

PARTIE 1

Traitez en 200 à 250 mots l'un des deux sujets suivants.
Indiquez le numéro du sujet choisi et le nombre de mots à l'endroit prévu sur la copie.
Tout essai hors sujet sera sanctionné par la note zéro.

SUJET N° 1

If you had to live with just one modern invention what would it be, and why?

SUJET N° 2

In this age of electronic communication, is letter-writing becoming obsolete?

PARTIE 2

- When he ... older, he will probably go and work for an American company.
A. is
B. will be
C. shall be
D. is going to be
- Although she had travelled around Europe, she still ... to Switzerland.
A. wasn't gone
B. wasn't been
C. hadn't been
D. hadn't visited
- My parents tried to ... to the party with my friends.
A. prevent me to go
B. prevent me of going
C. prevent me to going
D. prevent me from going
- "... you weren't able to see that film. The special effects were absolutely fantastic."
A. Too bad
B. Shamefully
C. Unhappily
D. Hardly
- Last week, the government ... organise a special evacuation plan due to the severe flooding in the north of the country.
A. must
B. needed
C. had to
D. might

28. ... it stops raining, I don't think it will be worth going to the beach.
A. However
B. Nevertheless
C. Unless
D. Whether
29. This man has lived in Germany for a long time and speaks perfect German but ..., he is Russian.
A. actually
B. currently
C. presently
D. the truth
30. "You ... say goodbye to everyone and leave, ... you'll miss your train."
A. would better / otherwise
B. had better / otherwise
C. had better / if no
D. had better / either

PARTIE 3**South Korea opens centres to confront cyberspace addiction**

The complex – part military camp, part rehabilitation center – resembles programs around the world for troubled youths. Instructors drive young men through military-style obstacle courses, counselors lead group sessions, and there are even therapeutic workshops on pottery and music. But these young people are not battling alcohol or drugs. Rather, they have severe cases of what many in this country believe is a new and potentially deadly addiction: cyberspace. They come here, to the Jump Up Internet Rescue School, the first camp of its kind in South Korea and possibly the world, to be cured.

South Korea is proud of being the most connected nation on earth. Ninety percent of homes connect to cheap, high-speed broadband, online gaming is a professional sport, and social life for the young revolves around the "PC bang," badly lit Internet "cafés" that sit on virtually every street corner.

But such ready access to the Web has come at a price, as legions of obsessed users find that they cannot survive away from their computers.

Compulsive Internet use has been identified as a mental health problem in other countries. But it may be a particularly sensitive problem in South Korea because of the country's nearly universal Internet access.

It has become a national issue here in recent years as users started dropping dead from exhaustion after playing online games for days and days. A growing number of students have missed school to stay online, shockingly self-destructive behavior in this intensely competitive society.

Up to 30 percent of South Koreans under 18, or about 2.4 million people, are at risk of Internet addiction, said Ahn Dong Hyun, a child psychiatrist at Hanyang University. They spend at least two hours a day online, usually playing games or chatting. Of those, up to a quarter million probably show signs of actual addiction, like an inability to stop themselves from using computers, rising levels of tolerance that drive them to seek ever longer sessions online, and withdrawal symptoms like anger and frustration when prevented from logging on.

To address the problem, the government has built a network of 140 Internet-addiction counseling centers, in addition to treatment programs at almost 100 hospitals and, most recently, the Internet Rescue camp, which started this summer. Researchers have developed a checklist for diagnosing the addiction and determining its severity, the K-Scale. (The K is for Korea.)

Though some health experts here and abroad question whether overuse of the Internet or computers in general is an addiction in the strict medical sense, many agree that obsessive computer use has become a growing problem in many countries.

Doctors in China and Taiwan have begun reporting similar disorders in their youth. In the United States, Dr. Jerald Block, a psychiatrist at Oregon Health and Science University, estimates that up to nine million Americans may be at risk for the disorder, which he calls pathological computer use. Only a handful of clinics in the United States specialize in treating it, he said.

“Korea is on the leading edge,” Block said. “They are ahead in defining and researching the problem, and recognize as a society that they have a major issue.”

The rescue camp, in a forested area about an hour south of Seoul, was created to treat the most severe cases. This year, the camp held its first two 12-day sessions, with 16 to 18 male participants each time. (South Korean researchers say a great majority of compulsive computer users are male.)

The camp is entirely paid for by the government, making it tuition-free. While it is too early to know whether the camp can help youths distance themselves from the Internet, it has been receiving four to five applications for each spot. To meet demand, camp administrators say they will double the number of sessions next year.

During a session, participants live at the camp, where they are denied computer use and allowed only one hour of cellphone calls a day, to prevent them from playing online games via the phone. They also follow a rigorous regimen of physical exercise and group activities, like horseback riding, aimed at building emotional connections to the real world and weakening those with the virtual one.

Adapted from the International Herald Tribune.

D’après le texte, pour chaque question, une seule proposition est correcte.

- After experiencing various addictions, including that of cyberspace, people come to the Jump Up Internet Rescue School as a last resort.
 - By driving through difficult obstacle courses, many youths can be cured from their addiction.
 - Cyberspace addicts are being treated with some of the same methods used for alcoholics and drug-takers.
- In South Korea, many young people connect themselves to the Internet and sit on street corners.
 - In South Korea, the Internet has become an integral part of social life.
 - South Korea is proud of the fact that ninety percent of families cannot live without their computers.

3.
 - A. Because South Koreans live near Internet access points, serious health problems have appeared.
 - B. Few students have been absent from school in order to stay home and play on their computers.
 - C. As there is so much competition in South Korea, it is surprising that students miss school.

4.
 - A. More than half of South Korea's population, under the age of 18, might become addicted to the Internet.
 - B. Being unable to avoid using the computer, without becoming upset, could be a symptom of addiction in the under -18 age group.
 - C. Playing computer games or chatting online for up to 14 hours a week is a sign of Internet addiction in South Korean society, according to a child psychiatrist.

5.
 - A. In order to solve the addiction problem, the government has built nearly 100 hospitals.
 - B. Researchers have decided to develop a checklist to diagnose Internet addiction.
 - C. To treat addicts, a number of centres are being used in addition to hospitals.

6.
 - A. Not all doctors agree that the overuse of the Internet can be considered as an addiction.
 - B. The United States has created a network, comparable to that of South Korea, for the treatment of obsessive internet use.
 - C. When they were younger, doctors in Taiwan and China experienced the same disorders.

7.
 - A. So far the camp, situated south of Seoul, has welcomed about 30 participants.
 - B. Both participants and compulsive computer users are generally male.
 - C. The camp was established to help people who are starting to suffer from compulsive computer use.

8.
 - A. Participants at the camp are only allowed to play online games one hour a day.
 - B. A special diet helps participants take part in physical activities.
 - C. Despite the lack of clear positive results, the camp is proving a success in terms of the number of participants.