



הצעה לפתרון בחינת הבגרות באנגלית

חורף תשפ"ג 2023

5 יח"ל

שאלון G

הפתרון נכתב על ידי: סופי בוחניק ונינה בקר

מצוות מורי רשת החינוך אנקורי

המורים שפתרו את הבחינה מחכים לכם פה

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QUESTIONS (60 points)

Answer questions 1–9 in **English** according to the article. In questions 1, 3, 5 and 9, circle the number of the correct answer. In the other questions, follow the instructions.

1. What do we learn from paragraph I about kids' use of smartphones?

- i) Why it increases with age.
- ii) What its damaging effects are.
- iii** How parents react to it.
- iv) What parents do to restrict it.

(6 points)

2. Smartphones are widely used by American kids. Give ONE fact from lines 2–3 that shows this.

ANSWER: 70% of youngsters/ 90% of teenagers have a smartphone.

(7 points)

3. What are we told about the research mentioned in line 9? (paragraph II)

- i** What its findings were.
- ii) How the participants were chosen.
- iii) Who paid for it.
- iv) Why it took so long to do.

(7 points)

4. In line 11 Derry refers to "a powerful effect on app users." What is that effect? (paragraph II)

COMPLETE THE SENTENCE.

App users are glued to the smartphone/ are not able to resist using the app.

(7 points)

5. What is explained in paragraph III?

- i) Why some app users are happier than others.
- ii) Why children are a big source of profit for companies.
- iii) How the apps were studied.
- iv** How the use of apps affects the brain.

(6 points)

6. According to lines 17–18, when might people using a health app get points?

COMPLETE THE ANSWER.

When they eat more vegetables.

(7 points)

7. What ethical problem with persuasive design does Derry discuss in lines 20–21?

COMPLETE THE SENTENCE.

Software companies ..shouldn't use scientific knowledge to control the minds of ..
youngsters..

(7 points)

8. Give ONE problem faced by kids who use smartphones. (paragraph IV)

COMPLETE THE SENTENCE.

Those kids may be unable to ..have normal social interactions with friends..

(7 points)

9. What does Derry believe that parents should do? (paragraph V)

i) Ask companies to stop using persuasive design.

ii) Set an example to their kids on smartphone use.

iii) Teach their kids patience and persistence.

iv) Limit the types of apps on kids' smartphones.

(6 points)