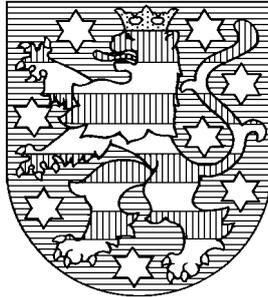


Thüringer Kultusministerium



Abiturprüfung 1995

Englisch

als Grundfach
(Haupttermin)

Hinweise für die Prüfungsteilnehmerinnen und Prüfungsteilnehmer

Arbeitszeit: 180 Minuten

Einlesezeit: 30 Minuten

Hilfsmittel: Einsprachiges Wörterbuch

Der Prüfungsteilnehmer wählt von den Aufgaben 1 und 2 eine zur Bearbeitung aus.

Rechts unten neben jeder Teilaufgabe steht die für diese Teilaufgabe maximal erreichbare Anzahl von Bewertungseinheiten (BE).

Die Anzahl der Wörter ist getrennt für die Prüfungsteile A und B zu vermerken.

Aufgabe 1
Worksheet
(Text auf den Seiten 4 und 5)

A

Working on the text

Answer the questions and tasks, using your own words as far as possible.

1. Give a summary of the text. 6 BE
2. Describe the latest development in computer games and explain it with the help of two examples. 10 BE
3. Give reasons for the growing popularity of these computer games. 6 BE
4. Find evidence in the text why raising a kid in real life is a difficult task. 4 BE
5. What means of language does the author use to arouse and sustain interest in the subject? 4 BE

B

Composition

Choose one of the following tasks.

Write at least 300 words. 20 BE

1. Computer games - the family life of our time.
Do you agree with this? Give reasons for your opinion.
2. How does high-tech influence our lives?
Think of advantages and disadvantages. Include your own experience.

Aufgabe 2
Worksheet
 (Text auf Seiten 6 und 7)

A

Working on the text

Answer the questions and tasks, using your own words as far as possible.

- | | |
|--|------|
| 1. Give a summary of the text. | 6 BE |
| 2. Describe Brett's criminal activities. | 5 BE |
| 3. What caused Brett to choose a criminal career? | 8 BE |
| 4. What chances did he have to find a different way of life? | 6 BE |
| 5. How does the author try to evoke the reader's interest? | 5 BE |

B

Composition

Choose one of the following tasks.

Write at least 300 words. 20 BE

1. Write a letter to the editor. Comment on the way in which the problem of young offenders should be dealt with in society.
2. Juvenile delinquency is only one of the problems our world is faced with.
 In your opinion, what other global issues should society attempt to solve?

Aufgabe 1

Text

It's Tough to Raise a Digital Kid

You've just adopted a 10-year-old girl, and decisions have to be made. You give her a name and a birthday. That's the easy part. Now, you've got to raise the kid- and she depends on you for everything. At a restaurant, you must order her dinner. Too much meat and she might get fat; but seafood could make her sick.
5 At a clothes store, is it better to buy her a summer dress or a rain jacket? Why is she constantly tired, you wonder. Maybe she's not getting enough sleep; perhaps she's eating too much. And what will she do when she grows up? She could attend art or law school, become a princess, politician or housewife. It's all in your hands.

10 If having a real child seems like too much responsibility, personal-computer owners can now raise a simulated kid instead. Those terrified of even computerized parenting can choose to nurture fish or racehorses. In the United States and Japan, some software companies are carving out lucrative niches simulating real life. In America, Maxis Inc. lets players create computer models
15 of cities, ant colonies, farms and earth ecosystems. In Japan, "raising games" are now the rage. Killing bad guys is out of fashion, at least for the moment.

Princess Maker 2, the childcare simulation, is especially popular these days. It presents game players with a plethora¹ of everyday decisions that affect the child's health and behavior. Gainax, the Tokyo software house that created the
20 game, says 30,000 copies have been sold since June. The company has received at least 10,000 letters from Princess fans throughout Japan. "My child ran away from home, got sick and became a juvenile delinquent in the end," lamented one 17-year-old game user from Hokkaido. After playing the simulation for several hours, he added, " I was exhausted and had stomach trouble. It's tough to raise a
25 child." [...].

Tokyo architect Katsuhiko Sakurai, 35, starts his day by tending to his guppy, platy² and six other computerized Aquazone fish. He checks that their scales are shiny, cleans their tank and feeds them. The fish grow daily and, in due course, mate and produce offspring. "When a baby fish was finally born, I was really
30 excited and moved," says Sakurai. Now, "I want to raise real fish." [...]

No one is sure why raising games have caught on, but everyone has a theory. Some ascribe the trend to Tokyo's cramped housing. With too little room for flesh-and-blood pets, city dwellers turn to the digital variety. Takami Akai, the
35 32-year-old creator of Princess Maker 2, points to "social circumstances" for the success of his game. "Having kids is not an easy option these days," he says. "People want to experience the raising process without getting too serious."

40 Akai believes raising games must always "reflect reality; if not, there is no fun playing." Reality is relative, however: he considered giving players an infant to nurture, but decided that would be *too* real. Before long, personal computers will turn into animal houses: software makers are said to be planning a dog game for dog lovers and another featuring insects. (*There's* a niche market.) Computer pets have two big advantages over real animals: no food to buy and no messes to clean.

By Richard Ernsberger Jr. with Hideko Takayama

From: Newsweek, September 27, 1993

Annotations:

¹ plethora

quantity greater than what is needed

² platy

kind of fish

Aufgabe 2

Text

How to turn an aberration into a career

'A lot of the crimes I did, they were to get¹ at people; a lot were to get at myself. And in a way it was sheer boredom. I had nothing else to do.'

Brett, who asked *The Observer* not to use his surname, started thieving before he learnt to read; by 15, he had lost count of his cautions and convictions - which, he ruefully admits, covered only a fraction of the cars, TVs and videos he stole.

Last year, when former Home Secretary Kenneth Clarke first proposed a new generation of juvenile secure 'training centres', he envisaged their occupants as 'really persistent, nasty little juvenile offenders'. Brett seems to have been a perfect example. [...]

Brett, now 19, was abandoned at birth and lived in institutions until he was 12. 'We always wore other people's clothes: they were always hand-me-downs². I've never had a proper Christmas: last year I was in a hostel and someone gave me a packet of fags'.

From five, he lived in a home at Crewe³. 'We were allowed out till 10 at night,' he says, 'and we were out every day, shoplifting. The older ones showed us what to do. When I was 10, I was caught for burglary for the first time. I only had one caution; the next time, I got my first secure order. It was a joke. Each week I saw a probation officer and "secure worker". Otherwise, I was a kid, locked up, learning how to steal.'

At 12, Brett was adopted. It was disastrous: 'They couldn't handle me. They were rich and strict, wanting to know where I was all the time, and I had come from an environment where I could do what I liked. So I went back to pinching cars, retaliating⁴ in the only way I knew.'

Next stop was Aycliffe³ secure unit near Durham³, 'a maximum security prison for children. I've never seen such a horrible place and I hope I never will'. The inmates included child murderers and boys who gauged chunks from themselves with knives. Brett says: 'That did my head in⁵. After that, I hated everyone.'

Back in Crewe, Brett took to glue⁶ and increasingly sophisticated theft. Soon, he graduated to a young offender institution - an adult prison in all but name - for the first of several sentences. Each time, he had friends: boys he knew from care and previous sentences. 'Wherever you were, crime was all you really

35 talked about. And you thought about it: how you get captured, how to avoid it
 next time; and you showed each other tips. All the time you make new contacts.'
 'The fastest turnaround from sentence to crime was the time I nicked a car on
 the way home after release.'

40 For the first time, Brett has a better chance in life. He has been straight for
 seven months - a record he is determined to extend. Living and working at the
 Cae Dai Trust⁷, a project for the mentally ill in Denbigh³, he says he has grown
 tired of looking over his shoulder. But the past takes a lot of living down⁸: How
 do you apply for college and explain the reason you have no qualifications is
 you were always locked up?'

Statistics show *all* previous forms of juvenile incarceration have failed.

By David Rose

From: The Observer, July 24, 1994

Annotations:

1 to get at	to hurt, to attack
2 hand-me-downs	second-hand
3 Crewe, Aycliffe, Durham, Denbigh	geographical names
4 to retaliate	to take revenge
5 That did my head in.	That was too much for me.
6 glue	here: short for glue sniffing
7 Cae Dai Trust	proper name
8 to live down	to take/ need time to forget sth.

