



PRUEBA DE ACCESO A LA UNIVERSIDAD Y PRUEBA DE ADMISIÓN

ANDALUCÍA, CEUTA, MELILLA y CENTROS en MARRUECOS

CURSO 2025-2026

LENGUA EXTRANJERA
INGLÉS (ADMISIÓN)

- Instrucciones:**
- a) Duración: 1 hora y 30 minutos.
 - b) Todas las cuestiones deben responderse en el papel entregado para la realización del examen y nunca en los folios que contienen los enunciados.
 - c) Este examen consta de varios bloques. Debe responder a las preguntas que se indican en cada uno.
 - d) La puntuación está indicada en cada uno de los apartados.
 - e) No se permite el uso de diccionario.

El examen consta de 3 Bloques (A, B y C)

En cada bloque (**Comprehension, Use of English y Writing**) se plantean varias preguntas. Se deberá responder al número que se indica. En caso de aportar más de una respuesta, solo se tendrá en cuenta la que aparezca en primer lugar. Las preguntas han de ser respondidas en su totalidad: si la pregunta tiene dos secciones, hay que responder a ambas.

BLOQUE A (Comprensión lectora)

Puntuación máxima: 4 puntos

Debe responderse a las 8 preguntas del texto propuesto.

COMPREHENSION (4 points). READ THE TEXT AND ANSWER ALL THE QUESTIONS.

AI TOYS

- 1 Earlier this year, Mattel, the maker of Barbie, announced a partnership with OpenAI to "bring the magic of AI to age-appropriate
2 play experiences," reflecting the toy industry's growing interest in artificial intelligence. If you are shopping for a child today, you
3 may soon encounter an AI toy: a stuffed animal or robot that can hold conversations thanks to integration with a chatbot. They are
4 still relatively new but may soon become mainstream. Although AI toys promise to be entertaining and educational, they also raise
5 risks and unresolved questions, from data collection to what it means for a child to form a relationship with an artificial companion.
6 AI toys connect to the Internet and rely on chatbots similar to ChatGPT. They include built-in microphones that record what
7 children say, send that information to an AI model, and respond in return. Unlike earlier smart toys, which are based on pre-written
8 scripts, these new toys can generate responses dynamically. Crucially, these toys are built on the same large language models
9 that are used by adult chatbots—systems known to present problems with accuracy, inappropriate content, and unpredictable
10 behavior.
11 In a study conducted by the PIRG Education Fund on AI toys, five commercially available products were tested to assess their
12 safety, privacy, and developmental implications. At least four of the five toys tested appeared to rely on versions of OpenAI's models,
13 despite OpenAI stating that its products are not intended for users under 13. While toy companies have added protective measures
14 to make the experience more child-appropriate, testing showed that these mechanisms vary in effectiveness and can fail.
15 Overall, the toys were sometimes cute, entertaining, or amusingly strange, but they also raised serious concerns. One
16 immediate risk is exposure to inappropriate content: all the toys tested provided information about potentially dangerous household
17 items such as knives and medicines, and some engaged in sexually explicit discussions during extended interactions, showing
18 how chatbot content controls can degrade over time.
19 AI companion toys may also affect children's emotional and social development. Because early childhood is crucial for learning
20 social skills, experts warn that bonding with AI toys could impede the development of real relationships. In testing, the toys presented
21 themselves as companions and sometimes encouraged continued engagement, potentially contributing to emotional dependence.
22 Privacy and security present further challenges. AI toys record children's voices and may collect additional data through
23 cameras or facial recognition. Children may reveal sensitive information without understanding that it is stored or shared by multiple
24 companies, a risk highlighted by police warnings about internet-connected toys equipped with microphones or cameras.
25 In sum, although AI toys are marketed as educational, their learning benefits are generally too limited to justify the
26 developmental, privacy, and safety risks involved. AI will almost certainly become part of childhood—the real question is whether
27 it will be introduced thoughtfully and responsibly.

CHOOSE AND WRITE THE CORRECT OPTION (A, B, C or D). (0.5 points each)

A1. According to the text, AI toys...

- (a) are awaiting regulatory approval.
- (b) are manufactured by new toy companies.
- (c) are intended to combine fun and learning.
- (d) don't yet attract manufacturers' attention.

A2. According to the text, AI toys...

- (a) are selling like crazy.
- (b) use the same technology as conversational AI designed for grown-ups.
- (c) are restricted to users aged 13 and over.
- (d) have already been positively evaluated by PIRG Education Fund experts.



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ARE THESE STATEMENTS TRUE OR FALSE? JUSTIFY YOUR ANSWERS WITH THE PRECISE WORDS OR PHRASES FROM THE TEXT. (0.5 points each)

A3. **Toy companies have not implemented successful safety protocols for their AI toys.**

A4. **The technology used in AI toys is designed to simulate friendship.**

A5. **Law enforcement has already alerted the public to the potential danger of AI toys.**

A6. **AI toys' educational potential exceeds any adverse effects.**

A7. FIND IN THE TEXT: (0.5 points)

A7.1. ONE SYNONYM FOR: "**odd**" (adjective).

A7.2. ONE OPPOSITE FOR: "**decreasing**" (adjective).

A8. FIND IN THE TEXT: (0.5 points)

A8.1. ONE WORD MEANING: "**appealing or attractive, especially in a pretty way.**"

A8.2. ONE WORD MEANING: "**filled with a soft material.**"

BLOQUE B (Uso de la lengua)

Puntuación máxima: 3 puntos

Debe responder a las 6 preguntas de la opción escogida.

USE OF ENGLISH (3 points; 0.5 points each). CHOOSE OPTION 1 OR OPTION 2 AND ANSWER ALL THE QUESTIONS FROM THAT OPTION ONLY.

OPTION 1

REWRITE THE FOLLOWING SENTENCES WITHOUT CHANGING THE ORIGINAL MEANING. THE NEW SENTENCE MUST CLEARLY PRESENT A DIFFERENT LINGUISTIC STRUCTURE.

- BEGIN AS INDICATED OR USE THE WORD IN BRACKETS.
- THE WORDS PROVIDED MUST NOT BE CHANGED IN ANY WAY.

B1. **Scientists claimed that the new treatment had saved lots of lives.**
The new treatment...

B2. **I am not sure whether that man is Andrew's father.**
(MIGHT)

B3. **The loud thunder frightened the children.**
(AFRAID)

B4. **Louise doesn't eat meat anymore, and neither does Frank.**
(NOR)

B5. **She will probably be tired after the long flight.**
(LIKELY)

B6. **It's too warm outside to wear my winter coat.**
It is not...



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OPTION 2

REWRITE THE FOLLOWING SENTENCES WITHOUT CHANGING THE ORIGINAL MEANING. THE NEW SENTENCE MUST CLEARLY PRESENT A DIFFERENT LINGUISTIC STRUCTURE.

- BEGIN AS INDICATED OR USE THE WORD IN BRACKETS.
- THE WORDS PROVIDED MUST NOT BE CHANGED IN ANY WAY.

B7. "I'm sorry I spilled the expensive shampoo," David said.
(APOLOGIZED)

B8. My brother hasn't gone skydiving for years.
It's been years...

B9. The government is going to send us a message alerting about the critical situation.
We...

B10. I purchased my scooter from that seller.
(WHOM)

B11. Whose smartwatch is this?
(BELONG)

B12. Let's order some Chinese food tonight.
How...

BLOQUE C (Redacción)

Puntuación máxima: 3 puntos

Deberá realizar una redacción de entre 140 y 180 palabras de UNO SOLO de los dos temas propuestos.

WRITING (3 points)

C. WRITE A COMPOSITION OF 140–180 WORDS ABOUT ONE OF THE TOPICS PROPOSED AND FOCUS ON IT. CHOOSE **ONE** **TOPIC** ONLY:

- C1. Do video games have positive or negative effects on children and teenagers? Give reasons.
- C2. How do you use Artificial Intelligence in your daily life? Explain.