

סוג הבחינה: בגרות
מועד הבחינה: חורף תשפ"ב, 2022
מספר השאלון: 016484

אנגלית

שאלון ד' (MODULE D)

הוראות לנבחן

- א. משך הבחינה: שעה וחצי.
- ב. מבנה השאלון ומפתח ההערכה: בשאלון זה שני פרקים.
 פרק ראשון – הבנת הנקרא – 70 נקודות
 פרק שני – מטלת כתיבה – 30 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.
- נבחן "עולה חדש" רשאי להשתמש גם במילון דו-לשוני: אנגלי-שפת אימו / שפת אימו-אנגלי.
 השימוש במילון אחר טעון אישור של הפיקוח על הוראת האנגלית.
- ד. הוראות מיוחדות:
- (1) עליך לכתוב את כל תשובותיך בגוף השאלון (במקומות המיועדים לכך).
 - (2) כתוב את כל תשובותיך באנגלית ובעט בלבד.
 - (3) בתום הבחינה החזר את השאלון למשגיח.

שים לב: אין להוסיף דפים למחברת הבחינה.

ההנחיות בשאלון זה מנוסחות בלשון זכר ומכוונות לנבחנות ולנבחנים כאחד.

בהצלחה!



אנגלית, חורף תשפ"ב, מס' 016484

PART I: WRITTEN RECEPTION (70 points)

(ACCESS TO INFORMATION FROM WRITTEN TEXTS)

Read the text below and then answer questions 1–8.

MUSEUMS AS LEARNING CENTERS

I Museums today are changing. Instead of quiet rooms with closely guarded dinosaur bones or statues and paintings displayed with just a short text of explanation, museums now look more like playgrounds or computer game rooms. They have colorful flashing lights, computers for visitors and exhibits that say, "Please, Touch Me". Today's museums aim to make learning a more exciting experience.

II Of course, museums have always been places of learning. In addition to the exhibits, many museums have always provided after-school clubs, libraries and even organized festivals. But until recently, the learning experience was usually passive because most visitors did little more than look at the exhibits. "Today's museums are designed differently," explains Toronto Museum Director Dr. Sandra Fisher. "We believe that providing a more active experience is an effective learning method because it creates a long-lasting memory. Therefore, we encourage the learners to interact with many of the exhibits. This means that they can push buttons, touch computer screens and participate in special experiments. In art museums, for example, learners can experiment with light and colors, just like the painter Vincent van Gogh did."

III In today's museums visitors are also in charge of their learning. This means that they are free to decide which exhibits to interact with and which experiments or activities to participate in. "Research has proven that when people have a choice, their learning is even more effective and lasts longer," says Dr. Fisher.

IV Although most educators believe that these new methods help students develop an interest in what the museums provide, some educators react negatively. The critics say these "flashy" science centers and museums are like amusement parks. They claim that some children, especially those who can't concentrate, benefit very little from their visit. All they do is rush noisily from one exhibit to another. But despite the difference of opinion among educators, one thing is clear: museums have changed a lot since the days when they showed mainly paintings hanging on walls. They have become modern learning centers devoted to teaching the younger generation about the world around them and developing their skills to succeed in the future.

لا تكتب في هذه المنطقة

לא לכתוב באזור זה



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QUESTIONS (70 points)

Answer questions **1–8** in English, according to the text. In questions **1** and **7**, circle the number of the correct answer. In the other questions, follow the instructions.

1. What are we told about today's museums in paragraph I?

- i) What their purpose is.
- ii) Who visits them.
- iii) Why they are closely guarded.
- iv) Which explanations have changed.

(7 points)

2. What makes today's museums similar to computer game rooms? Give **ONE** answer. (paragraph I)

ANSWER:

(8 points)

3. In what way was the learning experience at museums in the past usually "passive"? (paragraph II)

ANSWER:

(8 points)

4. How do museums make learning a more effective experience today? (paragraph II)

PUT A ✓ BY THE **TWO** CORRECT ANSWERS.

Visitors can (–).

- i) design the exhibits the museum will display
- ii) read books in the museum's library
- iii) decide which buttons to push at the exhibits
- iv) suggest new learning methods
- v) organize festivals
- vi) take part in experiments

(2x7=14 points)

לא לכתוב באזור זה

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5. According to Dr. Fisher, what did Vincent van Gogh do?

COMPLETE THE SENTENCE ACCORDING TO PARAGRAPH II.

He (9 points)

6. According to Dr. Fisher, why is it important for visitors to museums to be in charge of their learning? (paragraph III)

ANSWER: (8 points)

7. People who don't like the new methods believe that (-). (paragraph IV)

- i) the new methods are not effective for everyone
- ii) most children show no interest in the exhibits
- iii) the new exhibits benefit only educators
- iv) children should not visit science centers

(7 points)

8. COMPLETE THE SENTENCE ACCORDING TO PARAGRAPH IV.

The writer claims that museums today are better because in the past they had mostly (9 points)

לא תכתב פי هذه المنطقة

לא לכתוב באזור זה



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PART II: WRITTEN PRODUCTION (30 points)

(WRITTEN PRESENTATION)

Write 80–100 words in English on the following topic.

9. Some people enjoy changes and are not afraid to try new things, while other people prefer to do only what they know they can do well.

Which of these types are you? Explain and give reasons why you feel this way.

בהצלחה!

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