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Jurys de l'enseignement secondaire – CESS général, technique et artistique de transition

Langue moderne I : Anglais Cycle 2021-2022/2

Articles servant de base à l'évaluation de l'expression orale

NB : les cinq articles doivent être lus et préparés. Deux seront tirés au sort lors de l'examen oral

1. How do video games provide effective learning?
2. The wind-farm controversy
3. The choice
4. Nine things you might not know about Anne Frank
5. How online misinformation spreads

1. How do video games provide effective learning?

By Maija Kozlova, 19/05/2021, cambridgeenglish.org

There are five broadly defined prerequisites for effective learning: meaningful context, authenticity, motivation, freedom to make mistakes, and learner autonomy. Cambridge English teaching and learning materials harness the power of meaningful context and authenticity by presenting new language in a way that creates a genuine need to interact and communicate. And, as all teachers would attest, learners are most successful when they are motivated, free to learn from their mistakes, and take ownership of their own learning process.

So what do video games have to do with this? Well, in addition to the known benefits of games, video games support each of the building blocks of effective learning by providing:

Context – A strong narrative

Context is the glue that helps us connect new information to what we already know about the world. This is why when we learn a language, we cover a series of topics like family, hobbies or holidays, instead of learning all of the words in the order that they appear in a dictionary starting with A and ending with Z. Without appropriate context, new information has nothing to attach itself to in our brain and becomes almost impossible to remember.

Video games set excellent context by providing a strong and engaging narrative, a story. Humans are wired to connect with stories. A strong narrative is compelling because it triggers an emotional response, which in turn makes it memorable. That's why storytelling is such a powerful tool in marketing, politics, business and media. When teaching young learners, storytelling is vital: children rely on episodic memory much more than adults – remembering concrete facts and events they experienced that are linked together in learning.

Video games in general, and English Adventures with Cambridge in particular, provide a strong and engaging narrative in which the player is intrinsically motivated to participate. How could they not be when they're placed in the centre as the main protagonist? 'Someone's destroying my library, help me!' pleads Lilac, 'The stories need fixing, too!'

Authenticity – Purposeful interactions

We all know that being able to use the second language (L2) is more important than knowing facts about it. How often would you have to explain to a waiter in a foreign country which part of speech you are about to use when ordering a cup of coffee? Never – what matters is communication and meaning! 'I'd like a cup of coffee, please,' when sitting down at a table in a café. You wouldn't expect the waiter to then reply, 'Well done, that was the correct use of "would"!'. This is because in real life, we speak or write or read or listen when we have a need or a reason to do so – we call this 'intrinsic motivation'.

Video games provide similar intrinsic motivation to communicate in a meaningful context. In our language-learning experience in English Adventures with Cambridge, for example, the player will interact with Lilac, a fairy librarian in a giant library. 'I'm thirsty! Can you bring me a hot drink?' Lilac asks. To fulfil her request, the player will not need to complete a classroom-like vocabulary task. Instead, by exploring the beautiful library, the player will find a fully functional vending machine. Just like in real life, 'milkshake', 'juice' and 'lemonade' will be available for purchase, but the player will only hear the librarian say, 'Ah, finally! It was delicious, thank you!' when they bring her back a cup of coffee, rewarding the player with some more authentic language used in context.

Motivation – Emotional engagement

There's a direct link between learner motivation and learning outcomes in and outside the classroom. Engaged learners are focused and curious, and generally do better than those who are disinterested or distracted. Video games are very good at leveraging the story, the challenges and the rewards within the game to trigger emotional response which is directly linked to motivation.

Inside our game in Minecraft, learners are motivated to solve the language puzzles because it ensures their progress within the game. They're encouraged to persevere in their learning, both by the environment and the characters they meet. Players can choose which parts to pay most attention to, but they can't avoid it. The language is built into the interactions within the game. To progress, players have no choice but to communicate ... in English!

Mistakes help you learn – Freedom to fail

It might seem counter-intuitive, but when learning a language, mistakes can be beneficial when learners are given an opportunity to notice and reflect on them in a safe environment. Video games are excellent at providing plenty of safe opportunities to practise. In our Minecraft game, for example, players are free to wander off the wrong way or spell a word wrong. Instead of losing marks or progress, each mistake will result in more language input, to nudge learners towards the solution. This freedom to fail in video games is key to uninhibited language practice and is fundamental to our English Adventures with Cambridge.

Autonomy – Independent decision making

Finally, in all kinds of teaching contexts, learner autonomy is another pillar of success. The more engaged the learner is in their own learning process, the more fruitful the results. In language-learning classrooms, learners are encouraged to develop study skills alongside listening, writing, speaking and reading – keeping consistent vocabulary notes, drawing mind maps, developing strategies for exam taking, listening and expeditious reading, to name just a few.

In video games, the process of becoming an independent decision maker is naturally fostered through the nature of the task in hand: the player has to discover ways out of tricky situations, frequently coming back to the starting point and starting all over again in order to progress within the game. In doing so, the players not only develop their sense of curiosity, but also perseverance, problem-solving skills and confidence, the usefulness of which stretches back to the classroom and beyond.

2. The wind-farm controversy

Linguapress.com

Plans to upgrade a "wind farm" for generating electricity, on a hilltop half a mile from the Lake District National Park, have caused a big argument among British conservationists

Since 1993, twelve big wind turbines have stood on Kirkby Moor, a windy hilltop in the north of England. Now, the company that operates the site, RWE Energy, wants to replace the existing turbines, which are 45 metres high, with six new ones, 115 metres high.

These turbines will produce more clean renewable energy, but some people do not want them. The wind farm is less than a kilometre from the edge of the Lake District National Park, and is visible for miles around. The site is also classified as an SSSI, or Site of Special Scientific Interest, *on account of its wildlife*.

When the first wind farm was planned, an official inspector was appointed to study the controversy: he decided that the wind farm would not have any major ecological consequences, but "the visual impact of the scheme would be sufficiently harmful". The new 115-metre wind turbines will be even more visible.

Almost everyone agrees that we must produce clean renewable energy; but wind-farms have always been controversial. Some people love them, others do not want them on aesthetic grounds. Do we need massive wind power generators in beautiful parts of the countryside?

IN FAVOUR OF WIND-FARMS

"Britain is a windy country, and it ought to make use of its wind. If that means putting wind farms on top of every windy hill in Britain, then that's what we ought to be doing. It's just ridiculous to say "Stop, you can't put a wind farm there because this is a National Park, or near a National Park, and wind farms don't look pretty!" It just happens that most of the windy mountains in England and Wales are in National Parks, or on National Trust land near the coast.

"Some people say wind farms are ugly; but this is rather hypocritical; they just don't want to see any signs of the times on their favourite bits of pretty countryside. It's like the people who complain about new high-speed railways. Half of them commute into London every day, and use roads and railway lines; yet they complain as soon as someone suggests building something near them.

It's the NIMBY syndrome; Not In My Back Yard. You can build your wind farms and high speed lines and prisons and factories and rubbish dumps wherever you like, as long as it's not near me. These people say they're conservationists, but if you ask me they're just jumping on the green bandwagon to defend their own interests.

Questions of aesthetics are not really important; what is important is that we move over to clean energy sources as fast as possible, and get rid of pollution and the nuclear risk. That's the real issue. After all, if we don't, we'll end up destroying the environment that National Parks are meant to protect, through pollution and climate change."

AGAINST WIND-FARMS

We've already lost most of our natural environment in England, and thousands of kinds of plants and insects and animals have disappeared. It's absolutely essential that we protect what is still left. The answer isn't to build more power stations, whatever sort of energy they use; it's to use less energy — make people use more public transport and less fuel.

O.K., we should be using more renewable energy, but we've got to find a balance between energy and the environment. Some places have got to be protected from development, and National Parks more than any other areas. That's what they exist for! Of course Kirkby Moor is just outside a park, but it's close enough to affect the park.

There are plenty of other places where wind farms can be built. Besides, wind power isn't the only form of renewable energy. There's wave power too; that's what we really ought to be developing. Floating wave power generators could produce all the electricity Britain needs, and they wouldn't cause any problems.

We don't need renewable energy. Nuclear power is the answer; it's clean and safe, as long as it is properly looked after. Nuclear waste's a problem today, admittedly, but scientists are sure to come up with a way of treating it effectively, one of these days.

The government inspector said that the project should not go ahead, and he should know what he's talking about. Kirkby Moor is a beautiful part of Britain, and it shouldn't be disfigured. If you build a wind farm, that means putting up buildings too, and overhead power lines; there'll be people working there to run the place too. Another bit of unspoilt countryside will be disfigured.

3. The Choice.

By Edward Felsenthal, Time Magazine, December 27th, 2021

Despite shattering records this year with a net worth above \$300 billion, Elon Musk demurs at being described as the richest person in the history of the world. “Excluding sovereigns,” Musk says wryly, adding that Russia’s Vladimir Putin is likely richer than he. “I can’t invade countries and stuff.”

The differences begin to fade a bit as one drives down Texas Highway 4, between the Gulf of Mexico and the Rio Grande, toward one of the southernmost points in the U.S., where Musk is preparing to launch the world’s largest rocket. Gleaming spacecraft rise stories above the sparse terrain. His company is gobbling up local housing and encouraging employees to move there. “Creating the city of Starbase, Texas,” Musk announced on Twitter earlier this year, to the evident surprise of the residents of Boca Chica, where his facility is located.

For nearly a century, TIME has named a Person of the Year—the individual or group who most shaped the previous 12 months, for better or for worse. Person of the Year is a marker of influence, and few individuals have had more influence than Musk on life on Earth, and potentially life off Earth too. In 2021, Musk emerged not just as the world’s richest person but also as perhaps the richest example of a massive shift in our society. From Amazon’s Jeff Bezos to Facebook turned Meta’s Mark Zuckerberg, the year brought home the extent to which, at a time of rising protest over ever deepening inequality, our lives and many of the basic structures around them are now shaped by the pursuits, products and priorities of the world’s wealthiest people.

Even in that rarefied crowd, Musk is in a class of his own. He sees his mission as solving the globe’s most intractable challenges, along the way disrupting multiple industries across two decades. These include what was once the core American creation, combustion-engine automobiles, and what was once the core American aspiration, spaceflight, as well as a litany of other manifestations of our present and future: infrastructure construction, artificial intelligence, neurotechnology, payment systems and increasingly money itself through his dalliances with cryptocurrencies.

As provocative as his vision is his persona, a blunt instrument that often seems to revel in division and aggressive mockery as he gives the world access to his identity through social media.

Musk's largest terrestrial impact so far has been with Tesla. 2021 was the year that electric vehicles finally came into the mainstream and that Tesla became a trillion-dollar company, one of only a handful in the world. It's a market that Musk almost single-handedly created, seeing long before others the demand for clean-energy transportation that the world's climate crisis would eventually propel. From Detroit to Milan, announcements of EV commitments poured in all year as automakers that once fiercely resisted emissions restrictions are now scrambling to catch up.

Should we fall short with Earth, Musk's answer is space, where he envisions "a futuristic Noah's ark." His SpaceX is the global commercial leader in building and flying rockets and crews, chosen by NASA to build the ship that aims to place astronauts back on the moon for the first time in more than 50 years. Musk's rough timeline for that is three years, with two more years to land on Mars. The key, he says as matter-of-factly as the rest of us might say the time of day, is making spacefaring rockets as reusable as airplanes.

Musk's rise coincides with broader trends of which he and his fellow technology magnates are part cause and part effect: the continuing decline of traditional institutions in favor of individuals; government dysfunction that has delivered more power and responsibility to business; and chasms of wealth and opportunity. In an earlier era, ambitions on the scale of interplanetary travel were the ultimate collective undertaking, around which Presidents rallied nations.

Today they are increasingly the province of private companies. To Musk, that is progress, steering capital allocation away from the government to those who will be good stewards of it. To others, it is testament to capitalism's failings as staggeringly wealthy, as mostly white men play by their own rules while much of society gets left behind.

In deciding each December who should be Person of the Year, we look back but also aim to look forward. Bezos was the choice in 1999 when e-commerce was just beginning to take off. Zuckerberg was selected in 2010, well before it was clear what Facebook's full effect on society and democracy would be. We don't yet know how fully Tesla, SpaceX and the ventures Musk has yet to think up will change our lives. At 50, he has plenty of time to write the future, his own and ours. Like it or not, we are now in Musk's world.

For creating solutions to an existential crisis, for embodying the possibilities and the perils of the age of tech titans, for driving society's most daring and disruptive transformations, Elon Musk is TIME's 2021 Person of the Year.

4. Nine things you might not know about Anne Frank

From BBC History magazine

Here we round up nine important facts about Anne Frank, who in 1944 at the age of 14 was captured by the Nazis along with her family. Her famous diary was published by her father, Otto Frank, in 1947.

Anne and her family went into hiding in Amsterdam [in the Nazi-occupied Netherlands] on 6 July 1942, the day after Anne's elder sister, Margot, received a call-up for a German work camp. Anne's parents, Otto and Edith, had already planned to go into hiding with their daughters on 16 July, and had been arranging a secret hiding place. They went into hiding earlier than planned following Margot's call-up, seeking refuge in the house behind Otto's office on Prinsengracht 263.

Four other Jews lived in the secret annex alongside the Frank family: Hermann and Auguste van Pels with their son Peter, and, for a time, Fritz Pfeffer, a German dentist. Anne's diary describes in great detail the tension between the eight individuals, who had to stay indoors at all times and remain quiet so as not to arouse the suspicion of staff working in the warehouse downstairs. The entrance to the annex was concealed behind a moveable bookcase.

Anne's famous diary was written in an autograph book bound with white and red checked cloth, and closed with a small lock. It was given to her on her 13th birthday by her parents. Anne's first entries describe how her family were segregated and discriminated against. Anne addressed many of her entries to an imaginary girl friend, 'Dear Kitty' or 'Dearest Kitty'. Anne hoped her diary would be published as a novel after the war.

With no friends to confide in, Anne used the diary to express her fear, boredom, and the struggles she faced growing up. On 16 March 1944, she wrote: "The nicest part is being able to write down all my thoughts and feelings, otherwise I'd absolutely suffocate." In addition to her diary, Anne wrote short stories and collated her favourite sentences by other writers in a notebook.

By 1944, Anne was convinced she wanted to pursue her passion for writing. She dreamt of becoming a journalist, and then a famous writer. On 28 March, Gerrit Bolkestein, education minister of the Dutch Government in exile, made a broadcast on Radio Orange, calling on people to save their diaries. Consequently, Anne started to rework her diary and called it *The Secret Annex*.

On 4 August 1944, everyone in the annex was arrested. Somebody had called the German Security Police to notify them that Jews were in hiding at Prinsengracht 263. The identity of the caller has never been established. Otto's secretary, Miep Gies, who had helped the Franks go into hiding and visited them frequently, retrieved Anne's diary from the annex, hoping to return it to her one day.

Everyone in the annex was deported first to the Westerbork transit camp, and then on to Auschwitz. Upon arrival at Auschwitz the men and women were separated. Edith, Margot and Anne stayed together in a barrack, hauling heavy stones and grass mats during the day. At the end of October or the beginning of November 1944, Anne and her sister Margot were transported to Bergen-Belsen, a concentration camp in Germany where almost 4,000 Jews, primarily Dutch, were imprisoned. There, facing conditions and having no food, the girls contracted typhus. They both died in March 1945, just a few weeks before the camp was liberated.

Anne's father, Otto Frank, was the only person from the secret annex to survive. He returned to Amsterdam following the liberation of Auschwitz, learning en route of his wife's death. In July 1945 he met one of the Brilleslijper sisters, who had been at Bergen-Belsen with Anne and Margot. From her, he learned that his daughters were dead.

Miep Gies passed on Anne's diary to Otto Frank in July 1945. Otto later recalled: "I began to read slowly, only a few pages each day, more would have been impossible, as I was overwhelmed by painful memories. For me, it was a revelation. There, was revealed a completely different Anne to the child that I had lost. I had no idea of the depths of her thoughts and feelings." After initially feeling uncertain about publishing Anne's diary, he finally decided to fulfill his daughter's wish. The diary of Anne Frank was published in the Netherlands on 25 June 1947.

5. How online misinformation spreads

By Marcus Woo 02.11.2021, knowablemagazine.org, shortened version

You may have heard the outlandish claim: Bill Gates is using the Covid-19 vaccine to implant microchips in everyone so he can track where they go. It's false, of course, debunked repeatedly by journalists and fact-checking organizations. Yet the falsehood persists online — in fact, it's one of the most popular conspiracy theories making the rounds.

This particular example is just a small part of what the World Health Organization now calls an infodemic. Misinformation — false or inaccurate information of all kinds, from honest mistakes to conspiracy theories — and its more intentional subset, disinformation, are both thriving.

One reason for this reach is that so many people are participants on social media, the first type of mass communication that allows regular users to produce and share information. False tales — often intertwined with elements of truth — spread like a contagion across the Internet. They also evolve over time, mutating into more infectious strains, fanning across social media networks via constantly changing pathways and hopping from one platform to the next.

On March 18, 2020, Gates mentioned in an online forum on Reddit that electronic records of individuals' vaccine history could be a better way to keep track of who had received the Covid-19 vaccine than paper documents, which can be lost or damaged. The very next day, a website called Biohackerinfo.com posted an article claiming that Gates wanted to implant devices into people to record their vaccination history. Another day later, a YouTube video expanded that narrative, explicitly claiming that Gates wanted to track people's movements. That video was viewed nearly 2 million times. In April, former Donald Trump advisor Roger Stone repeated the conspiracy on a radio program, which was then covered in the *New York Post*. Fox News host Laura Ingraham also referred to Gates's intent to track people in an interview with then US Attorney General William Barr.

Even when such websites churn out misleading or false articles, they are often pushing what people have already been posting online, says Renee DiResta, a disinformation researcher at the Stanford Internet Observatory. Indeed, almost immediately after Gates wrote about digital certificates, Reddit users started commenting about implantable microchips, which Gates had never mentioned.

In fact, research suggests that malicious websites, bots and trolls make up a relatively small portion of the misinformation ecosystem. Instead, most misinformation emerges from regular people, and the biggest purveyors and amplifiers of misinformation are a handful of human super-spreaders. For example, a study of Twitter during the 2016 election found that in a sample of more than 16,000 users, 6 percent of those who

shared political news also shared misinformation. But the vast majority — 80 percent — of the misinformation came from just 0.1 percent of users. Misinformation is amplified even more when those super-spreaders, such as media personalities and politicians like Donald Trump (until his banning by Twitter and other sites), have access to millions of people on social and traditional media.

Complicating matters more, misinformation almost always contains kernels of truth. For example, the implantable microchips in the Gates conspiracy can be traced to a Gates Foundation-funded paper published in 2019 by MIT researchers, who designed technology to record someone's vaccination history in the skin like a tattoo that could be read with a modified smartphone. There are no microchips, and the quantum dots can't be tracked or read remotely. Yet the notion of implanting something to track vaccination status has been discussed. "It isn't outlandish," Johnson says. "It's just outlandish to say it will then be used by Gates in some sinister way."

What happens, Johnson explains, is that people pick nuggets of fact and stitch them together into a false or misleading narrative that fits their own worldview. These narratives then become reinforced in online communities that foster trust and thus lend credibility to misinformation.

Some broad narratives are especially tenacious. For example, Johnson says, the Gates microchip conspiracy contains enough truth to lend it credibility but also is often dismissed as absurd by mainstream voices, which confirms believers' distrust of the establishment. Details may differ, with some versions involving 5G wireless networks or radiofrequency ID tags, but the overall story — that powerful individuals want to track people with vaccines — endures.

And in online networks, these narratives can spread especially far. Johnson focuses on online groups, like public Facebook pages, some of which can include a million users. The researchers have mapped how these groups — within and across Facebook and five other platforms, Instagram, Telegram, Gab, 4Chan and a predominantly Russian-language platform called VKontakte — connect to one another with weblinks, where a user in one online group links to a page on another platform. In this way, groups form clusters that also link to other clusters.

These cross-platform links mean that the efforts of social media companies to take down election- or Covid-19-related misinformation are only partly effective. "Good for them for doing that," Johnson says. "But it's not going to get rid of the problem." The stricter policies of some platforms — Facebook, for example — won't stop misinformation from spilling over to a platform where regulations are more relaxed. And unless the entire social media landscape is somehow regulated, he adds, misinformation will simply congregate in more hospitable platforms. To Johnson's mind, the best way to contain misinformation may be by targeting these inter-platform links, instead of chasing down every article, meme, account or even page that peddles in misinformation.