



Govern d'Andorra

PROVA OFICIAL DE BATXILLERAT PROFESSIONAL

**Animació socioeducativa, Activitats físiques, esportives i de lleure
i Estètica, cosmètica i perfumeria**

LLENGUA ANGLESA_AS_AFEL_ECP

ANG_e_AS_AFEL_ECP_21

-Convocatòria 2022-

Marqui amb una creu l'especialitat de què s'examina

E7	Animació socioeducativa
E6	Estètica, cosmètica i perfumeria
E7	Activitats físiques, esportives i de lleure

Codi d'identificació

NOTA: _____
10

Durada de la prova: 1 hora 30 minuts
Llengua de la prova: llengua anglesa

Reading (4 points)

- 1) A. Read the following text on the advantages of gamification in recruitment.

Gamification in Recruitment

Over recent years gamification has increased in the recruitment field, being attractive because of its potential to **improve** candidate selection process, complement hiring decisions and accelerate the recruitment process.

Its rise in the recruitment space has come about through the influences of different fields, including behavioural science, neuroscience, and gaming. One benefit of applying gamification to the recruitment process may be to **allow** the evaluator to observe certain skills or behaviours that are more difficult to see in a traditional interview. Indeed, candidates can be inclined to plan and memorise their answers to interview questions, while the recruiter's objective is to evaluate the candidate on a deeper level. By applying game-style assessment techniques, recruiters may be able to overcome this challenge and observe candidates' real-time decision-making as they are confronted with new information and unfamiliar situations. For example, recruiters can use simulative exercises which expose candidates to scenarios designed to test time management or creativity.

Another advantage of simulation is that it can give candidates an understanding of the tasks involved in the role. As mentioned in Forbes, one of these companies, a postal service, did so as a measure to combat a high staff rotation **rate**, which was becoming a financial problem for the organisation. Applying gamification in this format may be mutually beneficial to the candidate and the employer in terms of job fit and retention: it gives candidates exposure to the work they would be doing in the role and can therefore help them to decide if the job will suit them in the long run, while it simultaneously allows the recruiter to **assess** how the candidate behaves in a situation modelled on the real job.

In terms of candidate experience, gamification can make the assessment experience more fun and thus improve organisational attractiveness, reputation and branding. The gaming element may also help to make candidates comfortable, which could mean those who struggle with nerves or performance anxiety will more likely be able to demonstrate their competencies and abilities during the recruitment process.

Additionally, the use of online games in the selection phase may help to reduce time to hire, because it eliminates the time needed for candidates to complete tests and instead provides an instant result. This could reduce the chance that a candidate drops out of the process and thus save the organisation time, resources, and ultimately cost. In one tech start-up, replacing the former interview process with a coding gaming challenge produced a 40% shorter interview cycle, as well as a 62% higher offer ratio.

Using gamification in the initial application phase could also bring in employees with a greater range of experiences, thereby helping companies who want to orient recruitment around skills and future potential as opposed to previous experience.

Source: Article adapted from *Strammer*, By Zina Bacha, January 19th, 2021.
<https://strammer.com/en/the-advantages-of-gamification-in-recruitment/>

1) B. Choose the right option to complete the sentences. Only one option is correct. Incorrect answers do not penalize.

(2 points: 0,5 points per question)

1. Gamification is useful ...
 - a. because candidates can memorize their answers.
 - b. because the examiner can evaluate abilities and behaviours.
 - c. because applicants can play games.
 - d. because evaluators and interviewees can design new games.

2. Using gamification organizations can ...
 - a. have financial problems.
 - b. increase staff renewal rates.
 - c. retain employees.
 - d. have more employees.

3. Candidates in general ...
 - a. get nervous with gamification.
 - b. have performance anxiety with gamification.
 - c. have more assessment experience.
 - d. will probably show their aptitudes more easily with gamification.

4. The use of online games in the selection process ...
 - a. reduces the cost of the selection process.
 - b. eliminates candidates who complete the tests.
 - c. reduces the number of candidates.
 - d. makes candidates drop out.

1) C. Match the following words appearing in bold in the article with a suitable synonym.

(1 point: 0,25 points per word)

1. Improve		a. Proportion					
2. Allow		b. Upgrade					
3. Rate		c. Evaluate					
4. Assess		d. Permit					
1.-		2.-		3.-		4.-	

1) D. Find in the text the words that are under these definitions.

(1 point: 0,25 points per definition)

- a) Possibility or capacity to be developed and have success in the future (1st paragraph): _____
- b) In a way that is shared or reciprocal, done by common consent, jointly or bilaterally (3rd paragraph): _____
- c) To make forceful efforts, to fight with a task, problem or difficulty (4th paragraph): _____
- d) Supply of something like money, materials, staff and other possessions (5th paragraph): _____

Writing (5 points)

Assenyali amb una X l'especialitat de la qual s'examina i elabori el text d'opinió que li pertoca.

	Animació socioeducativa
	Estètica, cosmètica i perfumeria
	Activitats esportives, físiques i de lleure

➤ **BP en Estètica, cosmètica i perfumeria**

2) Write an opinion essay on the following topic:

"Wearing makeup is a form of lying."

Your essay should follow the structure:

- Introduction
- Two body paragraphs with two or more main points well developed with supporting details and examples
- Conclusion

Your essay should be about 150-180 words long.

It is acceptable to write a text with 10% deviation in relation to the number of words. If the text does not have the required number of words (10% below the limit), or if it exceeds the limit (10% above the limit), you will be penalized -0.5 points.

(5 points)

Guiding questions (To be used as a reference, not to be answered directly):

Do people, men and women alike, wear makeup as a form of deception? Do you wear makeup every day? How much time do you spend putting on your makeup? Why do you wear makeup? Is it to create a false impression or to look prettier? Do older people spend more money on makeup and beauty treatments?

➤ **BP en Activitats físiques, esportives i de lleure**

2) Write an opinion essay on the following topic:

"Sports should be an obligatory subject in all schools."

Your essay should follow the structure:

- Introduction
- Two body paragraphs with two or more main points well developed with supporting details and examples
- Conclusion

Your essay should be about 150-180 words long.

It is acceptable to write a text with 10% deviation in relation to the number of words. If the text does not have the required number of words (10% below the limit), or if it exceeds the limit (10% above the limit), you will be penalized -0.5 points.

(5 points)

Guiding questions (To be used as a reference, not to be answered directly):

Do you think sports help young people perform better at school? Which sports should be practiced at school? Do you exercise every day? Are some sports more important than others? Should boys and girls practice the same sports? Should boys and girls practice sports together?

➤ **BP en Animació socioeducativa**

2) Write an opinion essay on the following topic:

"Students should be able to choose what subjects to study at school."

Your essay should follow the structure:

- Introduction
- Two body paragraphs with two or more main points well developed with supporting details and examples
- Conclusion

Your essay should be about 150-180 words long.

It is acceptable to write a text with 10% deviation in relation to the number of words. If the text does not have the required number of words (10% below the limit), or if it exceeds the limit (10% above the limit), you will be penalized -0.5 points.

(5 points)

Guiding questions (To be used as a reference, not to be answered directly):

Is modern school education too theoretical and not practical? Do you think all the subjects you study are useful? Which subjects would you include and which ones would you remove? Who should help students choose which subjects to study? Their parents, teachers or their friends?

Grammar/Vocabulary (1 point)

3) Read the following text and circle the right word (A, B, C or D) for each blank. There is only one correct option.

(1 point: 0,10 per word)

How to choose a career

The purpose of a career plan is to help you visualise the actions you need to take.

_____ (1) a career is a big deal. You'll spend a significant amount of your life _____ (2) work and so _____ (3) order to enjoy your job, remain motivated and fulfil your potential, you need to make your career choices wisely.

You first _____ (4) to know yourself. This means taking stock of your skills and assessing your interests and values. It's important to understand your range of skills and knowledge, so you _____ (5) see if they're a good fit for the job you'd like to do. Being aware of the skills you have _____ (6) helps to highlight any gaps that may need to be filled to achieve your goals.

Make a list of _____ (7) your transferable and specialist skills, with examples of _____ (8) you've demonstrated each. An honest assessment of your skills, values and interests _____ (9) prove useful when narrowing down your options in the next step. You can also see where you measure up _____ (10) terms of the skills employers are looking for.

Source: Adapted from [prospects.ac.uk](https://www.prospects.ac.uk) May 2021

<https://www.prospects.ac.uk/careers-advice/getting-a-job/how-to-choose-a-career>

- (1) A. choose B. choosing C. choice D. to choosing
- (2) A. in B. on C. at D. to
- (3) A. for B. on C. the D. in
- (4) A. must B. can C. need D. should
- (5) A. can B. will be able C. have D. need
- (6) A. can B. also C. will D. must
- (7) A. any B. all C. some D. few
- (8) A. who B. what C. which D. when
- (9) A. will B. will be C. has D. have
- (10) A. on B. at C. in D. of