

# Baccalauréat Technologique

**Session 2007**

**ANGLAIS**

**LANGUE VIVANTE 1**

**LV1 STG (GSI), STI, SMS, STL**

**Durée de l'épreuve : 2 heures – coefficient : 2**

**LV1 STG (CGRH, CFE, MERCATIQUE)**

**Durée de l'épreuve : 2 heures – coefficient : 3**

STG : Compréhension : 10 points

Expression : 10 points

SMS, STI, STL : Compréhension : 12 points

Expression : 8 points

L'usage de la calculatrice et du dictionnaire est interdit.

**Avant de composer, le candidat s'assurera que le sujet comporte bien  
4 pages numérotées de 1 à 4.**

A Dutch clinic that has begun offering the world's first treatment for computer game addicts has been overwhelmed with pleas for help from parents and children all over the world.

"It's amazing, I've never seen anything like it," said Keith Bakker, the American director of the clinic in Amsterdam. "The phone has been ringing constantly. Computer game addiction is obviously an even greater problem than we imagined."

The clinic will begin treating two teenagers from Britain this week and other sufferers are being signed in from America and Asia.

"These are perfectly decent kids whose lives have been taken over by an addiction," said Bakker, a former drug addict.

"Some have given up school so they can play games. They have no friends. They don't speak to their parents."

Last week Bakker took his first group of "gamers", as he calls them, on a parachuting trip to take their minds off their computers. Treatment also involves meditation, fitness training and group therapy.

Although experts are still debating whether excessive game playing counts as an addiction, Bakker has no doubt that the symptoms are the same.

"It's not a chemical dependency, but it's got everything of an obsessive compulsive disorder and all of the other stuff that comes with chemical dependency."

Tim, a 21-year-old from Utrecht, said he had hardly left his bedroom for five years because he was so obsessed by his computer games. "My room was a mess," he said. "Curtains drawn, pizza boxes, empty bottles and junk food wrappers everywhere."

His parents were frightened of him because, weighing more than 21 stone<sup>1</sup>, he was too strong for them to confront. Eventually they threatened to kick him out unless he enrolled for a month of therapy.

Bakker said he had been hearing horror stories from parents about their children's addiction to computer games. One couple brought a six-year-old to the clinic, hoping the boy could be treated.

"All we could do was have a chat with him," said Bakker. "He used to be a perfectly healthy kid but they gave him a Nintendo and he changed. He doesn't talk to his friends any more."

Many adolescent addicts have stopped maturing because of their addiction, claims Bakker.

"I've met 19-year-olds with the emotional intelligence of 10-year-olds," he said, "because when they were 10 a parent said 'Here, have this Game Boy,' and they haven't stopped playing ever since."

South Korea and China, where people are particularly passionate about computer games, are discussing with manufacturers ways of discouraging compulsive behaviour.

Bakker thinks that European and American distributors should issue warnings about the dangers.

*The Sunday Times*, July 23<sup>rd</sup>, 2006

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<sup>1</sup> 21 stone = 134 kilos

## NOTE AUX CANDIDATS

Les candidats traiteront les exercices sur la copie qui leur sera fournie et veilleront

- à respecter l'ordre des questions et reporter la numérotation sur la copie (numéro de l'exercice et, le cas échéant, la lettre repère ; ex. : 1 a, 1 b, etc.) ;
- à faire précéder les citations éventuellement demandées du numéro de ligne dans le texte.

Les candidats des séries SMS, STI, et STL traiteront les questions I, II (A, B, C, D, E) et III.

Les candidats de la série STG traiteront les questions I, II (A, B, C, D, E, F) et III.

### I - GENERAL COMPREHENSION:

**A) This text is an extract from**

- 1) a web page            2) a newspaper            3) a medical journal            4) a novel

**B) The text deals with people accustomed to**

- 1) drugs            2) TV            3) video games            4) the Internet

**C) The clinic offering help is located in**

- 1) Great Britain            2) the Netherlands            3) Germany            4) the United States

### II. DETAILED COMPREHENSION:

**A- Right or wrong? Justify your answers by quoting from the text.**

- 1- Treatment has been on offer for a long time.
- 2- This situation is only a European problem.
- 3- The director of the clinic used to have the same sort of problem.
- 4- Sufferers prefer playing with their friends.
- 5- Sport is part of the treatment.

**B- The following statements are right. Pick out sentences to justify them. Quote the line.**

- 1- This problem can have disastrous effects on school attendance.
- 2- Sufferers do not get on well with their parents.
- 3- All experts do not agree on the nature of the problem.
- 4- This problem can lead to obesity.
- 5- Even very young children are concerned.
- 6- This problem prevents teenagers from growing up normally.

**C- Write down 4 adjectives which best describe the players.**

- 1) lazy            2) talkative            3) solitary            4) disturbed  
5) healthy            6) anti-social            7) cooperative            8) innovative

**D- Pick out two activities proposed as a treatment by the clinic, except physical exercise.**

**E- Find the equivalent words or expressions in the text.**

- 1- young people between the ages of 13 and 19
- 2- have stopped doing something
- 3- scared
- 4- menaced
- 5- signed up
- 6- to publish

**La question suivante sera traitée uniquement par les candidats de la série STG.**

**F- From the following list, write down the four adjectives which best describe the parents' attitude.**

- |                |                  |                  |              |
|----------------|------------------|------------------|--------------|
| 1) indifferent | 2) fed up        | 3) irresponsible | 4) helpless  |
| 5) afraid      | 6) understanding | 7) anxious       | 8) dependent |

**LES CANDIDATS DE TOUTES LES SERIES TRAITERONT LES DEUX SUJETS D'EXPRESSION.**

**III- EXPRESSION:**

**Do both subjects (one and two).**

- 1- Imagine a conversation between Tim and his parents. (80 words)
- 2- A parents' association writes an article about the dangers of computer games and offers advice. (120 words)