

National University of Computer and Emerging Sciences, Lahore Campus



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Section:	All	Page(s):	2

Instructions: Attempt all the questions in sequence on the answer sheets provided.

Q1. Read the following excerpt and answer the questions that follow.

[10]

In the absence of concrete statistics on book readership in Pakistan, anecdotal evidence suggests a lack of a robust reading culture, spanning both adults and children. Publishers, generally dissatisfied with sales, often rely on school textbooks, neglecting the production of storybooks for young readers. Despite the literary contributions of figures like Sufi Tabassum and Allama Iqbal, a thriving children's books industry failed to materialize. Efforts to fill this void emerged in the 1980s and 1990s with initiatives like The Bookgroup, Nigar Nazar's Gogi, and the Alif Laila Book Bus Society, introducing innovative books for children. However, these endeavors were insufficient to reverse the prevailing non-reading trend. Firstly, vibrant, culturally resonant books for children need to be published. Secondly, these publications must be widely accessible through school libraries. Thirdly, the introduction of 'book mentors' is crucial. Librarians, as more than mere 'book keepers,' should not only organize shelves but also kindle children's interest and engage in meaningful discussions. For this, librarians must read and comprehend the books in their care. Promoting the culture of reading among children calls for the deep engagement of 'book mentors', including principals, teachers and librarians. But the real challenge is to get teachers genuinely interested in reading, which is not a solitary activity as is widely believed. It has to be followed by an interactive discussion between the participants who are also engaged with the book. The book culture is a collective pursuit to encourage further reading. This multidimensional effort is essential to dismantle resistance to book reading, fostering a new generation of avid readers in Pakistan.

Zainab Mustafa, Nov, 29, 2023 <https://www.dawn.com/news/1794110/to-read-or-not>

Questions:

- Write the implied main idea? [3]
- State two major supporting details from the excerpt. [2]
- What is the author's purpose? Explain your choice. [2]
- What is the dominant pattern of organization of the excerpt? Provide justification. [3]

Q2. Read the following 'Case Study' and answer the questions that follow.

[15]

Sohail, a university student, put in considerable effort to prepare for his first-class presentation. While conducting research, he stumbled upon fascinating information on Google, which he incorporated into his PowerPoint slides. He also experimented with different fonts to make the slides visually appealing. However, selecting suitable images proved to be a challenge, resulting in him including all the ones he liked. To add a personal touch, Sohail incorporated his favourite colour and fun images. Due to time constraints, Sohail had limited opportunity to practice and resorted to memorizing his speech. During the presentation, an audience member quickly pointed out that the combination of a black background and blue text on the slides made it difficult to read. This feedback left Sohail disheartened, but he assured the audience that he would read the content aloud while frequently glancing at the screen.

Each slide was densely packed with text, causing Sohail to realize that he would exceed the allotted time. Consequently, he hurriedly jumped from one point to another, speaking rapidly about everything

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As the presentation extended beyond the designated time, Sohail was forced to prematurely conclude, leaving several slides untouched. When someone posed a question at the end, he experienced a sense of panic. All his knowledge on the topic relied solely on the information displayed on the slides, which he had already read aloud. The feedback he received was less than encouraging, leaving him pondering where he had gone wrong.

Q3. Narrow down the topic “Communication” in three steps, use listing technique to generate 10 points and make a three-point thesis statement. [10]

Your Essay must include:

- Introduction -
 - Reader's Hook: Surprising Statistic/Fact
 - Lead-in
 - Three-point thesis statement (underline)
 - Transitional hooks
- Three Body Paragraphs
 - Topic sentences (underline)
 - Transitional hooks
 -
- Relevant Conclusion -

Video Game Addiction

An addiction can be described in several ways, but generally speaking, addictions involve unhealthy attractions to substances or activities that ultimately disrupt the ability of a person to keep up with regular daily responsibilities. Video game addiction typically involves playing games uncontrollably for many hours at a time—some people will play only four hours at a time while others cannot stop for over twenty-four hours. Regardless of the severity of the addiction, many of the same effects will be experienced by all.

One common effect of video game addiction is isolation and withdrawal from social experiences. Video game players often hide in their homes or in Internet cafés for days at a time—only reemerging

for the most pressing tasks and necessities. The effect of this isolation can lead to a breakdown of communication skills and often a loss in socialization. While it is true that many games, especially massive multiplayer online games, involve a very real form of e-based communication and coordination with others, and these virtual interactions often result in real communities that can be healthy for the players, these communities and forms of communication rarely translate to the types of valuable social interaction that humans need to maintain typical social functioning. As a result, the social networking in these online games often gives the users the impression that they are interacting socially, while their true social lives and personal relations may suffer.

Another unfortunate product of the isolation that often accompanies video game addiction is the disruption of the user's career. While many players manage to enjoy video games and still hold their jobs without problems, others experience challenges at their workplace. Some may only experience warnings or demerits as a result of poorer performance, or others may end up losing their jobs altogether. Playing video games for extended periods of time often involves sleep deprivation, and this tends to carry over to the workplace, reducing production and causing habitual tardiness.

Video game addiction may result in a decline in overall health and hygiene. Players who interact with video games for such significant amounts of time can go an entire day without eating and even longer without basic hygiene tasks, such as using the restroom or bathing. The effects of this behavior pose significant danger to their overall health.

The causes of video game addiction are complex and can vary greatly, but the effects have the potential to be severe. Playing video games can and should be a fun activity for all to enjoy. But just like everything else, the amount of time one spends playing video games needs to be balanced with personal and social responsibilities.

Q5. Read the passage given below and write 3 types of Readers Hooks that follow. [10]

From self-regulation of emotions to managing stress and loneliness, resolving conflict and standing up to bullying, a well-crafted curriculum and thoughtful classroom approaches can bring about positive and sustainable change. In classrooms that support emotional well-being, students are given opportunities to talk about themselves. They learn that their experiences are valued, and that they are seen and heard in their learning environment. Much of this has to do with linking learning to daily life experiences, where texts taught are used as springboards to engage students in thinking about their own lives, and to support them in finding a voice. This can also be done through presenting hypothetical situations that motivate them to think critically and use a problem-solving approach to brainstorm in groups. The idea is to provide opportunities for collaboration and self-expression consistently and in a structured way. Such strategies help draw out students who appear shy and withdrawn, and are essentially hesitant to share their views, often glaring at others and masquerading as difficult learners. Many of them may be using shyness as a coping mechanism to mask fear, anger or grief.

1. Anecdote
2. General Statement
3. Rhetorical Question