

Контрольная работа за второе полугодие

I. LISTENING

1. *Do this exercise while you listen. Circle the best option.*

1. Many famous and successful teenagers have used new technology/ worked from an early age/ been inspired by YouTube videos.
2. Justin Bieber started off singing with R&B star Usher/ sending videos to talent scouts/ posting videos on YouTube.
3. Some people say Justin Bieber is the most influential person in the world because he has had so many number one songs/ he has so many followers on Twitter/ he is friends with Barack Obama.
4. A negative consequence of fame for Justin Bieber is he has very little privacy/ people get bored of hearing about him/ people criticise his appearance.
5. Tavi Gevinson started a fashion blog when she was 11 years old/ when she was in 11th grade in high school/ in 2011.
6. "Rookie" means a beginner/ a fan/ someone who is bad at something.
7. Style Rookie allowed readers to post pictures of themselves/ soon had a lot of readers/ was noticed by Karl Lagerfeld.
8. When some people didn't believe her age, Tavi was sad and angry at first/ decided to attack them in return/ completely ignored them and continued working.
9. Tavi employs only teenagers/ writers and photographers of all ages/ a very small group of people.
10. Louise thinks it's difficult for Tavi to have a normal life/ there's more pressure when you are a writer / there's more pressure when you are a performer.

2. *Do this exercise while you listen. Write the numbers to complete gaps.*

1. Justin Bieber started off posting videos on YouTube at the age of _____
2. Justin Bieber has over _____ followers on Twitter.
3. Tavi Gevinson started Style Rookie when she was only _____ years old
4. Tavi's blog soon built up a huge following of up to _____ reader per day.
5. One magazine upset Tavi by printing an article saying the writer didn't believe Tavi was only _____ .
6. Tavi started Rookie Magazine in _____ .
7. Less than a week after it started Rookie Magazine had _____ followers.
8. Tavi employs about _____ writers and photographers.

Number of points (18) _____

II. READING

Video games are good for you!

For years video games have been criticised for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on Wii have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally manipulate 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in the experiment, a film of traumatic scenes of injury and death was used – can actually prevent people having disturbing flashbacks.

The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

Circle the best option to complete these sentences.

1. *Only relatively recently have people started to realise ____.*
 - a. the harmful effects of video games
 - b. the beneficial effects of video games
 - c. how much we don't know about video games' effects
 - d. how much video games affect the people that play them
2. *Very young children show improved ____ after playing video games.*
 - a. muscle control and co-ordination

- b. social interaction
- c. decision-making
- d. ability to differentiate between different colours

3. *Playing video games helps doctors ____.*

- a. do operations and read X-rays
- b. make decisions under pressure
- c. operate complex equipment
- d. tend to more than one patient at a time

4. *Video gamers' decision-making speed is significantly improved by ____.*

- a. years of gaming experience
- b. long periods of game playing
- c. playing video games in short bursts
- d. certain types of video game

5. *Women who play video games demonstrate ____.*

- a. faster reaction speeds
- b. reduced stress levels
- c. better spatial awareness
- d. better multitasking ability

6. *In one research study, the video game Tetris helped people to ____.*

- a. improve their concentration
- b. overcome depression
- c. forget disturbing experiences
- d. make decisions faster

7. *Research shows that violent video games ____.*

- a. have no negative effects on players
- b. only affect players' brains after extended hours of play
- c. may have positive and negative effects on the brain
- d. only affect players' brains in beneficial ways

8. *In the future, computer games may be used for ____.*

- a. treating a variety of medical problems
- b. training doctors to deal with emotional pressure
- c. helping parents to deal with difficult teenagers
- d. treating prisoners with a history of violent behavior

Number of points: _____ (8)

III. GRAMMAR

1. Open the brackets and use the right form of the verb.

1. He (to drive) a car for three hours when he (reach) the airport.
2. We (to pack) already all our bags when they (to phone) us.
3. It (to snow) for hours and no plane was able to take off.
4. Our guide (to organize) our trip before we (to talk) to him.
5. She (to wash up) after her mother (to come) home.
6. They (to look) forward to this holiday for many years before they (to manage) to find it.
7. Mark already (to be) to Africa twice before he (to get) married.

8. We (to book) our flights weeks before we (to leave).
9. The scientist (to prepare) the article for two hours before midnight.
10. I (to cook) breakfast by 5 o'clock.

2. *Circle one variant*

1. For _____ Americans who own their own homes, _____ never-ending rise in _____ house prices is _____ good thing.
 - a) the, a, -, a
 - b) -, -, -, a
 - c) the, -, the, a
 - d) the, the, -, a
2. _____ Rockies is _____ great mass of _____ mountains running down _____ western side of the U. S.
 - a) -, the, —, the
 - b) the, the, the, the
 - c) the, the, —, the
 - d) the, a, -, -
3. _____ Northeast is _____ historic heartland of _____ U.S. and _____ centre of _____ industry.
 - a) -, the, the, the, -
 - b) the, a, the, the, -
 - c) the, the, -, the, -
 - d) the, the, the, the, -
4. In _____ New York City area _____ East **River** is _____ good example of _____ water pollution.
 - a) —, the, a, —
 - b) the, the, the, -
 - c) the, the, a, —
 - d) the, the, a, the
5. Central heating _____ just _____ in Julia's house.
 - a) have been installed
 - b) has been installing
 - c) is installing
 - d) has been installed
6. Mike _____ to clean his room.
 - a) was make
 - b) are made
 - c) was made
 - d) is being made
7. . Lisa is at the beauty parlor. She is _____.
 - a) having her nails painted
 - b) had her nails
 - c) painting her nails
 - d) painted her nails
8. Japan _____ up of a chain of more than one thousand islands.
 - a) make
 - b) is made
 - c) is making
 - d) makes
9. My father _____ that roast meat is not healthy.
 - a) persuaded
 - b) has been persuaded
 - c) has persuaded
 - d) persuades
10. The documents _____ by the time I come.
 - a) '11 have been typed
 - b) '11 have typed
 - c) '11 be typed
 - d) will be typing
11. In _____ twelfth century, _____ practice of _____ letting out farms had been _____ way of increasing _____ landlord's profits.
 - a) the, -, -, a, —
 - b) the, the, the, a, —
 - c) the, the, -, a, the
 - d) —, the, -, a, the
12. _____ people who work in _____ Wall Street area are

too busy to worry about _____ weather.

a) —, the, the

c) the, —, the

b) the, the, the

d) the, a, the

Number of points _____ (22)

IV. TOPICAL VOCABULARY

Complete the sentences with the words from the box

*ancestor bridegroom bully cheeky custody descendant divorce flexible
flighty glamorous kinsfolk propose reasonable rebellious rejected
self-confident sibling sociable spouse supportive to court violent*

1. Aboriginal heritage and knowledge of family and _____ relied on oral traditions that were disrupted and mostly destroyed by colonisation.
2. At school he was popular and _____, and we weren't surprised at his later success.
3. Children with _____ parents often do better at school than those without
4. He yells a lot but I don't think he's ever been physically _____ towards her.
5. Her teachers regard her as a _____, trouble-making girl.
6. How can we encourage employees to be more _____?
7. I have four _____: three brothers and a sister.
8. I remember the night your father _____ to me.
9. If you tell him what happened, I'm sure he'll understand - he's a _____ man.
10. Rob's very _____ - he likes parties
11. She often changes her boyfriends, she is a _____ young woman.
12. She was looking very _____.
13. She's got such a _____ grin
14. Teachers usually know who the _____ are in a class.
15. The parents were given joint _____.
16. The proportion of dual private pension households, where both _____ have private pension coverage, is 28 per cent.
17. They _____ for two years before getting married.
18. They claim to be _____ of a French duke.
19. Thirty-eight per cent of the brides, against only 16% of the _____, were still in their teens at marriage.
20. Three days before the wedding, the man of the house invited his _____ to discuss who should be invited to the wedding.
21. What are the chances of a marriage ending in _____?
22. When she was sent to boarding school, she felt as though her parents had _____ her.

Number of points _____ (22)

