

אנגלית

על פי תכנית הרפורמה ללמידה משמעותית

Module C

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

Read the informative text below and then answer questions 1-6

A SPECIAL ADVENTURE ROOM

Donna and Adam and five of their friends are locked in a room in Chicago. They are playing a special adventure game in an unusual room called an escape room. They are desperately looking for a way to get out. They carefully examine the drawings they find on the table. They are looking for clues everywhere. Each clue they solve leads to the next one. The last clue will show them
5 where to find the key that unlocks the door.

"Hey, Adam," shouts Donna. "I found a math clue!" Adam Davis, the group's math expert, immediately begins writing numbers on a board. He must work quickly. There are many clues to
10 solve and they have only one hour.

Usually 6 to 12 people play the game. They enjoy the game most when it is part of an exciting story. It can take place in different imaginary locations.



For example, players may have to escape from a haunted house or a space station. "People are
15 especially attracted to scary places with hidden doors or secret passages," says Johnny Warren, head of Escape Rooms Chicago. "When someone asks you what you did during the weekend you can proudly say, 'I was locked in a room with a ghost.' That is more exciting than just saying, 'I solved a problem.' "

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20 Escape rooms are also used by companies to teach employees to work together. However, Gary Hall, a psychology professor, says, "There is no proof that escape rooms help improve teamwork in workplaces."

The original escape rooms were created in 2006 in Japan, based on computer games. Since then escape rooms have become popular everywhere, including in Israel. It is not clear if they help workplaces but, for sure, as a game they are a lot of fun.

Answer questions 1-7 in English according to the article. In questions 1, 5 and 7, circle the number of the correct answer. In the other questions, follow the instructions.

1. In lines 1-5 we learn (–).

- i) how many clues the group needs to solve
- ii) who locked the friends in the room
- iii) **what the friends are doing**
- iv) where the key to the door is

(8 points)

2. Why is Adam Davis important to the group? (lines 6-10)

ANSWER: **He is the group's math expert.**

(9 points)

3. PUT A ✓ BY THE TWO CORRECT ANSWERS.

According to lines 11-18, people who play this game like to (–).

..... **i) be in exciting places**

..... ii) work in groups

..... iii) build secret passages

..... iv) make new friends

..... v) talk about their problems

..... **vi) tell about their adventures**

(2x9=18 points)

4. COMPLETE THE SENTENCE. (lines 11-18)

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A haunted house is an example of **an imaginary location.**

(9 points)

5. Companies use escape rooms to (-) .(lines 19-21)

- i) choose the best employees
- ii) **help employees learn teamwork**
- iii) help people have fun together
- iv) solve people's problems

(8 points)

6. Why is Japan mentioned? (lines 22-24)

ANSWER: **The original escape rooms were created there.**

(9 points)

7. Another title for this article could be (-)

- i) A Special Visit to Chicago
- ii) **A Different Way to Spend Your Time**
- iii) A Weekend with Donna and Her Friends
- iv) Computer Games in the Workplace

(8 points)

PART II: WRITTEN PRESENTATION (30 points)

Describe an invention you would like to see in your lifetime. Explain what it could do and how it could change your life. Write 70-90 words.

בהצלחה!

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