux questions suivantes (3 points).

1) Why did people lose interest in video games in 1984 ?

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.....

2) What are the advantages of the Game Boy ?

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.....

3) What made Sonic the Hedgehog popular ?

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.....

II) COMPETENCE LINGUISTIQUE (5 points)

A) Compléter les phrases suivantes avec la préposition qui convient :

by – at – to – in – with – in (3 points)

1) Donkey Kong was made.....1981.

2) It was made.....Shigeru Niyamoto.

3) Children can play video games.....home.

4) They are interested.....the new consoles which can be connected.....Internet.

5) Parents can play videogames.....their children.

B) Posez des questions sur les mots soulignés (2 points).

1) The Sega Dreamcast arrived in 1999.

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.....

2) Lara Croft is Tomb Raider's heroin.

.....
.....

3) Children play videogames anywhere now.

.....
.....

4) Shigeru Miyamoto has created 60 nintendo titles.

.....
.....

III) EXPRESSION ECRITE (7 points)

Rédigez un paragraphe d'environ 50 mots pour répondre à une des questions suivantes :

- Why are video games so popular ?

ou bien

- What is your favourite video game ? Explain the game and why you like it.

Aide lexicale :

puzzle = intrigue

jump = sauter

avoid obstacles = éviter des obstacles

I) COMPRÉHENSION (6 points)

A) VRAI/FAUX (3 points) : 0,5 pt par réponse et justificatif corrects

- 1) VRAI – Home Pong the first home video game was introduced in 1975.
- 2) FAUX – In 1984, the industry crashed.
- 3) VRAI – A year later, Nintendo changed video game history. It introduced its mascot.
- 4) FAUX – It is a mix of adventure, strategy and action.
ou It is the world's best-selling non-violent video game.
- 5) FAUX – It was introduced in 1995 by Sony.
- 6) FAUX – It was the first 3 D game to really interest adult players.

B) 3 points : 1 point par réponse.

- 1) People lost interest because the video games were simple.
- 2) People can put the console in their pocket and play videogames anywhere.
- 3) The game used hundreds of colours, sophisticated music and images.

II) COMPÉTENCE LINGUISTIQUE (5 points)

A) 3 points : (0,5 point par préposition)

in – by – at – in – to – with

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B) 2 points : 0,5 point par réponse correcte.

1) When did the Sega Dreamcast arrive ?

2) Who is Tomb Raider's heroin ?

3) Where do children play video games now ?

4) How many Nintendo titles has Shigeru Miyamoto created ?

III) EXPRESSION ECRITE (7 points)

3 points : respect des consignes, pertinence, intelligibilité

2 points : correction de la langue

2 points : richesse lexicale et syntaxique, prise de risques.

Orthographe et présentation : 2 points