ENGLISH

WRITTEN PART

PITKÄ OPPIMÄÄRÄ LÅNG LÄROKURS

16.9.2009



YLIOPPILASTUTKINTOLAUTAKUNTA STUDENTEXAMENSNÄMNDEN

1 READING COMPREHENSION

1.1 Read texts 1.1a–1.1d and then answer questions 1–25. Choose the **best** alternative for each item and mark your answers **on the optical answer sheet in pencil**.

1.1a The great escape

5

10

15

20

25

30

The great, the amazing, the one and only Houdini was coming to town. In America, Houdini attracted enormous crowds wherever he went, and his first appearance in London in 1900 had caused a sensation. Now he was on his way north to Bradford in Yorkshire. Houdini's reputation for extricating himself from seemingly impossible bonds – handcuffs, chains, even the cells of Scotland Yard – had preceded him and so had his willingness to take on challenges. He advertised big rewards for anyone who could restrain him.

William Fenton, cycle maker, repairer, and locksmith was only too willing to oblige. He had an old lock he thought might hold Houdini and bring fame to the Fenton family firm, so he dashed off a note. "Dear Sir, I have a patent lock with wood handcuffs attached, and if you will allow me to fasten you, I challenge you to pick the lock ... If you will kindly accept the challenge, I shall be pleased to handcuff you, at any time convenient to you..."

The lock had been in the Fenton family for 150 years. It was made around 1750 by William's great grandfather, also called William. For years, the lock had been fixed on the door of someone's old warehouse in the city, but when the building was demolished, William retrieved it, regarding it as something of a keepsake. The lock was the only remaining example of three such locks, and even a modern locksmith like William regarded it as special. It weighed more than 7 kilograms, measured 30 by 21 centimetres and was a chunky 9 centimetres thick. Where locks are concerned, though, size isn't so important. It's the ingenuity of the mechanism inside that keeps out would-be burglars.

The Fenton lock is a three-chambered model – effectively three locks in one. The first chamber is protected by "wards", projections around the inside of the keyhole. Only a key with the right pattern of slots can make it past the wards and on to the next chamber. Fenton was confident that the big, old lock couldn't be opened by anything

but the original key, which was a hefty thing 15 centimetres long and 5 centimetres high.

35

40

45

50

55

60

65

Houdini thrived on challenges. They were an important part of his publicity and helped to draw huge audiences. At every town he came to, the place would be plastered with posters offering prizes to anyone who could beat him. Houdini was a master of his art. He had the physical strength and agility to work in impossible positions, often tightly trussed, sometimes confined in a tiny box or a water-filled container – and he was an expert at manipulating locks.

Houdini's feats were often dangerous but he didn't take more risks than he had to. He knew locks inside out. Whenever he came across a new device, he would buy two of them: one to dismantle and study, the second to practise on. Offered something like the Fenton lock, he was understandably cautious. Something as old as this was a bit out of the ordinary. You couldn't buy one and he certainly wouldn't have encountered anything like it before. It could be a trick.

Houdini had been caught out before, during an appearance in the US. After that, he always asked to see cuffs and locks in action, closed and then opened again – just to make sure. Offered something like the Fenton lock, he would ask to examine it, and if possible take it apart to study the mechanism, or at least take the back off. Fenton turned down Houdini's request to study the lock. Houdini, in turn, declined the challenge.

In 1914, on one of Houdini's many return visits to Bradford, Fenton tried again. And again Houdini said no. And so the story grew: the lock was so good Houdini didn't dare try it. According to the Fentons, Houdini reckoned the lock was the best he had ever come across. The truth may be more prosaic. Refused permission to take the lock apart and study it, Houdini played safe and said no rather than risk failure in front of his audience. But by turning Fenton down, he left the town with a lock that has become a local legend – and won rather more than 15 minutes of fame.

Source: NewScientist, June 24, 2000

1.1b Languages dying out the world over

70

75

80

85

90

95

100

Linguistic diversity is threatened in all four corners of the Earth. That's the message in a map of endangered language "hotspots" compiled as part of a project called Enduring Voices.

Most attempts to document linguistic diversity simply count the number of languages spoken in each geographic area. By this measure, Papua New Guinea – with more than 800 languages – stands out as the most diverse country. Africa, meanwhile, boasts some 2000 of the world's estimated 7000 languages.

However, neither feature in the top five language hotspots identified by David Harrison of Swarthmore College and Gregory Anderson of the Living Tongues Institute for Endangered Languages. In place of a simple count, they have highlighted regions that host languages from a large number of distinct families, places where languages are most under threat of extinction, and where linguists have done little research.

Languages are threatened worldwide as historically isolated populations with a distinct linguistic heritage get subsumed into societies where a few dominant languages hold sway. This extinction crisis is so serious that the list of hotspots may change rapidly. Until about 60 years ago, for instance, northern California would have been in the top 10. Since then, English and Spanish have wiped out Native American languages in the area.

The approach was inspired by the concept of hotspots of threatened biodiversity, which has proved a powerful tool in getting people to think about conservation priorities. Harrison and Anderson hope their map will highlight regions that should be prioritised for linguistic study. They are also placing their data on the web, so other linguists can make their own assessments. "Others are welcome to come up with their own maps of hotspots," says Harrison.

Under the Enduring Voices project, the researchers intend to visit as many hotspots as possible and make recordings of the most endangered tongues. Ultimately, though, saving languages lies with the communities themselves. Children need to feel their native languages matter, he says, so efforts such as airing local radio shows in these languages can make a difference.

Source: NewScientist, September 22, 2007

1.1c Getting serious

It is a typical example of the colonisation of a new frontier. A few fearless explorers stake out some new, unexplored territory. Before long the first settlers move in and start to look for ways to make a quick buck. Their success attracts more settlers, and an unruly bonanza ensues; finally the policemen, lawyers and tax collectors show up. But the territory in question is not a new continent: it is the realm of cyberspace, where two developments suggest that virtual worlds are coming of age. The first is the emergence of commercial uses for virtual environments; the second is the advent of legal action and regulation.

With the popularity of virtual worlds such as Second Life and games such as "World of Warcraft" and "Sims Online", companies, academics, health-care providers and the military are evaluating virtual environments for use in training, management and collaboration. Superficially, such uses look a lot like playing a video game. The thing that distinguishes them from games is the outcome. Rather than catering to virtual thrill-seekers, the aim is to find new ways for people to learn or work together.

Blitz Games, for example, has applied its technology in a rather more serious field: the development of a medical-triage simulator. The idea is to use it to train paramedics, doctors and firefighters in prioritising care immediately after a disaster. "We are simulating the scene of an explosion on a high street," says Mary Matthews of Blitz's TruSim division. Players observe the virtual patients and estimate their respiration, paleness, bleeding and level of distress; then they use this information to determine which of them is in greatest need, all against the clock. Each player's performance is scored according to an industry-recognised training protocol. Real-life exercises could achieve the same objective, but the simulated environment cuts costs and improves access.

Cisco, an American network-equipment giant, is using virtual worlds to improve internal collaboration. Such environments are used to host meetings and to create virtual workspaces for employees who may be part of the same team but spread out over half a dozen countries. The hope is that the use of virtual worlds, rather than more structured forms of communication such as email or conference calls, will make chance meetings more likely and interpersonal networking easier. Holding business meetings in a simulated environment is not quite as glamorous as the depictions

of virtual reality found in science fiction. But it makes a change from the usual drab meeting rooms.

Real-world trade in virtual items is allowed in virtual worlds that are intended to simulate reality, such as Second Life and Entropia Universe. Such trading is banned in many game worlds, since it upsets the competitive balance if some players buy weapons or armour rather than earning them in the game. "We don't allow realmoney trades in our games because we think it creates an unfair advantage to those who are trying to play the game as it was created to be played," says a spokesman for NCsoft, the maker of "Lineage II".

In practice, however, preventing trade in virtual items is difficult, and several dedicated trading platforms have emerged to enable players to buy and sell in-game items. One of the biggest, IGE, based in Hong Kong, is now being sued by a "World of Warcraft" player who claims it has spoiled his online fun. The value of virtual items traded hit \$1 billion in 2006. Dan Kelly, the boss of Sparter, a trading platform based in Menlo Park, California, says that figure will double this year.

With such large sums at stake, it is not surprising that other unpleasant aspects of real life are starting to appear in virtual worlds too. Some people think the very nature of virtual worlds can inspire bad behaviour. Such environments provide anonymity along with a lack of social recourse.

Despite these problems, things are not really so bad. If you look at the numbers, there are so few events of fraud and problematic activity. Social networks, online auctions, classifieds and even the internet itself have all encountered issues of appropriate content, taxation and the use of intellectual property. Against this backdrop, there are relatively few disputes. As with any novel technology, virtual worlds bring new opportunities and new problems. The embrace of virtual worlds by companies, points not to the shortcomings of such environments, but to their increasing maturity and potential. This is not the end to fun and games, it's only the beginning.

Source: The Economist Technology Quarterly, December 8, 2007

145

150

155

160

165

170

175

1.1d Fast facts about troubled teens

180

185

190

Various imaging studies of brain activity and anatomy shootings find that teens and adults use their brains differently when performing certain tasks. These studies are said to support the idea that an immature "teen brain" accounts for teen mood and behavior problems. But snapshots of brain activity do not necessarily identify the causes of such problems. Culture, nutrition and even the teen's own behavior all affect brain development. A variety of research in several fields suggests that teen turmoil is caused by cultural factors, not by a faulty brain.

Anthropological research reveals that teens in many cultures experience no turmoil whatsoever. Teen problems begin to appear only after Western schooling, movies and television are introduced. Teens have the potential to perform in exemplary ways, but we hold them back by infantilizing them and trapping them in the frivolous world of teen culture.

Source: Scientific American Mind, April/May 2007

1.2 Suomenkieliset koulut:

Lue seuraavat tekstit ja vastaa niiden pohjalta **lyhyesti suomeksi** kysymyksiin a–e. Kirjoita vastauksesi **selvällä käsialalla** kielikokeen vastauslomakkeen **A-puolelle**.

Svenska skolor:

Läs följande texter och ge sedan **ett kort svar på svenska** på frågorna a–e. Skriv svaren **med tydlig handstil på sida** A av svarsblanketten för språkproven.

A Twist of the List

When the bald eagle flew off the endangered species list last year, everyone cheered. But what happens to the animals once they're off the list?

The population of grey whales off the U.S. West Coast, delisted in 1994, is thriving. But their western Pacific cousins are still on the list. They migrate past a gauntlet of Japanese fishing nets that accidentally kill a few each year. They also feed off Russia's coast where oil firms seek new resources; threats include possible oil spills and collisions with ships. The pesticide DDT reduced

American peregrine falcon numbers to a few hundred. The 1972 ban kicked off a comeback. Birds were bred and set free in countryside and cities. Tall buildings are like their ancestral cliffs, and urban pigeons are snacks on the wing. The falcon was delisted in 1999 – an endangered-species success story.

Source: National Geographic, 2008

a) Miten tekstissä mainitut harvinaiset eläinlajit nykyisin menestyvät?

Hur går det nuförtiden för de sällsynta djurarter som nämns i texten?

Sheep Sorrel

This plant is a traditional nibble for children in Newfoundland and Labrador, many of whom know it by its common names, Sweet Leaf and Sally Suckers. Sheep Sorrel is a tenacious weed when it becomes established in gardens. The presence of Sheep Sorrel in a plot of soil indicates that the ground has become sour and an application of lime is needed. Sheep and Garden Sorrels were used as diuretics and for kidney stones by the Egyptians, Greeks and Romans. They were also used to improve the blood, and, since they contain iron, probably did. Horace recommended it for queasy stomachs, a common situation amongst a people devoted to Bacchus, the god of wine. The slightly acid taste of the plant makes it a pleasant addition to a salad, and it is also good as greens. Sorrel soup is famous in French cuisine. This plant, however, contains oxalic acid and should not be consumed in large quantities too often.

Source: Peter J. Scott and Dorothy Black, Wildflowers of Newfoundland and Labrador, 2006

b) Millä kahdella pääasiallisella tavalla suolaheinää on käytetty hyödyksi?

På vilka två sätt har bergsyran huvudsakligen använts som nyttoväxt?

Camera-ready Refugees

For generations, ethnic Padaung women from Myanmar have worn brass neck rings as a mark of beauty and cultural pride. From girlhood, coils are added over time, gradually pushing down the

1.1a The great escape

- 1. What had made Houdini famous?
 - A He offered such sensational rewards
 - B He had managed to fool even Scotland Yard
 - C He could free himself from almost anything
- 2. Why did William Fenton write Houdini a letter?
 - A He, too, wanted to learn Houdini's secret
 - B He wanted to try his handcuffs on Houdini
 - C He had made something special
- 3. What is said about the old lock?
 - A William Fenton had inherited it
 - B It was one of a kind
 - C Its shape made it exceptional
- 4. What made the lock burglar-proof?
 - A It had a complicated mechanism
 - B The original key had been lost
 - C Only Fenton knew its secret
- 5. What made Houdini such a good escape artist?
 - A He could endure pain and lack of oxygen
 - B He had the right physical traits
 - C He knew how to manage publicity
- 6. Why was Houdini suspicious of the Fenton lock?
 - A He couldn't get a practice copy
 - B He knew old locks were difficult
 - C He thought it would be too tricky
- 7. What had made Houdini cautious?
 - A An incident in America
 - B He had once been arrested
 - C He had once failed to open a lock
- 8. What was the fate of the lock?
 - A Fenton gave it away to Houdini
 - B Houdini had it destroyed
 - C It gained seemingly undeserved fame

1.1b Languages dying out the world over

- 9. What is Enduring Voices?
 - A An effort to chart the languages in danger of dying out
 - B A comprehensive map of all the languages on the earth
 - C A plan to save the world's endangered languages
- 10. How does Harrison's and Anderson's work differ from a simple count?
 - A It focuses on languages not studied much
 - B It puts an emphasis on small languages
 - C It is mainly interested in regional languages
- 11. Why are some languages in danger?
 - A They are so isolated
 - B Stronger languages win
 - C There are so few speakers
- 12. Where did Harrison and Anderson get the concept of hotspots?
 - A From nature protection
 - B From language studies
 - C From the web
- 13. What is vital when saving endangered languages?
 - A Radio programmes in the language
 - B Teaching the language to children
 - C Common effort by the speakers

1.1c Getting serious

- 14. Who are the first to enter a new territory?
 - A People intending to become rich fast
 - B People who are curious about new frontiers
 - C Settlers looking for more land
- 15. What characterizes virtual worlds today?
 - A They are easier to use in real life
 - B They are increasingly sophisticated
 - C They are more thrilling

- 16. Why are new groups interested in virtual environments?
 - A They can be used to improve real life
 - B They provide models for beginners
 - C They bring the play element into work
- 17. What is the purpose of a medical-triage simulator?
 - A To save money in emergencies
 - B To train people to decide which patient gets care first
 - C To evaluate the training protocol
- 18. Why does Cisco use virtual worlds?
 - A To make co-operation between employees more structured
 - B To provide a more exciting meeting environment
 - C To make global communication easier
- 19. Why do game designers object to real-money trade in virtual items?
 - A It is not what they originally planned
 - B It upsets the rules of the game and spoils the fun
 - C It makes it possible to buy weapons
- 20. What might be a negative aspect of virtual worlds?
 - A People can become addicted to them
 - B They allow so many anonymous players
 - C They may encourage anti-social actions
- 21. Why isn't there much reason to worry?
 - A Not much harm has really been done
 - B Social networks form a safety net
 - C There are much more serious problems

1.1d Fast facts about troubled teens

- 22. What is said about the "teen brain"?
 - A It causes problems with adults
 - B It functions differently than the adult brain
 - C It is more active than the adult brain
- 23. What else has been suggested to explain teens' brains and behavior?
 - A Brain activity is a developmental phenomenon
 - B Outside factors are more influential
 - C Food plays a central role in brain development
- 24. How does Western culture differ from many other cultures?
 - A It is more influenced by films and TV
 - B It causes more problematic behavior
 - C It is more tolerant of bad behavior
- 25. What is the role of grownups?
 - A They encourage adult-like behavior
 - B They set a good example
 - C They treat teens like small children

collarbone and ribs. The shoulders slope dramatically, making the neck appear longer. Now some women are rejecting the rings because the tradition has trapped them in what critics call "human zoos" — mock villages where tourists buy tickets for a glimpse of these exotic women. Girls in these places do not attend school. If they move to a refugee camp, they get an education, but opportunities to earn money — or leave the country — are limited. Local businesses profit from the tourist traffic, and some Padaung women welcome the modest income. Is this economic empowerment, then, or exploitation? "It depends whether these women are coerced," says National Geographic Explorer-in-Residence Wade Davis. For Thailand's Padaung women, the choice is very narrow.

Source: National Geographic, 2008

- c) Mitä erikoista Padaung-heimon naisissa on? Vad är speciellt med kvinnorna i Padaungstammen?
- d) Mitä hyötyä ja haittaa tästä on naisille itselleen? Vilken fördel och vilken nackdel har detta för kvinnorna själva?

Revolutionary invention?

It's only a \$100 toy — an aquarium of swimming robotic fish developed by the Eamex Corporation in Osaka, Japan. What makes it remarkable is that the brightly colored plastic fish propelling themselves through the water in a fair imitation of life do not contain mechanical parts: no motors, no driveshafts, no gears, not even a battery. Instead the fish swim because their plastic innards flex back and forth, seemingly of their own volition. They are the first commercial products based on a new generation of improved plastics that move in response to electricity. The invention holds promise for becoming the artificial muscles of the future. Investigators are already ambitiously working on alternatives to many of today's technologies based on this invention.

Source: Scientific American Reports, 2008

e) Mikä kaloja liikuttaa, ja miten tekniikkaa voidaan mahdollisesti soveltaa?

Vad är det som sätter fiskarna i rörelse, och hur kan tekniken möjligtvis tillämpas?

2 GRAMMAR AND VOCABULARY

2.1 Read the text carefully and for each item choose the alternative that **best** fits the context. Mark your answers (26–50) **on the optical answer sheet in pencil**.

On a lonely sun-drenched knoll about half an hour's drive east of the old colonial capital of Vanuatu, Matthew Spriggs <u>26</u> on an upturned bucket, gently brushing away crumbs of dirt from a richly decorated piece of pottery unearthed only <u>27</u> minutes earlier. "I've never seen anything like this," he says, admiring the intricate design. "<u>28</u> has. This is unique."

That description fits much of __29 is coming out of the ground here. "We have a first- or second-generation site containing the graves of 30 of the Pacific's first explorers," says Spriggs, professor of archaeology at the Australian National University and co-leader of an international team excavating the site. It came to light only __31__. A backhoe operator, digging up topsoil on the grounds of a derelict coconut plantation, scraped open a grave – the first of dozens in a burial ground some 3,000 years old. It is the oldest cemetery 32 found in the Pacific islands, and it harbors the bones

- 26. A sat
 - B sitting
 - C is sitting
 - D has been sitting
- 27. A couple
 - B few
 - C a few
 - D a couple
- 28. A Anybody
 - B Everybody
 - C Nobody
 - D Somebody
- 29. A that
 - B which
 - C what
 - D it
- 30. A ones
 - B some
 - C most
 - D few
- 31. A by luck
 - B with luck
 - C for luck
 - D luckily
- 32. A ever
 - B never
 - C recently
 - D hardly ever

of <u>33</u> ancient people archaeologists call the Lapita, a label that derives from a beach in New Caledonia where their pottery <u>34</u> in the 1950s.

They were daring blue-water adventurers who roved the sea not just as explorers but also as pioneers, bringing along everything they would need to build new lives. Within the span of a few centuries the Lapita stretched the boundaries of 35 world from Papua New Guinea 36 2,000 miles eastward in the Pacific. Along the way they explored millions of square miles of unknown sea, discovering and colonizing scores of tropical islands never before seen by <u>37</u> eyes: Vanuatu, New Caledonia, Fiji, Samoa.

<u>41</u> the Lapita left a glorious legacy, they also left precious few clues

- 33. A a
 - B an
 - C such
 - D –
- 34. A is found
 - B was found
 - C was founded
 - D has been found
- 35. A -
 - B the
 - C this
 - D their
- 36. A as long as
 - B as much as
 - C at least
 - D at last
- 37. A humane
 - B human
 - C humans
 - D human's
- 38. A It was
 - B There were
 - C That was
 - D They were
- 39. A erected
 - B have erected
 - C had erected
 - D were erected
- 40. A grounds
 - B base
 - C foundation
 - D basement
- 41. A Because
 - B However,
 - C When
 - D While

about themselves. What little __42__ or surmised about them has been pieced together from fragments of pottery, animal bones, obsidian flakes, and such indirect sources __43__ comparative linguistics and geochemistry. Although their voyages can __44__ back to the northern islands of Papua New Guinea, their language, variants of which __45__ spoken across the Pacific, came from Taiwan. And their peculiar style of pottery decoration, created by pressing a carved stump into the clay, probably had its roots in the __46__ Philippines.

With the discovery of the Lapita cemetery, the volume of data available to researchers has expanded dramatically. The bones of at least sixty-two individuals have been uncovered __47__ and more skeletons are known __48__ in the ground. Other discoveries included a burial urn with modeled birds arranged on the rim __49__ peering down at the human bones sealed inside. "It's an important find," Spriggs says, "for it conclusively identifies the __50__ as Lapita."

Source: National Geographic, March 2008

- 42. A knows
 - B knew
 - C has known
 - D is known
- 43. A like
 - B with
 - C than
 - D as
- 44. A trace
 - B be traced
 - C have traced
 - D have been traced
- 45. A are still
 - B still are
 - C are yet
 - D yet are
- 46. A north
 - B north of
 - C northern
 - D northerly
- 47. A by far
 - B so far
 - C today
 - D now
- 48. A to be
 - B being
 - C will be
 - D there are
- 49. A as though
 - B even if
 - C while
 - D in order to
- 50. A rests
 - B remnants
 - C remains
 - D remainders

2.2 While hitchhiking in Britain, you're given a lift by a country farmer. Write out the hiker's replies (1–5) to the farmer, briefly (max. 2 lines) and politely in English, according to the instructions. Write your answers with their numbers, on side **B** of the answer sheet. Start each answer on a separate line.

Farmer (*stops his car*): "Want a lift? Well, hop on. You aren't from this neighbourhood, are you?"

Hitchhiker: "No, I come from Finland. I'm on vacation and just travelling around."

Farmer: "I've never been to Finland. Would you recommend goin' there?"

1. Vastaa myöntävästi ja perustele vastauksesi. Ge ett jakande svar och motivera svaret.

Farmer: "Interestin'. What do you do for a livin'?"

Hitchhiker: "Well, I've just begun my studies so I'm not really doing anything."

Farmer: "Lookin' for work then, are you? I might need a hand at the farm"

2. Kieltäydy kohteliaasti vedoten kokemattomuuteesi alalla. Tacka artigt nej till anbudet, för du saknar erfarenhet.

Farmer: "I understand. How do you like it here in Britain?"

3. Vastaa kohteliaasti. Mainitse jokin asia, josta erityisesti pidät. Svara artigt. Nämn någon sak du gillar särskilt.

Farmer: "It may be a bit rainy here but not as cold as in your country, eh?"

Hitchhiker: "Actually, we have four seasons and the summers can be very warm."

Farmer: "I'm turnin' left here. That's my house."

4. Sano, että jäät pois, koska haluat jatkaa heti matkaa. Säg att du stiger av, för du vill fortsätta direkt. Farmer: "Well, the wife likes to have a chat with visitors. Are you sure you wouldn't mind comin' in for a cup o' tea?"

5. Kieltäydy kohteliaasti vedoten aikatauluusi. Tacka artigt nej och skyll på tidsbrist.

Farmer: "Well, nice talkin' to you."

Hitchhiker: "Thanks for the lift. Good bye."

3 PRODUCTION

Write a composition of between 150 and 250 words on one of the following topics. Please write **clearly** on the notebook paper (konseptipaperi/konceptpapper) provided. Follow the guidance. Count the number of words in your essay and write it at the end.

1. Seeking Notoriety on the Net

"There seem to be people who think that humiliating others publicly on the Net is fun. I think that this kind of 'joke' can affect someone for life. On the other hand, I have also heard of teenagers taping themselves doing ridiculous things. Then they put the video on the Internet. I wonder how low your self-esteem has to be that you would want to be 'recognized' by humiliating yourself. I believe young people have too much leisure time, and that they should start doing something beneficial in their lives."

This is an extract from a letter to the editor of *Newsweek*, 2008. React to this letter. Address your comment to the editor.

2. My problem and how to solve it

Nobody's life is a bed of roses. Everybody has problems. What is a problem that is bothering you right now and how are you going to solve it? Write about it in your blog.

3. Dancing – I just love it! / Dancing – not for me, thank you!

TV programs of dancing contests have recently been very popular. Dancing includes a variety of things from ballroom dancing to disco, breakdance and ballet. What does dancing mean to you? Choose one of the alternative titles above.

4. The most important gadget of modern life

The figures below show the results of a magazine poll about the gadgets used in Finland. Discuss the percentages given and compare them to your own usage.

MIKÄ ON TÄRKEIN		VILKEN ÄR DEN VIKTIGASTE		
KONEESI?		APPARATEN FÖR DIG?		
Tietokone	64 %	Datorn	9 %	
Kännykkä	16 %	Mobiltelefonen		
Auto	9 %	Bilen		
Kahvinkeitin	8 %	Kaffebryggaren		
Televisio	3 %	Televisionen		
Lähde: tiede.fi/gallup, 2008		Källa: tiede.fi/gallı	ıp, 2008	

KOKEEN PISTEITYS / POÄNGSÄTTNINGEN AV PROVET

Tehtävä	Osioiden määrä	Pisteitys	Paino- kerroin*	Enint.	Arvostelu- lomakkeen sarake
Uppgift	Antal del- uppgifter		Koefficient*	Max.	Kolumn på bedömnings- blanketten
1.1a-d	25 x	1/0 p.	x 2	50 p.	1
1.2	5 x	2–0 p.	x 2	20 p.	2
2.1	25 x	1/0 p.	x 1	25 p.	3
2.2	5 x	3–0 р.	x 1	15 p.	4
3				99 p.	7
			Yht./Tot.	209 p.	

^{*} Painotus tapahtuu lautakunnassa. Viktningen görs av nämnden.