Instituto Universitario de Caldas

ICFES test training

Type 6

Responda las preguntas 1 - 7 de acuerdo con los siguientes textos.

Lea el siguiente texto y responda las preguntas.

En las preguntas 1 - 7, seleccione A, B, C o D

E-garbage

Nowadays, every home produces electronic garbage (or e-garbage) – old TVs, computers, or cell phones we don't use anymore. However, when we throw these objects away, we probably don't know where they end up. The US journalist and photographer, Peter Essick, decided to follow e-garbage to several different countries around the world.

In particular, Essick discovered that a lot of e-garbage goes to Ghana. There, he saw mountains of old computers and other devices in the local markets. People resell some of them, but very little equipment works or can be repaired. Some e-garbage is used to recycle the parts inside. These parts contain small amounts of metals such as copper or sometimes even gold. However, the process of recycling is very dangerous for the workers because it produces many toxic chemicals.

As a result of his travels to investigate what happens to e-garbage, Peter Essick thinks that developed countries should stop exporting their e-garbage because it is not good for the environment and bad for people's health. He believes manufacturers need to produce more eco-friendly devices in the future.

Questions

0. The author suggests that people ignore

    A. where e-garbage comes from.

    B. how to avoid producing e-garbage.

    C. what to do with old electronic devices.

    D. where e-garbage goes after being thrown away.

1. According to the text, people in Ghana

    A. repair most of the e-garbage and sell it in markets.

    B. produce a lot of e-garbage.

    C. recycle some of the parts in e-garbage to obtain metals.

    D. make a lot of money out of e-garbage.

2. It can be inferred from the text that Peter Essick

    A. likes traveling around the world following e-garbage.

    B. thinks people in developed countries should stop using electronic devices.

    C. believes e-garbage is useful to people in developing countries.

    D. thinks manufacturers should develop electronic devices that are less damaging to health and the environment.

3. The author suggests that people throw away

    A. garbage that is broken.

    B. electronic devices that might still work.

    C. mountains of recyclable electronics.

    D. equipment that cannot be repaired.

4. It is inferred from the text that e-garbage

    A. only goes to Africa.

    B. is a potential cause of cancer.

    C. is particularly useful in developed countries.

    D. is sent to different parts of the world.

5. The text implies that recycling electronic parts

    A. is a harmful practice.

    B. should be done carefully.

    C. creates copper and gold.

    D. is the responsablity of developed countries.

What a Memory: A Simple Trash Bag in the Brazilian Jungle

August 13, 2007

This trip to the Brazilian jungle camping with my friend Josh hasn't been as great as I hoped. I thought it was going to be lots of fun, but camping doesn't always live up to your expectations! Something horrible happened on the very first day. We were staying at a campsite in the rainforest, and we needed to take our full bag of trash to the trash cans, which were kept in an area well away from the tents. Josh didn't want to take the trash because he said it smelt horrible, and the trash cans were a long way from our tent. I thought this was a very bad attitude because you have to be responsible about getting rid of your trash, especially when you're in the wild, and because it's important to be considerate to other people on the campsite. To be honest, I felt Josh's attitude was embarrassing for a young adult, and thought he should grow up. I decided to take the trash myself, but first I opened up the bag to sort out the items for recycling. I don't always recycle as much as I should, but the Brazilian jungle seemed a good place to put that right. As soon as I opened the bag, a cloud of mosquitoes flew out all around me. I started to run, but the bag broke and trash went everywhere. I slipped on the trash and fell over, and ended up lying on the smelly trash and unable to get up because I'd hurt my ankle. I felt like screaming!

Questions

1. It is inferred that camping in Brazil

    A. is a great thing to do.

    B. is always a wild experience.

    C. is not always what you expect.

    D. is uncomfortable to do.

2. According to the text

    A. every tent had its own trash can.

    B. the trash cans were kept near.

    C. the trash cans were a long way from the tent.

    D. there wasn't a special place for trash.

3. According to the author, Josh's attitude was

    A. selfish.

    B. unexpected.

    C. extravagant.

    D. childish.

4. It can be implied that Maria

    A. doesn't recycle often.

    B. did not have an accident.

    C. always recycles in the Amazon jungle.

    D. is not afraid of mosquitoes.

5. Maria hurt herself because

    A. she didn't know how to recyle.

    B. Josh was not collaborative.

    C. they camped in the wrong place.

    D. she stepped on the garbage.

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 the 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.

Questions

0. It can be inferred from the text that

A. AR is catching on nowadays.   B. AR is not popular at all.

C. AR is not high tech.   D. AR is unuseful to connect with people.

1. 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.

2. 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.

3. The author suggests that the invention of AR

A. has an unknown origin.

B. occurred by accident.

C. resulted from a collaborative work.

D. is attributed to a Boeing pilot.

4. 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.

5. 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.