LISTENING

Listening length: 10 minutes

You will hear someone being interviewed about their hobby. For questions 1-10, complete the sentences. Use 1-2 words only. You will hear the recording twice.

Charlie's hobby

- 1. Charlie compares playing Sudoku to doing a ______.
- The interviewer describes Sudoku as a ______ that has become popular all over the world.
- 3. Charlie says that when she was at school she wasn't very good at

4. Charlie does Sudoku when she is travelling on the ______.

- 5. As far as Charlie is concerned, reading and talking to people take more ______ than playing Sudoku.
- Charlie became _______ to Sudoku after one of her friends persuaded her to try it.
- It only takes Charlie ten minutes to do a ______ Sudoku puzzle.
- 8. The interviewer suggests that people who like Sudoku are trying to avoid ________ with other people.
- 9. Charlie sometimes does Sudoku with her _____.
- 10. They have ______ to see who can finish the puzzle first.

READING

Reading length: 30 minutes

Task 1. You are going to read an article containing reviews of computer games. For questions 1-10, choose from the reviews (A-E).

The Latest Computer Games

Read our reviews of this week's game releases.

A. Last year's *Motor Racers* left me feeling a little underwhelmed. After the impressive heights of their earlier Formula One game, which it replaced, the lesser-powered vehicles and disappointing graphics felt like a bit of a step back for the developers. But this year's update has added a considerable amount of extra content. You can choose to control more or less any type of car that you wish. The driving model is solid, letting the player experience what it's really like to drive round most of the world's most famous racing tracks. The graphics have generally improved but there's still something lacking. The cars throw really unnatural shadows and when I got a puncture, the car just sank into the ground on that side, rather than the tyre being deflated.

B. Many people might imagine that rail simulators are dull. Might you even think the idea of recreating a largely event-free one-dimensional journey is absurd? Well, they've actually made a game just like that. Your first hour in *Rail Game* might run like this: you jump in, expecting an in-game tutorial, and fail to move anything. So, after 20 minutes of turning your wipers on and off, you're forced into reading the manual. And that's the biggest disappointment. However, once I eventually got more or less to grips with it, I decided I actually quite liked *Rail Game*. I took a simple pleasure, for example, in constructing a track running around my own name. It's an inexplicably satisfying and therapeutic experience.

C. *Rally Rider* takes a different approach to the racing genre by abandoning smooth roads and sports cars in favour of heavy suspensions and cross-country courses. The game offers six very different tracks each with enough bumps and turns to make cars spin like they're in a washing machine. These courses are unfriendly enough, but when they're being approached at speeds nearing 150 kph they're downright dangerous. Going too fast when hitting a hill or even just going into a bump at the wrong angle is likely to send a car flying into the air, and possibly onto its roof. It means the game has to be played with care because screaming round corners at full speed will cause a crash. However, the game is a mixed bag. Tracks look good on the move, but as soon as the action slows down or stops and a closer inspection is taken, the surroundings start to look like you're travelling through a rather simply drawn child's picture book.

D. *Star Travel* is set in the distant future, when humans start to explore and colonise space. Mankind stumbles across alien races and rather than everyone trying to get to know each other in a friendly fashion, war breaks out. There are 30 pre-set campaigns to choose from, each with its own goals and problems. One of this game's best features is that you can construct ships to your own specifications, which adds an extra element to your strategy. For example, against some enemies, you'll need to concentrate on building a few highly powerful ships, instead of trying to outman them. On the whole, it's an amusing if uninspired strategy game, and if you're a fan of the genre, it should provide you with several weeks of entertainment.

E. *Wonder Racer* succeeds in bringing the body-breaking speed of biking to the PC, but its difficulty may leave you shaking. The approach is simple and unsophisticated. There are only three controls, far fewer than in many other

modern games. Players start by selecting one of sixteen riders, from a set of teams. There are ten tracks, of which three are available at the outset. The courses are a fictitious mix of country lanes, exotic beaches and snowy mountain passes. The 3D is excellent in its speed, smoothness, and level of detail. A selection of viewpoints, including a breakneck 'biker's eye view' are offered. This game will push your skills and patience to the limit.

Which of the games do the following statements refer to?

1.	The impression given by the graphics depends on the speed of your			
	vehicle.			
2.	It will keep people who like this kind of game occupied for some			
	time.			
3.	It is possible to personalize the location for the game.			
4.	It is an improved version of an earlier game.			
5.	It is an easy game to learn.			
6.	You need to use skill to avoid an accident.			
7.	Some of the details of the visual effects are not very realistic.			
8.	The concept does not sound very exciting.			
9.	It has recreated some real places.			
10.	You can design your own vehicles.			

Task 2. Put the sentences A-J into the correct order (11-20). There are no extra letters.

A. As it was public money, the schools for the poor were called public schools.

B. The conservative British, though, continued to call them public schools.

C. There are two types of schools in the UK: state schools where education is free and private schools where you have to pay.

D. However, in the course of history many public schools became very successful and turned into expensive private schools.

E. A long time ago when education was a privilege of the rich, the only schools where poor people could go were funded by charities.

F. There are some grants for bright pupils as well but the places are few and the competition is very strong.

G. The origin of the name seems now logical, doesn't it?

H. Another question is what kind of people go to a public school.

I. Well, the first thing you need to have is money as some public schools charge up to $\pounds 20,000$ a year.

J. The only thing is that private schools in Britain are called ... public. Why?

11	12	13	14	15	16	17	18	19	20

USE OF ENGLISH

Use of English length: 30 minutes

Task 1. Complete the gaps in the text with the appropriate words that match the definitions and solve the crossword puzzle.

(from "Harry Potter and the Prisoner of Azkaban" by J.K.Rowling)

Nobody at Hogwarts knew the truth of what had happened the night that Sirius, Buckbeak and Pettigrew had (1. *disappeared suddenly*) except Harry, Ron, Hermione and Professor Dumbledore. As the end of term approached, Harry heard many different (2. *ideas that are intended to explain something*) about what had really happened, but none of them came close to the truth.

Malfoy was (3. *very angry*) about Buckbeak. He was convinced that Harry had found a way of (4. *taking someone secretly to a place where they are not allowed to be*) the Hippogriff to safety, and seemed outraged that he and his father had been outwitted by a gamekeeper. Percy Weasley, meanwhile, had much to say on the (5. *the thing you are talking about or considering in a conversation*) of Sirius' escape.

'If I manage to get into the Ministry, I'll have a lot of (6. *plans or suggestions which are made formally to an official person or group*) to make about Magical Law Enforcement!' he told the only person who would listen – his girlfriend, Penelope.

Though the weather was perfect, though the (7. *the feeling that an event or place gives you*) was so cheerful, though he knew they had achieved the near impossible in helping Sirius to freedom, Harry had never (8. *moved towards something*) the end of a school year in worse spirits.

He certainly wasn't the only one who was sorry to see Professor Lupin go. The whole of Harry's Defence Against the Dark Arts class were miserable about his (9. *an occasion when you officially announce that you have decided to leave your job*).

'Wonder what they'll give us next year?' said Seamus Finnigan gloomily.

'Maybe a(n) (10. *a magical creature*),' suggested Dean Thomas hopefully.



Task 2. Write one word which can be used in all three sentences.

- 11. A) Let's now try and a date for our meeting next week.
 - B) My grandmother has very opinions about how people should behave.
 - C) Abigail gave us a lovely of glasses as a wedding present.
- 12. A) I didn't get my assignment back because the teacher hadn't had time to it.
 - B) Paint won't cover the on the wall, so we shall have to paper over it.
 - C) Sales have already passed a million
- 13. A) A single flower does not make a(n)
 - B) That hot in the mountain smells of sulfur.

C) She laid a(n) mattress under the sheet.

- 14. A) Raley started a grocery business in the 1930s with \$1000 in
 - B) Sacramento is the state of California.
 - C). Fill in the form in letters.
- 15. A) I listened to a(n) commentary of the match on the radio.
 - B) I think I left the tap I'd better go back and check.
 - C) The flight to Edinburgh has been cancelled three days.....

Task 3. Complete the sentences (16-20) with the appropriate idioms from the box. There are three idioms you don't need to use.

a piece of cake, in full swing, off the beaten track, till the cows come home, over the moon, at the crack of dawn, in the red, with a pinch of salt

16. The party was already by the time we arrived. Everyone was singing and dancing.

17. Johnny likes to exaggerate, so you should take what he says

18. I got up this morning because I had to catch the 5:30 train.

19. Stephen and his friends can talk about football Personally, I find the conversation boring after the first hour.

20. Joanne is finally getting a chance to go on her trip of a lifetime, a holiday to Australia! She was when I spoke to her.

Task 4. Match the American states and their descriptions. There are five descriptions you do not need to use.

21. Alaska	A. the only state to be named after a United States president
22. California	B. the only state in the United States whose name has one
23. Missouri	syllable
24. New York	C. the largest US state by area, once belonged to Russia
25. South Dakota	D. the faces of George Washington, Thomas Jefferson,
	Theodore Roosevelt and Abraham Lincoln are sculpted into
	Mount Rushmore in this state
	E. this state is named for England's Queen, Elizabeth I
	F. Mark Twain, a famous US writer, was born and raised in
	this state, which provided the setting for "Tom Sawyer" and
	"Huckleberry Finn"
	G. the most populous state; U.S. film industry's "Big Five"
	major film studios (Columbia, Disney, Paramount, Universal,
	and Warner Bros.) are based in the area
	H. the capital city of this state is Baton Rouge, its largest city
	is New Orleans
	I. the smallest US state by area
	J. Niagara Falls span the border between the province of
	Ontario in Canada and this state.

WRITING

Writing length: 40 minutes

Read the advertisement.

Stories wanted!

We are looking for stories for our English-speaking magazine for teenagers. Your story must begin with this sentence:

My recent holidays were a real challenge!

Write a story about your recent holidays.

Remember to:

- include a title and the sentence from the advertisement;
- describe time, place, people, weather and events in an entertaining way;
- include elements of direct and indirect speech, descriptions of the characters' feelings and emotions;
- include some description of the photo below or a few details from the photo;
- make an exciting ending.



Write your story in 150-210 words (the title is included in the word count).