

Compréhension de l'écrit et expression écrite

Le sujet porte sur l'axe 4 du programme : **Citoyenneté et mondes virtuels.**

Il s'organise en deux parties :

1. Compréhension de l'écrit ;

2. Expression écrite.

Afin de respecter l'anonymat de votre copie, vous ne devez pas signer votre composition, ni citer votre nom, celui d'un camarade ou celui de votre établissement.

Texte 1

The story is set in the 2040s. Pollution, global warming, economic crisis and overpopulation have made the world a terrible place to live in.

I was the only child of two teenagers, both refugees who'd met in the stacks¹ where I'd grown up. I don't remember my father. When I was just a few months old, he was shot dead while looting a grocery store during a power blackout. (...) My mother, Loretta, had raised me on her own. We'd lived in a small RV² in another part of the stacks.

I was introduced to the OASIS³ at an early age, because my mother used it as a virtual babysitter. As soon as I was old enough to wear a visor and a pair of haptic⁴ gloves, my mom helped me create my first OASIS avatar. Then she stuck me in a corner and went back to work, leaving me to explore an entirely new world, very different from the one I'd known up until then.

¹ the stacks : refugee villages on the outskirts of big cities

² RV : Recreational Vehicle / a van equipped with beds and cooking equipment

³ OASIS : a worldwide virtual reality game

⁴ haptic : tactile

Modèle CCYC : ©DNE

Nom de famille (naissance) :

(Suivi s'il y a lieu, du nom d'usage)

Prénom(s) :

N° candidat : N° d'inscription :

(Les numéros figurent sur la convocation.)

Né(e) le : / /



1.1

From that moment on, I was more or less raised by the OASIS's interactive educational programs, which any kid could access for free. I spent a big chunk of my childhood hanging out in a virtual-reality simulation of *Sesame Street*, singing songs with friendly Muppets and playing interactive games that taught me how to walk, talk, add, subtract, read, write, and share. Once I'd mastered those skills, it didn't take me long to discover that the OASIS was also the world's biggest public library, where even a penniless kid like me had access to every book ever written, every song ever recorded, and every movie, television show, videogame, and piece of artwork ever created. The collected knowledge, art, and amusements of all human civilization were there, waiting for me.

Ernest Cline, *Ready Player One*, 2011

Texte 2

Why You Should Be Careful Of Your Kids Using Virtual Reality

It's getting easier for kids to use the metaverse¹, but experts warn that virtual reality holds dangers for young minds.

Meta changed the age requirement for its Quest headset users, allowing younger children to have their own accounts. Not everyone thinks this development is a good thing as concerns grow over the effects of digital media on young people.

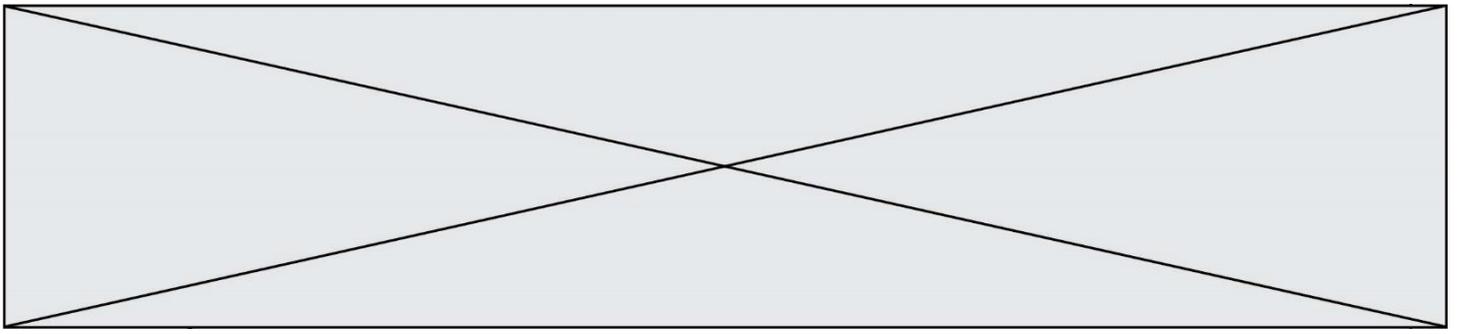
"The reality is that while there are many positive aspects of the metaverse for young minds, access to unregulated content in an unmonitored environment presents certain dangers," Bidisha Sarkar, a pediatrician at ClinicSpots, told Lifewire in an email interview. "This includes potentially offensive content, malware², cyberbullying, and more. Other risks include the potential for children to be exposed to predators in chat rooms or to acquire an online profile that is not age-appropriate." [...]

The key to allowing young kids access to the metaverse is supervision and regulation, Sarkar said. Parental guidance can help ensure children are exposed only to appropriate content while they safely explore what this digital world has to offer.

"There are also numerous educational programs available on virtual learning platforms that can teach important skills and concepts without exposing them to unnecessary dangers," she added.

¹ the metaverse : an Internet that includes virtual environments

² malware : viruses, programs destined to damage computers



20 Parents should set strict rules and expectations around their online activities, Sarkar said. It is also essential to monitor how long they spend in virtual reality and what type of content they are exposed to. You should also be aware of the various privacy settings available when setting up your child's profile, as these will ensure that only age-appropriate content appears on their screens.

Sascha Brodsky, "Why You Should Be Careful Of Your Kids Using Virtual Reality",
lifewire.com, June 26, 2023

1. Compréhension de l'écrit (10 points)

Give an account of both documents, **in English** and in your own words, focusing on what virtual reality consists in as well as its applications in education, on the role of parents and on the notion of danger.

2. Expression écrite (10 points)

Vous traiterez **en anglais**, et en 120 mots minimum, **l'un des deux sujets suivants au choix** :

Sujet A

You are the narrator of *Ready Player One* (Text 1). Give an account of the day you acquired a particular skill thanks to the OASIS.

Sujet B

Write an article for the school newspaper encouraging the use of virtual reality in teaching practices.