









James Paul Gee, an education professor at the University of Wisconsin who was an early adviser to the software company Tabula Digita, said that in the last two years the company's 3-D multiplayer games for math and science have evolved into exercises for improving children's test scores as the company sought wider adoption.

Last year, Tabula Digita became profitable from selling subscriptions to 700 schools, said Ntiedo Etuk, its co-founder and chief executive. The subscriptions cost \$7 to \$20 per student for each subject. Next year the company plans to introduce a multiplayer product that parents can subscribe to for home use.

Beyond teaching children to memorize facts and figures, some game designers are working to build in elements of problem solving. Quest Atlantis, one of the most widely adopted critical-thinking games in schools, has a science section that deals with water quality. Inside a 3-D national park where the fish are dying, students must interview local interest groups, test water samples and figure out what is happening to the fish. Mr. Barab said the game covers some of the core science curriculum for tests. But it takes several classes for children to finish, which competes with the time teachers have for textbook-based instruction.

*Adapted from New York Times*

**D'après le texte, pour chaque question, une seule proposition est correcte.**

1.
  - A. When playing video games, Casey always reflects about how they are put together.
  - B. Gamestore Mechanic is a puzzling game in which the player has power from the start.
  - C. Although Halo was a game that Casey played as a youngster, it holds the same appeal for him today as it did previously.
  
2.
  - A. From their start, video games have triggered positive ways of learning and interacting among children.
  - B. Schools are still hesitant to use educational video games during the regular school day, but do not disapprove of their use after school and on the Internet at home.
  - C. Not only are educationally-based institutions interested in these games, but businesses are also involved in their development.
  
3.
  - A. The new games give children the opportunity to take on different roles, put on their clothes and find the best solutions to real problems.
  - B. Previously the games required long hours of standing by yourself to accomplish the final goal.
  - C. To reach the same objective, children are able to exchange ideas.



4.
  - A. In the recent games, mechanics have stopped children from doing their school-work.
  - B. Children learn math, science, and languages by playing rather than studying.
  - C. Today players must use mechanical abilities in a structured manner in order to learn math, science, and languages.
5.
  - A. In the past, educational video games tried to attract children, but were not very successful.
  - B. The “chocolate-covered broccoli” method was an exciting way to make children learn things that were sometimes boring.
  - C. Games like Math Blaster did not survive because of their violence and because they were too advanced for the Internet.
6.
  - A. New game technology has become more affordable for families and educational institutions.
  - B. By collaborating with executives from Nintendo, many schools have reduced their costs.
  - C. Parents and schools must get permission from the Web to use competitive games.
7.
  - A. Tabula Digita was adopted by the University of Wisconsin where a professor helped children to improve their test scores with 3D games.
  - B. By developing educational games in math and science to help children, Tabula Digita hoped to attract more business.
  - C. To improve their math and science skills, James Paul Gee advised children to use Tabula Digita’s recent 3D games.
8.
  - A. At least 700 students had the opportunity to use Tabula Digita games, thanks to their schools’ subscriptions.
  - B. A new multi-player product is currently available not only to students but also to their parents.
  - C. Tabula Digita earned money by selling subscriptions which cost, on average, about 14 dollars per student.
9.
  - A. Problem solving has now become more important than traditional types of learning at school.
  - B. Besides learning by heart, students must also learn how to figure out problematic situations.
  - C. Quest Atlantis is an example of a problem-solving game which has been widely criticized by school systems.
10.
  - A. Quest Atlantis takes time away from standard teaching hours.
  - B. If children want to use Quest Atlantis; they are going to need few classes to finish.
  - C. Although very educational, Atlantis hardly corresponds to the main science program.



**PARTIE 3 – ESSAI**

*Traitez en 200 à 250 mots l'un des deux sujets suivants.  
Indiquez le numéro du sujet choisi et le nombre de mots à l'endroit prévu sur la copie.  
Tout essai hors sujet sera sanctionné par la note zéro.  
Rédigez sur la copie.*

**SUJET N° 1**

Video games could become an important tool for teachers at school. Do you think that books will be replaced? Do you think the learning process should be fun? Will it be easier to learn with video games and will pupils learn more than with traditional methods?

**SUJET N° 2**

Write a dialogue between two teachers: one who is traditional and against all forms of video games being used in the classroom and another who considers modern technology and video games to be successful teaching methods.  
If they had to debate the use of video games in the classroom, what would you expect them to say?

**CORRIGÉ – PARTIE 1**

1	2	3	4	5	6	7	8	9	10
A	C	C	A	B	C	A	A	D	B
11	12	13	14	15	16	17	18	19	20
C	A	A	B	C	B	A	A	D	C
21	22	23	24	25	26	27	28	29	30
A	C	A	C	B	B	D	D	B	A

**CORRIGÉ – PARTIE 2**

1	2	3	4	5	6	7	8	9	10
A	C	C	B	A	A	B	C	B	A