

## Tekst 4

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- 1p 5 'Favela Painting' (titel)  
→ In welke zin in de tekst wordt **voor het eerst** genoemd wat Nederlandse kunstenaars willen bereiken met dit project?  
*Citeer (= schrijf over uit de tekst) de eerste twee woorden van deze zin.*
- 1p 6 'communal art' (regel 4)  
→ In welke zin in de tekst wordt beschreven wat er gemeenschappelijk is aan hoe de kunstenaars te werk gaan?  
*Citeer (= schrijf over uit de tekst) de eerste twee woorden van deze zin.*
- 1p 7 What is true about the Favela painting project?  
A The inhabitants of the neighbourhood are proud of the result of the project.  
B The main aim of the project is to illustrate what it is like to live in a favela.  
C The neighbourhood became a hotspot for tourists as a result of the project.  
D The project ended with the artists and the inhabitants visiting an art gallery together.

## Tekst 5

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- 1p 8 How does the writer introduce the topic of the text in paragraph 1?  
A by admitting she was criticised for being bad at playing games  
B by confessing how she unexpectedly started to like gaming  
C by making clear that she dislikes her partner playing games  
D by wondering why anyone could find video games interesting
- 1p 9 Which aspect of gaming is stressed by Celia Hodent in paragraph 2?  
A It has fewer harmful effects than other pastimes.  
B It is more sociable than people think.  
C It requires players to focus on the activity.  
D It stimulates players to reach their targets.
- 1p 10 'But I won't be jumping over fire rings to punch a giant turtle in the real world.' (paragraph 3)  
What does the writer want to make clear with this remark?  
A She believes that solving challenges when gaming is quite satisfying.  
B She dislikes the violence that seems to be part of most video games.  
C She wonders whether gaming can be useful for activities in daily life.  
D She worries that people think gamers have a distorted view on reality.