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Skriflig próvtøka, 9. flokkur - I. OG II. PARTUR.  
MAI-JUNI 2009  
ENSKT



4 tímar

Næmingurin kann hava uppgávuarkið alla tíðina. Loyvt er at brúka orðabøkur og mállærur.

## 1. MÁLVIÐGERÐ

og

## 2. FRAMSETING (A, B ella C)

Tú skalt velja eitt av hesum evnunum:

- A. Ten Indian Commandments
- B. Video and Computer Games
- C. The Stolen Statue

# A Ten Indian Commandments

Remain close to the Great Spirit.

Show great respect for your fellow beings.

Give assistance and kindness wherever needed.

Be truthful and honest at all times.

Do what you know to be right.

Look after the well-being of mind and body.

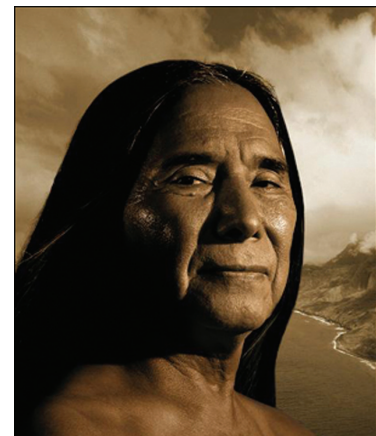
Treat the Earth and all that dwell there on with respect.

Take full responsibility for your actions.

Dedicate share of your efforts to the greater good.

Work together for the benefit of all Mankind.

Most people would agree that these old Indian commandments are still relevant.





## What you have to write:



Answer 1 or 2

1. Choose one or some of the commandments and describe their significance for you and for life today.

Essay title: **Ten Indian Commandments.**

2. Use one of the commandments as a title and write a story.

\* significance: *týdningur*

# B Video and Computer Games

Many young people spend a lot of time playing video or computer games.

What is it about the games that fascinates them?

Is there a game which you think is fantastic?

## What you have to write:



Answer 1 or 2.

1. Comment on one or some of the statements opposite.

Then write about your own experiences with video- and/or computer games.

Essay title: **Video and Computer Games.**

2. Write about your favourite game.  
When and where do you play?  
How does playing affect your relationship with family and friends.

Make your own title.

## Some statements about video and computer games:

- ‘Game violence is worse than television because in the games you make personal decisions to destroy and kill. Most games reward you for committing crimes and acts of violence.’  
*Robert, 40*
- ‘Most violent games are made just for boys. They teach boys that it’s cool to be aggressive and mean.’  
*Samantha, 36*
- ‘Computer games are addictive. People who play them sit alone for hours. They don’t get any exercise and they lose touch with the real world.’  
*Julia, 17*
- ‘If a kid is too young for a computer game, then it’s his parents’ responsibility to take it away. It’s not the video game company’s responsibility to raise children properly.’  
*James, 44*
- ‘Video games are good for you. They give you better eye-and hand coordination. They improve your reflexes and help you solve puzzles and make quick decisions.’  
*Anthony, 20*
- ‘The games let you go on great adventures in far away times and places. They’re just like good books, but more fun. You can learn a lot from a good video game.’  
*Mark, 15*
- ‘Multi player games let me interact with people from all over the world. It’s a great way to get in contact with people I’d never normally meet. I can also play with my friends over the Internet.’  
*Doug, 18*
- ‘Boys that are aggressive in real life are that way because of personal problems that they have, not because of the games they play. Most boys can easily separate the game world and the real world.’  
*Kerry, 20*



# C The Stolen Statue

Imagine that you are a detective.

A contact within the police has informed you about a stolen statue.

Nobody knows how it was stolen early Monday morning, but there are certain clues ...



## What you have to write:

Write about the stolen statue.

Who took it?

What happened?

Where was it found?

etc.

You may write about a real statue or one which only exists in your imagination.

## For your help and inspiration:

You may use these words, but you don't have to.

lorry: *lastbilur*

van: *vøruvognur*

crab (wrecking car): *kranabilur*

saw: *sag*

axe: *øks*

drill: *borur*

excavator: *gravkúgv*

wheelbarrow: *hjólbøra*

warehouse: *pakkhús*

siren: *sirena*

police car: *løgrelubilur*

handcuffs: *handjörn*

Black Maria: 'salatfat' (*vognur til fangaflutnings*)

crime doesn't pay: *brotsverk lónar seg ekki*



*Tarira*, 2000,  
Hans Pauli Olsen



*Women from Tórshavn*, 1992,  
Andrias Andreassen



*Man and woman*, 1971,  
Janus Kamban