

7. ŠOLSKO TEKMOVANJE IZ ANGLEŠKEGA JEZIKA ZA POKLICNE ŠOLE

"POLIGLOT 3"

Pilotne naloge

REŠITVE IN TOČKOVNIK

Poliglot 3 2016



1. POLA, PISNI SESTAVEK

TOČKOVNIK

1. VSEBINA (jasna, logična, poglobljena):

(0-6 točk)

- 0 ali 1 točka: Vsebina se **skoraj (ali sploh) ne povezuje** z naslovom.
- 2 ali 3 točke: Besedilo je vsebinsko **na kar nekaj mestih dokaj slabo** razumljivo, nelogično, vsebina (večinoma) ostaja na ravni **površnega razmišljanja**, izdelek vsebuje kar nekaj nerelevantnih vsebin, **primerov ni** ali so velikokrat **neprepričljivi**.
- 4 ali 5 točk: Besedilo je **redko slabo** razumljivo, nelogično, nerelevantno in /ali predstavljene **ideje so nekajkrat dokaj površne in klišejske**.
- 6 točk: Dijak svoje ideje **jasno, logično in dovolj poglobljeno** predstavi ter podpre s **prepričljivimi primeri**.

2. ZAHTEVNOST IN BOGATOST (odstopanje uporabljenih jezikovnih struktur in besedišča od povprečja):

(0-6 točk)

- 0 ali 1 točka: Besedišče je **večinoma zelo osnovno**, zahtevnejših jezikovnih struktur ni.
- 2 ali 3 točke: Dijakovo besedišče je **povprečno**, uporaba zahtevnejšega besedišča in jezikovnih struktur je **redka**.
- 4 ali 5 točk: Dijak **občasno** uporablja zahtevnejše besedišče in zahtevnejše jezikovne strukture.
- 6 točk: Dijak **ustrezno in dokaj pogosto** uporablja tudi nadpovprečno zahtevno besedišče in zahtevnejše jezikovne strukture.

3. JEZIKOVNA NATANČNOST (prisotnost in frekvenca grobih in manj grobih napak iz besedišča in slovnice):

(0-6 točk)

- 0 ali 1 točka: Besedilo vsebuje **zelo veliko** grobih napak iz slovnice in besedišča.
- 2 ali 3 točke: Besedilo vsebuje **veliko grobih in manjših napak** iz slovnice in besedišča.
- 4 ali 5 točk: Dijak naredi **nekaj grobih in kar veliko manjših** napak.
- 6 točk: Besedilo je **skoraj brez grobih napak, manjše napake so**, vendar niso zelo moteče.

4. ORGANIZACIJA, VEZLJIVOST (povezanost idej, organizacija besedila v odstavke):

(0-6 točk)

- 0 ali 1 točka: Odstavkov v oblikovanju ni ali so **nesmiselno razmejeni**; **povezav** med stavki in/ali povedmi večinoma **ni** ali so večinoma nelogične.
- 2 ali 3 točke: Odstavki so, vendar **na več kot dveh mestih** niso smiselno razmejeni; stavki in/ali povedi so dokaj logično povezani z **nekaj grobimi** in motečimi **prekinitevami** ali logičnimi **napakami**.
- 4 ali 5 točk: Odstavki sicer organizirajo besedilo v uvod, jedro in zaključek, so pa **na vsaj enem mestu slabo** notranje smiselno razviti; stavki in/ali povedi se lepo povezujejo, dijak večinoma uporablja **osnovna sredstva za ustvarjanje vezljivosti**, med stavki in/ali povedmi je **vsaj ena moteča prekinitev**.
- 6 točk: Odstavki jasno in smiselno organizirajo besedilo v uvod, jedro in zaključek; povedi v odstavkih logično in jasno razvijajo vsebino odstavka, stavki in/ali povedi se zelo dobro povezujejo, besedilo daje vtis **zelo tekoče uporabe jezika**, dijak uporablja **bogato paleto sredstev** za ustvarjanje vezljivosti.

5. STIL (register, kreativnost, prepričljivost, obseg):

(0-6 točk)

- 0 ali 1 točka: Register je **večinoma neprimeren** dani situaciji, besedilo je **prekratko**, da bi lahko ocenili kreativnost in prepričljivost.
- 2 ali 3 točke: Register je **večinoma primeren**, besedilo je **le na določenih mestih** prepričljivo in kreativno zastavljeno in/ali besedilo ne presega 70 besed.
- 4 ali 5 točk: Register je **primeren**, besedilo je **večinoma** prepričljivo in kreativno zastavljeno in/ali **občutno presega** predvideno dolžino, predvsem zaradi ponavljanja ali dolgovernosti.
- 6 točk: Register je **primeren**, besedilo je napisano z **nadpovprečno veliko mero kreativnosti** pri predstavljanju idej in primerov, je **zelo prepričljivo**.



REŠITVE 2. POLE - POLIGLOT 3 - 2016

<p style="text-align: center;">1. SLUŠNO RAZUMEVANJE <i>A 12-year-old app Developer</i></p> <p>Opomba: Pomensko podobni odgovori, ki se ujemajo z besedilom, so sprejemljivi. Pravopisnih napak se ne upošteva.</p> <ol style="list-style-type: none"> 1. F 2. T 3. F 4. Python, C, Java 5. (iPhone) software development kit 6. \$99 (fee) 7. any student can learn how to design an app 8. students 9. C) 10. Create more apps, create more games, get into Android programming, continue his app club, find more ways to continue to share his knowledge with others 	<p style="text-align: center;">2. RABA JEZIKA</p> <table> <tr> <td>1. B</td><td>10. B</td></tr> <tr> <td>2. A</td><td>11. C</td></tr> <tr> <td>3. C</td><td>12. D</td></tr> <tr> <td>4. C</td><td>13. C</td></tr> <tr> <td>5. A</td><td>14. B</td></tr> <tr> <td>6. A</td><td></td></tr> <tr> <td>7. B</td><td></td></tr> <tr> <td>8. C</td><td></td></tr> <tr> <td>9. D</td><td></td></tr> </table>	1. B	10. B	2. A	11. C	3. C	12. D	4. C	13. C	5. A	14. B	6. A		7. B		8. C		9. D	
1. B	10. B																		
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4. C	13. C																		
5. A	14. B																		
6. A																			
7. B																			
8. C																			
9. D																			
<p style="text-align: center;">3. BRALNO RAZUMEVANJE 1 <i>Jamaica's hippest hotel opens a hostel</i></p> <p>Opomba: Pravopisne napake se ne upošteevajo.</p> <ol style="list-style-type: none"> 1. restaurant 2. Joni Mitchell, Kate Moss, Jade Jagger, Ursula Andress or Johnny Depp 3. December 4. F 5. from the sun / solar power 6. 52 7. a 8. wood 9. 2 10. T 11. b 12. No 13. 2 14. F 15. go to the YS waterfalls or on a boat ride up Black River 	<p style="text-align: center;">4. BRALNO RAZUMEVANJE 2 <i>Game Change. Why TV's Best Show about Politics is the One with Dragons</i></p> <p>Opomba: Pravopisne napake se ne upošteevajo.</p> <ol style="list-style-type: none"> 1. IN-LAWS 2. HEIR 3. PATRIARCH 4. ALLY 5. RIVALS 6. HAVE-NOTS 																		



<p>5. NALOGA Z VRZELMI <i>What's in a baby name? The cyclical trends and spread of unusual name</i></p> <ol style="list-style-type: none">1. or2. after3. from4. to5. a6. that, which7. ago8. into, in9. which10. the	<p>6. POZNAVANJE BESEDIŠČA Odgovorov z napačnim črkovanjem ne upoštevamo.</p> <ol style="list-style-type: none">1. C2. A3. A4. B5. C6. (a) cauliflower7. A8. (a) bracelet9. shallow, superficial10. traffic11. D12. C13. B14. C15. A
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Slušno razumevanje – besedilo

A 12-year-old app Developer

I've always had a fascination for computers and technology, and I made a few apps for the iPhone, iPod Touch, and iPad. I'd like to share a couple with you today. My first app was a unique fortune teller called Earth Fortune that would display different colors of earth depending on what your fortune was. My favorite and most successful app is Bustin Jieber, which is â ... (Laughter) â ... which is a Justin Bieber Whac-A-Mole. I created it because a lot of people at school disliked Justin Bieber a little bit, so I decided to make the app. So I went to work programming it, and I released it just before the holidays in 2010. A lot of people ask me, how did I make these? A lot of times it's because the person who asked the question wants to make an app also. A lot of kids these days like to play games, but now they want to make them, and it's difficult, because not many kids know where to go to find out how to make a program. I mean, for soccer, you could go to a soccer team. For violin, you could get lessons for a violin. But what if you want to make an app? And their parents, the kid's parents might have done some of these things when they were young, but not many parents have written apps. (Laughter) Where do you go to find out how to make an app? Well, this is how I approached it. This is what I did. First of all, I've been programming in multiple other programming languages to get the basics down, such as Python, C, Java, etc. And then Apple released the iPhone, and with it, the iPhone software development kit, and the software development kit is a suite of tools for creating and programming an iPhone app. This opened up a whole new world of possibilities for me, and after playing with the software development kit a little bit, I made a couple apps, I made some test apps. One of them happened to be Earth Fortune, and I was ready to put Earth Fortune on the App Store, and so I persuaded my parents to pay the 99 dollar fee to be able to put my apps on the App Store. They agreed, and now I have apps on the App Store. I've gotten a lot of interest and encouragement from my family, friends, teachers and even people at the Apple Store, and that's been a huge help to me. I've gotten a lot of inspiration from Steve Jobs, and I've started an app club at school, and a teacher at my school is kindly sponsoring my app club. Any student at my school can come and learn how to design an app. This is so I can share my experiences with others. There's these programs called the iPad Pilot Program, and some districts have them. I'm fortunate enough to be part of one. A big challenge is, how should the iPads be used, and what apps should we put on the iPads? So we're getting feedback from teachers at the school to see what kind of apps they'd like. When we design the app and we sell it, it will be free to local districts and other districts that we sell to, all the money from that will go into the local ed foundations. These days, students usually know a little bit more than teachers with the technology. (Laughter) So -- (Laughter) -- sorry -- (Laughter) -- so this is a resource to teachers, and educators should recognize this resource and make good use of it. I'd like to finish up by saying what I'd like to do in the future. First of all, I'd like to create more apps, more games. I'm working with a third party company to make an app. I'd like to get into Android programming and development, and I'd like to continue my app club, and find other ways for students to share knowledge with others. Thank you.