

## מדינת ישראל

משרד החינוך

סוג הבחינה: א. בגרות לבתי ספר על-יסודיים

ב. בגרות לנבחני משנה

ג. בגרות לנבחנים אקסטרניים

מועד הבחינה: חורף תשע"ה, 2015

מספר השאלון: 403,016104

## אנגלית

### שאלון ג'

(MODULE C)

### גרסה ב'

### הוראות לנבחן

- א. משך הבחינה: שעה ורבע.
- ב. מבנה השאלון ומפתח ההערכה: בשאלון זה פרק אחד: הבנת הנקרא – 100 נקודות.
- ג. חומר עזר מותר בשימוש: מילון אנגלי-אנגלי-עברי  
אז: מילון אנגלי-עברי / עברי-אנגלי  
אז: מילון אנגלי-אנגלי-ערבי  
אז: מילון אנגלי-ערבי / ערבי-אנגלי
- נבחן "עולה חדש" רשאי להשתמש גם במילון דו-לשוני: אנגלי-שפת-אמו / שפת-אמו-אנגלי.
- ד. הוראות מיוחדות:
- (1) עליך לכתוב את כל תשובותיך בגוף השאלון (במקומות המיועדים לכך).
  - (2) כתוב את כל תשובותיך באנגלית ובעט בלבד. אסור להשתמש בטיפקס.
  - (3) בתום הבחינה החזר את השאלון למשגיח.

ההנחיות בשאלון זה מנוסחות בלשון זכר ומכוונות לנבחנות ולנבחנים כאחד.

**בהצלחה!**

/המשך מעבר לדף/

**ACCESS TO INFORMATION FROM WRITTEN TEXTS (100 points)**

فهم المقروء (100 درجة)

הבנת הנקרא (100 נקודות)

קרא את הקטע שלפניך, וענה על השאלות 10-1. אقرأ القطعة التي أمامك، ثم أجب عن الأسئلة 10-1.

Read the article below and then answer questions 1-10.

**WANT TO BE MORE CREATIVE? TAKE A WALK**

by Jane Davis

Are you looking for a good idea for your school project? Are you having trouble writing an assignment? Then just go for a walk. A short walk, even near your house, can greatly increase your creativity. This is according to a new study at Stanford University in California.

- 5 Most of us know that walking is good for our health. For thousands of years, writers and artists have claimed that walking also affects creativity. They say they get their best ideas during a walk. But, till now, scientists haven't been able to prove that there is a connection between the two.

Dr. Ann Burns, a Stanford scientist, recently decided to research this connection.

- 10 She chose 40 participants from among her students and put each one in a room with only a desk and a treadmill\*. The students took tests that checked their creativity. For example, they were asked to think of new uses for a simple thing, such as a button. Then, they walked on the treadmill for eight minutes at a comfortable speed, in front of a white wall. After walking, each student took a  
15 second creativity test.

When Dr. Burns compared the results of the two tests, she found that creativity increased greatly for almost all of the participants after they had walked on the treadmill. "Most of them could think of about 60% more uses for an object, and their ideas were both original and logical," Dr. Burns said.

\* treadmill — מסילת כושך לתרגול ריצה והליכה  
جهاز لياقة بدنية للتمرين على الركض والمشي

(שים לב: המשך הקטע בעמוד הבא.)

(انتبه: تكملة القطعة في الصفحة التالية.)

/ המשך בעמוד 3/

لا تكتب في هذه المنطقة

لا لכתוב באזור זה

20 For the second part of her study, Dr. Burns moved the experiment outdoors.  
Most people would probably guess that walking outside would be much better  
for creativity than walking indoors. But, surprisingly, this was not true. When  
the students walked outside for eight minutes, their creativity increased just as  
much as when they walked indoors. "It really seems that it's *the walking* that is  
25 important," Dr. Burns said, "and not *where* you walk."

"How a short walk affects our creativity is unclear," Dr. Burns said. "It may  
be that walking improves our mood. So, when we feel good, we naturally  
become more creative. But that's only one explanation," she said. Dr. Burns  
added that she would probably go for a walk later to help her think of other  
30 theories and ways to test them.

ענה באנגלית על השאלות 10-1, אجب بالإنجليزية عن الأسئلة 10-1، حسب القطعة.  
על פי הקטע.  
בשאלות 1, 4, 7, 8 ו-10 הקף במעגל את התשובה הנכונה.  
בשאר השאלות ענה לפי ההוראות.  
(100 נקודות) (100 درجة)  
في الأسئلة 1 و 4 و 7 و 8 و 10 ضع دائرة حول رقم الإجابة الصحيحة.  
في الأسئلة الباقية، أجب حسب التعليمات.  
(100 درجة)

Answer questions 1-10 in English according to the article. In questions  
1, 4, 7, 8 and 10, circle the number of the correct answer. In the other  
questions, follow the instructions.

1. What do we learn in lines 1-4?
  - i) Where people like to walk.
  - ii) What students write about in school projects.
  - iii) Why Stanford University started the study.
  - iv) How walking can affect us.

(8 points)

/ המשך בעמוד 4 /

לא לכתוב באזור זה

لا تكتب في هذه المنطقة

2. What connection is Dr. Burns referring to in line 9?

COMPLETE THE SENTENCE.

The connection between .....  
(10 points)

3. What do we know about Dr. Burns' research from lines 9-15?

PUT A ✓ BY THE TWO CORRECT ANSWERS.

- ..... i) Why the participants walked at the same speed.
  - ..... ii) Who participated in the research.
  - ..... iii) Who wrote the questions for the creativity tests.
  - ..... iv) How long it took to do the creativity tests.
  - ..... v) What Dr. Burns thought the results of her research would be.
  - ..... vi) Where the participants walked in the first part of the experiment.
- (2×9=18 points)

4. In her study, Dr. Burns first asked the participants (-). (lines 9-15)

- i) to walk on a treadmill
- ii) to choose a room
- iii) to look at a white wall
- iv) to take a test

(8 points)

5. COMPLETE THE SENTENCE. (lines 9-15)

Finding new uses for a button is mentioned as a way to .....  
.....  
(10 points)

6. According to lines 16-19, what did Dr. Burns learn from the first part of her study?

COMPLETE THE SENTENCE.

After walking on the treadmill, participants were .....  
.....  
(9 points)

/ המשך בעמוד 5 /

لا تكس في هذه المنطقة

لا لכתוב באזור זה

7. Dr. Burns did the second part of the experiment outdoors to see if (-).  
(lines 20-25)
- i) it is easier to test people outdoors
  - ii) people feel better after walking outdoors
  - iii) people like walking outdoors more than walking indoors
  - iv) people are more creative after walking outdoors
- (9 points)
8. What was the same in both parts of the experiment? (lines 9-25)
- i) How fast the participants walked.
  - ii) Where they walked.
  - iii) How long they walked.
  - iv) At what time they walked.
- (9 points)
9. Give ONE result of Dr. Burns' experiment according to lines 20-25.  
ANSWER:.....  
.....  
.....
- (10 points)
10. What does Dr. Burns still want to find out? (lines 26-30)
- i) How often we should walk.
  - ii) Why walking makes us more creative.
  - iii) How walking affects our health.
  - iv) When we feel most creative.
- (9 points)

### בהצלחה!

זכות היוצרים שמורה למדינת ישראל  
אין להעתיק או לפרסם אלא ברשות משרד החינוך