PRUEBA DE NIVELACIÓN

Área/Asignatura	INGLÉS
Grado:	11°

Korean Pop

Asian culture became very popular in the last few decades among teenagers. At first, Japanese video games (**1)** _____ consoles were exciting for children but worrying for parents. Around the same time, American comics found a rival in manga, the Japanese version of these drawn stories. But that **(2)** _____ a while ago. Now, the competition is around music, especially Korean Pop, also known as K-pop.

If you understand words such as BTS or Blackpink, then it shows that you are one of the millions of fans of the Korean bands who have become popular on the planet. **(3)** _____ is their secret? A combination of making it fun for all and attractive to the eyes and ears. Of course, having a little English sentences and phrases in their lyrics helps to make the music easy to sing **(4)** _____ the world.

K-pop **(5)** _____ existed for almost 30 years. Now, these bands can fill stadiums, get more views and replays of Internet platforms and create big groups of fans on the internet. Do you have a favorite K-pop artist or band?

1.	**A.** but	**B.** or	**C.** and
2.	**A.** is	**B.** was	**C.** were
3.	**A.** Why	**B.** How	**C.** What
4.	**A.** around	**B.** of	**C.** between
5.	**A.** have	**B.** has	**C.** hasn't

Discover Colombia: Celebrations

Colombians are proud of their diverse traditions and cultural expressions. As one of the countries with the highest number of national holidays, people here know about parties and festivals. In fact, these celebrations happen every month. Apart from the popular carnival of Barranquilla, we want to talk about two other important festivals as colourful as any other in the country.

The first is a festival in Medellín, known as The Flower Fair. For 10 days in August, all the flowers in the city finish to grow and give visitors from around the world views that are difficult to forget. The citizens of Medellin celebrate with events where horses and classic cars are decorated with flowers. Silleteros, farmers who create these flower decorations, are responsible for the success of the event. At the same time, other cultural events with traditional and modern music complement the agenda.

6. Colombians are

A. proud of their traditions.

B. sad about the holidays.

C. traditional in few festivals.

7. Colombians festivals

A. show similar colours.

B. are associated with coffee

C. happen through the year.

8. How often do people celebrate The Flower Fair?

A. Every month.

B. Once a year.

C. Ten days.

9. Nowadays, The Flower Fair

A. attracts tourists to the city.

B. can be easily forgotten.

C. is organized by Silleteros.

10. Farmers who live in the region.

A. invite their family and friends.

B. pay for the decorations of the horses.

C. are part of the positive results.

Augmented Reality

Augmented reality (AR) is not a new phenomenon in the world of technology. It is thought that the term "augmented reality" was first used in 1990 by a researcher called Tom Caudell, who worked at the aviation company Boeing. He used the term to describe a system that he and his colleague, David Mizell, were developing, which combined virtual images with physical world in order to provide complex information to workers in the factory.

Today, AR has become part of the mainstream high technology used by computer and software companies to create products such as video games, smartphone applications, and educational tools. Makers of computer games, in particular, were quick to see the potential of AR to provide a richer, more multisensory experience for gamers. Now, using devices such as head-mounted displays, headsets, and special glasses or visors, players become real characters in the game and can connect with other players all over the world in a multilayered virtual environment.

11. According to the text, AR

A. has been used for almost 30 years.

B. was first used by makers of video games.

C. is not used in the field of education.

D. was developed in the 21st century.

12. It can be inferred from the text that AR games

A. are inexpensive to buy.

B. are used in schools

C. usually require special equipment.

D. are always played alone.

13. The author suggests that the invention of AR

A. has an unknown origin.

B. resulted from a collaborative work.

C. occurred by accident.

D. is attributed to a Boeing pilot.

14. It can be inferred that some high technology products

A. use AR to make profit.

B. transformed into AR.

C. are used by software companies.

D. work faster now thanks to AR.

15. The author implies that producers of computer games wanted to

A. become rich selling video games.

B. improve gamers' skills.

C. improve the aviation field.

D. provide gamers with a more realistic experience.

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