

## פתרון הבחינה

# באנגלית

חורף תשפ"ג, 2023, שאלון: 16582 גרסה א  
מוגש ע"י צוות המורים של "יואל גבע"

### הערות:

1. התשובות המוצגות כאן הן בגדר הצעה לפתרון השאלון.
2. תיתכנה תשובות נוספות, שאינן מוזכרות כאן, לחלק מהשאלות.

נמידע על פסיכומטרי  
ביואל גבע ←

הזדמנות לעתודה יש פעם בחיים.  
אל תתפשר עליה.



סוג הבחינה: בגרות  
 מועד הבחינה: חורף תשפ"ג, 2023  
 מספר השאלון: 016582

מדינת ישראל  
 משרד החינוך

## אנגלית שאלון ז' (MODULE G)

גרסה א'

הוראות

- א. משך הבחינה: שעה וארבעים וחמש דקות.
- ב. מבנה השאלון ומפתח ההערכה: בשאלון זה שני פרקים.  
 פרק ראשון – הבנת הנקרא – 60 נקודות  
 פרק שני – משימת כתיבה – 40 נקודות  
 סך הכול – 100 נקודות
- ג. חומר עזר מותר בשימוש: אחד המילונים או אחת המילוניות מן הרשימה שבאתר הפיקוח על הוראת האנגלית ובאתר של אגף הבחינות במשרד החינוך.
- נבחנים "עולים חדשים" רשאים להשתמש גם במילון דו-לשוני: אנגלי-שפת אימם / שפת אימם-אנגלי. השימוש במילון אחר טעון אישור של הפיקוח על הוראת האנגלית.
- ד. הוראות מיוחדות:
- יש לכתוב את כל התשובות בגוף השאלון (במקומות המיועדים לכך).
  - יש לכתוב את כל התשובות באנגלית ובעט בלבד.
  - יש לכתוב את הנוסח הסופי של מטלת הכתיבה בעמוד 9. אם תצטרפו, תוכלו להשתמש גם בעמוד 10.
  - בתום הבחינה יש להחזיר את השאלון למשגיח או למשגיחה.
- הערה: על כתיב שגוי יופחתו נקודות מן הציון.

שאלון: 016582



אנגלית

יש לכתוב במחברת הבחינה בלבד. יש לרשום "טיוטה" בראש כל עמוד המשמש טיוטה.  
 כתיבת טיוטה בדפים שאינם במחברת הבחינה עלולה לגרום לפסילת הבחינה.

ההנחיות בשאלון זה מנוסחות בלשון רבים, אף על פי כן על כל תלמידה וכל תלמיד להשיב על השאלות באופן אישי.

בהצלחה!



אנגלית, חורף תשפ"ג, מס' 016582, גרסה א'

**PART I: WRITTEN RECEPTION** (60 points)  
(ACCESS TO INFORMATION FROM WRITTEN TEXTS)

Read the article below and then answer questions 1–9.

**WHY KIDS CAN'T PUT DOWN THEIR PHONES**

**I** These days, there is tremendous pressure on parents to buy their kids a smartphone. The children claim that "everyone has one" – and they are not totally wrong. In the USA, for example, by the age of 12, over 70% of youngsters have a smartphone, and that rises to almost 90% in the teenage years. Kids spend as much as six hours a day using social media, playing videogames, and watching movies  
5 on their phones. Concerned about the damaging effects of such prolonged use, parents try to restrict the amount of time kids spend on their phones. However, their attempts are largely unsuccessful.

**II** Parents readily blame themselves, and their kids, for the failure to control phone use. However, neither are really responsible. The fact is that video games and other apps\* have been designed following years of research by psychologists. They identified ways to keep kids glued to smartphone  
10 screens: the apps should provide nonstop excitement and give frequent rewards, such as bonus points or a shower of stars on the screen. "These methods can have a powerful effect on app users," says Prof. John Derry of Montforth College. "That's why they're called 'persuasive design.' And software companies employ psychologists to ensure that their apps are in fact irresistible."

**III** Extensive research has helped explain the success of persuasive design. Studies have shown  
15 that by providing excitement and rewards, smartphone apps lead to a sudden increase in the brain's production of dopamine – a chemical that causes feelings of happiness. Software companies design many of their apps to produce such feelings. In some health apps, for example, users are awarded points for eating more vegetables in a day. But persuasive design is used mainly in apps targeting children because these apps are the companies' biggest source of profit.

**IV** For many psychologists, persuasive design raises serious ethical issues. "Scientific knowledge  
20 should not be used by software companies to control the minds of youngsters," says Derry. "Especially since the effects can be so harmful. Kids are being deprived of normal social interactions with friends. Some develop mental health issues, such as addiction to video games or to social media – and, in fact, there are now special clinics to help them. This means some psychologists are creating  
25 problems that kids must then go to other psychologists to solve!"

**V** While Derry would like to see companies stop using persuasive design, he knows that this is unlikely to happen. It is therefore up to parents, he says, to try to influence their kids' behavior. "Get more involved," he suggests. "Join your kids when they're playing a video game or watching a movie, so that you'll be able to determine how long the activity lasts. Also, don't spend too much time on  
30 your own phones, and show your kids there are other things to do: socializing with friends and family, playing a sport, or reading a book. With patience and persistence, I believe a lot can be achieved."

\* تطبيق / יישומון, אפליקציה – app



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**QUESTIONS** (60 points)

Answer questions **1-9** in **English** according to the article. In questions **1, 3, 5** and **9**, circle the number of the correct answer. In the other questions, follow the instructions.

1. What do we learn from paragraph I about kids' use of smartphones?

- i) Why it increases with age.
- ii) What its damaging effects are.
- iii) How parents react to it.
- iv) What parents do to restrict it.

(6 points)

2. Smartphones are widely used by American kids. Give ONE fact from lines 2-3 that shows this.

ANSWER: **By the age of 12, over 70% of youngsters have a smartphone.**.....

**תשובות נוספות- ראה נספח** (7 points)

3. What are we told about the research mentioned in line 9? (paragraph II)

- i) What its findings were.
- ii) How the participants were chosen.
- iii) Who paid for it.
- iv) Why it took so long to do.

(7 points)

4. In line 11 Derry refers to "a powerful effect on app users." What is that effect? (paragraph II)

COMPLETE THE SENTENCE.

App users **stayed glued to the screen.**.....

**תשובות נוספות- ראה נספח** (7 points)

5. What is explained in paragraph III?

- i) Why some app users are happier than others.
- ii) Why children are a big source of profit for companies.
- iii) How the apps were studied.
- iv) How the use of apps affects the brain.

(6 points)

6. According to lines 17-18, when might people using a health app get points?

COMPLETE THE ANSWER.

When they **eat more vegetables in a day.**.....

(7 points)



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7. What ethical problem with persuasive design does Derry discuss in lines 20–21?

COMPLETE THE SENTENCE.

Software companies **are using scientific knowledge to control the minds of youngsters.**.....

.....

(7 points)

8. Give ONE problem faced by kids who use smartphones. (paragraph IV)

COMPLETE THE SENTENCE.

Those kids may be unable to **interact with others socially.**.....

.....

(7 points)

9. What does Derry believe that parents should do? (paragraph V)

i) Ask companies to stop using persuasive design.

**ii)** Set an example to their kids on smartphone use.

iii) Teach their kids patience and persistence.

iv) Limit the types of apps on kids' smartphones.

(6 points)





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**PART II: WRITTEN PRODUCTION** (40 points)  
(WRITTEN PRESENTATION)

Write 120–140 words in English on the following topic.

10. Should children be rewarded for helping at home?

Write a composition stating and explaining your opinion. You may relate to your own experience and/or that of others.

**בהצלחה!**

Use this page and the next (pages 7–8) for writing a rough draft.



נספח  
שאלון 16582  
(MODULE G)  
תשובות אפשריות נוספות

שאלה 2:

- almost 90% of teenagers have smartphones.

שאלה 4:

- cannot stop using the smartphones .

