Liebe Kunden,


Vielen Dank für Ihre Mitarbeit und Ihr Vertrauen in unser Unternehmen.

Mit freundlichen Grüßen

Ihre Lernförderung OWL

Lösung bitte an die folgende WhatsApp-Nummer als Foto zuschicken!

0176 214 96 747
Zentrale Prüfungen 2021 – Englisch

Anforderungen für den Mittleren Schulabschluss (MSA)

Erster Prüfungsteil: Hörverstehen

Hörverstehen – Teil 1

The summer plans of Danny Boyle

Danny Boyle, the teenage hero of William Graham’s book “Danny Boyle and the ghosts of Ireland”, is looking forward to carrying out his plans for the summer. Find out more about Danny from the beginning of the audiobook.

- First read the tasks.
- Then listen to the extract.
- While you are listening, tick the correct box.
- At the end you will hear the extract again.
- Now read the tasks. You have **90 seconds** to do this.

- Now listen to the extract and do the tasks.

1. Danny and his family are about to …
   a) ☐ move to Ireland.
   b) ☐ go on a trip to Ireland.
   c) ☐ get visitors from Ireland.

2. Danny is very interested in …
   a) ☐ science fiction.
   b) ☐ other countries.
   c) ☐ flying vehicles.

3. Danny is the kind of person who is rather …
   a) ☐ shy.
   b) ☐ patient.
   c) ☐ adventurous.
4. Danny dislikes the fact that Melinda is …
   a) ☐ the first-born.
   b) ☐ in his school year.
   c) ☐ an athletic person.

5. Danny reacts to Melinda with …
   a) ☐ anger.
   b) ☐ laughter.
   c) ☐ disinterest.

6. Melinda behaves like a …
   a) ☐ bully.
   b) ☐ know-it-all.
   c) ☐ helpful person.

7. Danny is excited about …
   a) ☐ magical stories.
   b) ☐ strange locations.
   c) ☐ the Irish language.

8. Danny ends the conversation so he can …
   a) ☐ learn new vocabulary.
   b) ☐ get his suitcase ready.
   c) ☐ continue his earlier activity.

9. Danny connects Ireland with …
   a) ☐ bad weather.
   b) ☐ grassy fields.
   c) ☐ traditional clothes.

10. In the end, Danny has a terrible …
    a) ☐ accident.
    b) ☐ argument.
    c) ☐ nightmare.

   In 30 seconds you will hear the extract again so you can check your answers.
Hörverstehen – Teil 2

**Thomas Caffrey’s chocolate world**

*Thomas Caffrey’s sweet creations are loved by many Irish people. Joe Duffy from RTÉ Radio 1 is talking to his guest Neville about the famous Irish chocolate maker.*

- First read the tasks.
- Then listen to the interview.
- While you are listening, tick the correct box.
- At the end you will hear the interview again.
- Now read the tasks. You have **90 seconds** to do this.

- Now listen to the interview and do the tasks.

1. The reason for the interview is …
   a) ☐ an unhappy event.
   b) ☐ a new sweet creation.
   c) ☐ a company’s anniversary.

2. Neville is one of Thomas Caffrey’s …
   a) ☐ faithful clients.
   b) ☐ close relatives.
   c) ☐ former employees.

3. Making chocolates at Caffrey’s is a …
   a) ☐ family affair.
   b) ☐ new business.
   c) ☐ modern industry.

4. Thomas Caffrey went into the chocolate business thanks to a …
   a) ☐ holiday job.
   b) ☐ close friend.
   c) ☐ creative talent.
5. Caffrey’s big success came thanks to a …
   a) ☐ new location.
   b) ☐ big wedding.
   c) ☐ business deal.

6. Irish chocolate fans really like …
   a) ☐ Caffrey’s crunchy sweets.
   b) ☐ anything made by Caffrey’s.
   c) ☐ one of Caffrey’s creations in particular.

7. Inspiration for one of Caffrey’s creations came from a …
   a) ☐ child’s pet.
   b) ☐ children’s story.
   c) ☐ child’s plaything.

8. Today one of Thomas Caffrey’s early creations …
   a) ☐ has a modernised recipe.
   b) ☐ exists in several varieties.
   c) ☐ has completely disappeared.

9. Thomas Caffrey is described as …
   a) ☐ strict.
   b) ☐ big hearted.
   c) ☐ money focused.

10. Caffrey’s creations are on offer …
    a) ☐ only in Ireland.
    b) ☐ in some countries.
    c) ☐ anywhere in the world.

   In 30 seconds you will hear the interview again so you can check your answers.
Zweiter Prüfungsteil: Leseverstehen – Wortschatz – Schreiben

Leseverstehen

The family that is enough by Juliet Rix

“...” says Eoin (pronounced ‘Owen’) Colfer, the second of five boys and author of the hugely successful *Artemis Fowl* books (often described as James Bond with fairies). His relationship with his brothers, he believes, explains the quick, dry humour in his books. His writing style has put his books at the top of many bestseller lists, and so Eoin, who used to work as an Irish primary school teacher, became an international celebrity.

Born in 1965, Eoin grew up in the seaside town of Wexford, Ireland. The household was large, loving and loud. Eoin’s father used to take his sons on historical trips. “To keep us from fighting, my dad would tell us all stories about fairies and dragons. He had to keep going because whenever he stopped, me and my brothers were at each other’s throats."

Eoin loved comic books, invented his own characters and drew and wrote his own comics when he was young. His interest in writing continued as a love of drama: He used to help his mother (a drama teacher and local actress), learn her lines with her and had parts in Wexford Opera Festival productions.

It is perhaps not surprising that when Eoin started to write books, his brothers became the characters. All five boys are part of the story. In the second *Artemis Fowl* book, four goblins have a fight. Their names are almost identical to those of Eoin’s brothers.

Eoin had written three other children’s books while teaching at the local primary school in Wexford.

He thought that his *Artemis* books would also become successful but only in Ireland. But when his wife Jackie read the manuscript, she knew it was different. She asked Eoin’s brothers to take him to a pub and make him promise to get an agent. Convincing their brother was really difficult, but it paid off.

The money was not as big as has been reported, but fame came fast and bigger money followed later. Didn’t that change things? “Not as much as you would expect,” says Eoin. In Ireland everyone is a writer and people in Wexford aren’t interested in wealth and fame: “They’ve known me for decades, so they don’t care.” The brothers keep his feet on the ground too, Eoin adds.

Colfer’s kids have changed his writing. “My son Finn, for example, is very funny,” says Eoin. “He comes up with some great funny remarks and I get a lot of material straight from him.” When Finn argues in the back of the car, Eoin doesn’t tell stories to stop him. Instead, he tries to remember it for his books.

The realisation that his children would one day read his books also made him think about the violence. “There is a huge fight in the first book. I decided there was no need for that really … Now there are struggles but not much actual violence.” The amorality of his hero – the criminal boy *Artemis Fowl* – worried the new father in him too. Over the next four books, *Artemis* develops a feeling for right and wrong. “I don’t know how much longer he will stay interesting as a character,” admits Eoin. “Once he turns completely good, that’s it.”

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1 to be at each other’s throat – to argue angrily
2 goblin – a small scary, fantastical creature
3 agent – here: a person who is paid to advertise and sell someone’s books
4 amorality – a lack of moral principles
You are doing a reading project in your English class. All the students have to present a famous English-speaking author who writes books for young adults. You have come across Irish author Eoin Colfer, creator of the famous Artemis Fowl books. Who is this man? Find out more about him in the online article.

- Tick the correct box and give evidence from the text by quoting short passages from the text.

1. Eoin Colfer grew up as an only child.
   This statement is … □ true □ false
   One piece of evidence from the text:
   ______________________________________________________________________________

2. Colfer’s way of writing is influenced by his …
   a) □ family.
   b) □ former job.
   c) □ favourite book.
   One piece of evidence from the text:
   ______________________________________________________________________________

3. Colfer grew up in a household with …
   a) □ peace and quiet.
   b) □ little entertainment.
   c) □ lots of fantastic tales.
   One piece of evidence from the text:
   ______________________________________________________________________________

4. Growing up, Colfer showed little creative talent.
   This statement is … □ true □ false
   One piece of evidence from the text:
   ______________________________________________________________________________
5. Figures in the *Artemis Fowl* books are based on family members.

   This statement is … □ true □ false

   One piece of evidence from the text:

6. When Colfer wrote the *Artemis Fowl* books he …
   a) □ kept them secret from his family.
   b) □ already had some experience in the job.
   c) □ hoped they would become an international hit.

   One piece of evidence from the text:

7. The *Artemis Fowl* books made Colfer rich overnight.

   This statement is … □ true □ false

   One piece of evidence from the text:

8. Because of Colfer’s success the people in his town …
   a) □ began to ask him for money.
   b) □ kept their distance from him.
   c) □ behaved like they had before.

   One piece of evidence from the text:

9. Despite his success as a writer, Colfer has remained a fairly normal person.

   This statement is … □ true □ false

   One piece of evidence from the text:
10. Daily-life situations with his children are an inspiration for Colfer’s books.
   This statement is … ☐ true ☐ false

   One piece of evidence from the text:

   ________________________________

11. Because of his children, Colfer’s stories have become …
   a) ☐ gentler.
   b) ☐ simpler.
   c) ☐ more exciting.

   One piece of evidence from the text:

   ________________________________

12. Colfer plans to stop writing the series once Artemis Fowl is too …
   a) ☐ old.
   b) ☐ nice.
   c) ☐ strict.

   One piece of evidence from the text:

   ________________________________
Wortschatz

Welcome to “Thinkuknow”

Using the Internet can be very helpful but it can sometimes also be dangerous. Explore the advice of the “Thinkuknow” websites about staying safe when you’re on a phone, tablet or computer.

- Fill in suitable words or tick the correct box.
- Give only one solution.

1. With every new photo or comment we __________________________ on the Internet, we add lots of information about ourselves which stays online.

2. This is called a …
   a) □ numerical   b) □ statistical   c) □ digital   d) □ valued
   footprint. People who know us, and people who don’t, can see and learn more about us.

3. These footprints can show us in our most positive moments – but sometimes they reflect thoughts or experiences that we later wish had been kept _________________ and not visible for everyone.

4. When you put something online, who can see it? Think about who you’re …
   a) □ parting   b) □ dividing   c) □ splitting   d) □ sharing
   the information with.

5. Don’t forget: it’s easy for other people to copy, change and ________________ that information to others without you knowing it.

6. Most apps and social networks have ‘privacy settings’. These help you to …
   a) □ control   b) □ govern   c) □ direct   d) □ command
   who can see what.

7. It’s easy to lie online. Some people set up ___________________________ profiles on social networks.
8. If you use social networks, always think about what personal information your footprints …
   a) □  give away.  b) □  let out.  c) □  carry out.  d) □  show off.

9. If you __________________________ to someone via social media, don’t tell them anything which could help them find you in the real world – things like your full name, school, email address or even photos.

10. Be careful! It can be ___________________ when you meet people online: Some people could threaten you if you don’t do what they say.

11. If you stop using an app or a social network, remember to delete your …
   a) □  organisation.  b) □  participation.  c) □  account.  d) □  society.

12. Are you worried about something that’s happened on the Internet? Most sites will let you …
   a) □  guard  b) □  block  c) □  arrest  d) □  catch people if you don’t want to talk to them online anymore.

13. The Mix is a service which provides free, personal support for young people 24/7. If you’re experiencing any painful emotion or are in crisis, you can send a_______________________ to The Mix.
Schreiben

*Click’d* by Tamara Ireland Stone

Teenager Allie Navarro has participated in a special summer camp on computers: Code Girls Camp. At the end of the summer camp, she presents her result to a jury, parents and participants.

She took a deep breath.

And then she began.

“On the first morning here at Code Girls Camp, our instructor told us we had a whole summer to create any kind of app or game we wanted. Anything. Something just for fun. Something that would solve a real-life problem. I loved that.”

“But I admit,” Allie continued, “on that first morning, I wasn’t sure I was ready for that kind of challenge. I was much too terrified. Because I didn’t know a single person.”

Allie began walking up and down the stage. Her legs were shaky and she hoped the audience wouldn’t notice.

“I kept looking around the room at these girls – nineteen total strangers I’d be spending my whole summer with – and wondering who they were. Did we like the same music? Did we read the same books? Did they have sisters or brothers?”

“And that’s when the idea hit me. Why not an app that could help you make new friends?”

Allie waved her phone in the air. “For my summer project, I created a game called *Click’d.*”

“Let me demonstrate how it works. This auditorium1 seats two hundred and twenty people. I assume most of you don’t know each other,” she said jokingly, and she could see people looking around and shaking their heads.

“What if I told you there was one person in this room right now who had more in common with you than with anyone else? Of course, you could leave this room and never know who that person is, but... Allie leaned forward. “Wouldn’t it be more fun to find out?”

“We’re going to use that *Click’d* app you installed when you came in, so, everyone, please pull out your phones and play along.”

Allie took a deep breath. “Ready, everyone?” she asked as the screen behind her filled with four scenic2 photographs. “Which do you prefer: the ocean, the forest, the desert, or the mountains? Select A, B, C, or D.”

Allie looked down at her screen. She could see the data collecting in the app she’d built specifically for this demonstration. It used the same system as *Click’d*, taking all the information the audience entered and immediately matching people with similar interests.

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1 *auditorium* – a room for a large audience
2 *scenic* – showing beautiful countryside
“Let’s do some more so we have lots of information to work with,” Allie said, and she clicked through seven more slides.

“When you’re done with the quiz, Click’d figures out how you scored against each person, but it doesn’t immediately tell you who your top friends are, because that wouldn’t be as much fun,” she said with a wink. “Instead, Click’d uses sounds, lights, and clues to help you find your top ten friends.”

As she walked across the stage, she noticed her legs weren’t shaking anymore.

Allie tapped on her screen, and one of the phones in the back of the room let out a sound that startled its owner. “Sir, would you please stand?” She tapped another button, and a phone in the front row on the opposite side of the auditorium sounded. A woman held her phone in the air and then stood and turned around.

“Congratulations! If you two were playing Click’d, you’d be in each other’s high score lists.” They waved at each other from across the auditorium.

“That’s basically how my game works.”

Everyone clapped as the man and woman took their seats.

Allie looked back at the audience, feeling on top of the world!

---

3 with a wink - to shut one eye briefly as a signal
4 to startle – to surprise s.o. suddenly
1. **Describe** Allie’s product, how it works and why she has created it.  
   (8 Punkte)

2. **Explain** how Allie’s feelings change during the presentation. 
   To do this, look at how she acts and speaks at the beginning, in the middle and at the end of her presentation.  
   (10 Punkte)

3. Here you can choose between three different options. **Do only ONE of them!**

   **option a)**
   What do you think about Click’d? **Comment** on Allie’s product.
   Include the following aspects:
   - risks or chances of Allie’s product,
   - the role social media play in your life,
   - your opinion on personally using Click’d.  
   (12 Punkte)

   or

   **option b)**
   Imagine you were in the audience and listened to Allie’s presentation. You have to write an article on it for the summer camp’s magazine.
   Write this article.
   Include the following aspects:
   - things to know about Click’d,
   - the audience’s possible reactions to Click’d,
   - your view on computer summer camps for teenagers.

   You can start like this:
   **Have you been “Click’d” yet?**

   16-year-old Allie Navarro is the winner of this year’s Code Girls Camp. She has demonstrated her product in a convincing presentation to …  
   (12 Punkte)