

SECTION I. THE ASSESSMENT OF COMMUNICATIVE COMPETENCE (30 points)

Read the text and do the tasks below the text.

Video Games

1	Many people consider that video games have a negative effect on young people. A lot of time in front of a screen is bad for the mind and the body, they believe. Newspaper headlines often express the same opinion – and combat games cause the most concern because of the violence.
5	But is there evidence for this view? According to a report in <i>American Psychologist</i> , the truth is not so simple. Playing video games is sometimes good for children's education, health and social skills.
	Research shows that video games can actually improve certain mental skills. This is especially true for combat games. These games teach players to think about objects in three dimensions and this makes them better at studying science, technology, engineering and maths.
10	Other types of video game do not provide these benefits.
	However, other types of video game can have other positive effects. In 2013, scientists did some research into the effect of role-play games on children. The research showed that when children spend a lot of time playing these games, they get better grades at school than children who do not play them. Other research showed that playing any kind of video games improves children's creativity. But using a computer or a smartphone for emails or other tasks does not
15	provide this benefit.
	Quick and simple games like <i>Angry Birds</i> can improve players' mood and prevent them from feeling anxious. This emotional benefit is important, the report suggests. Feeling relaxed and happy is good for your health. The report also describes another emotional benefit of video games:
20	they teach children how to react well to failure. In video games, players continually fail and try again. This makes them emotionally strong in real life.
	Video games can improve social skills too, the report says. More than 70% of gamers play with a friend, not alone, and millions of people take part in huge online games like <i>Minecraft</i> . The players learn useful social skills: how to work together and how to make decisions. In general, the
25	report does not deny that some video games can have negative effects; but it is important to think about the benefits too. And remember: you must not believe everything you read in the newspaper!

No	Item	Score	
1.	Answer the following questions according to the text. (Total: 6 points) a) According to the text, what do many people think about the effect of video games on young people? _____ _____ _____	A 0 1 2	A 0 1 2
	b) According to the text, what can simple games like <i>Angry Birds</i> prevent? _____ _____ _____	A 0 1 2	A 0 1 2
	c) According to the text, what kind of social skills can online games develop? _____ _____ _____	A 0 1 2	A 0 1 2
2.	Circle the correct answer according to the text. (Total: 4 points) 1. According to the text, you learn to think about objects in three dimensions when you a. play combat games. b. do scientific studies. c. study science, technology and maths. d. play role-play games.	A 0 2	A 0 2
	2. The word <i>provide</i> in line 16 is closest in meaning to a. improve. b. offer. c. advance. d. refuse.	A 0 2	A 0 2
3.	Based on the text, write if the sentences are <i>True</i> or <i>False</i>. Justify your choice. (Total: 6 points) a) It is bad for children's health to play video games. _____ <u>because</u> _____ _____ b) Using computers for emails improves children's creativity. _____ <u>because</u> _____ _____ _____	A 0 1 3	A 0 1 3
		A 0 1 3	A 0 1 3
4.	Find in the text the synonyms for the words given below. (Total: 4 points) a) view - _____ b) enormous - _____	A 0 2 4	A 0 2 4
5.	Give another title to the text. (Total: 2 points) _____ _____ _____	A 0 1 2	A 0 1 2

6.	Explain the message of the text in 30-40 words. (Total: 8 points)	A	A
		0	0
		2	2
		4	4
		6	6
		A	A
		0	0
		1	1
		2	2

SECTION II. THE ASSESSMENT OF LINGUISTIC COMPETENCE (20 points)

Fill in the gaps with the correct form of the word or with the correct form of the verb in brackets.

No	Item	Score	
1-10	<p>In recent history, there have been some amazing inventions which (<i>to change</i>) _____ our lives. Yet, there are many everyday objects that we do not notice and we do not know (<i>why/who/ which</i>) _____ invented them. Take Nils Bohlin who invented the modern-day car seatbelt. His invention has saved (<i>million's/million/millions</i>) _____ of lives. Fifty years (<i>after/before/ago</i>) _____, Bohlin was an engineer who worked for the car manufacturer Volvo. There were other types of seatbelts, but he (<i>to develop</i>) _____ the first one which went across the chest and across the legs and then joined at the same place. Amazingly, this was a very simple idea which no one (<i>to try</i>) _____ before. Volvo soon started selling the new seatbelt in countries where cars were very popular. However, it took a long time (<i>of/ for/from</i>) _____ the invention to become popular there. Even in cars with seatbelts, many drivers did not use it because they enjoyed (<i>to drive</i>) _____ without a seatbelt. It was difficult to change (<i>their/there/theres</i>) _____ habits, even though more people survived a car crash when they wore Bohlin's seatbelt. Over the years, more and more governments made laws that forced drivers to wear the seatbelt. Today a lot of lives (<i>to save</i>) _____ by Nils Bohlin's simple invention every year.</p>	A	A
		0	0
		2	2
		4	4
		6	6
		8	8
		10	10
		12	12
		14	14
		16	16
18	18		
20	20		

SECTION III. THE ASSESSMENT OF CULTURAL AND PRAGMATIC COMPETENCES
(20 points)

Write a 70-80 word coherent text responding to the situation below.

No	Item	Score	
1.	Your school magazine has asked its readers to write an article on a national symbol of an English-speaking country. Write a description of the selected symbol and explain what it symbolises.	0	0
	_____	1	1
	_____	0	0
	_____	1	1
	_____	2	2
	_____	0	0
	_____	1	1
	_____	0	0
	_____	1	1
	_____	2	2
	_____	3	3
	_____	0	0
	_____	1	1
	_____	2	2
	_____	0	0
	_____	1	1
	_____	2	2
	_____	3	3
	_____	0	0
	_____	1	1
_____	2	2	
_____	3	3	
_____	0	0	
_____	1	1	
_____	2	2	
_____	3	3	
_____	4	4	
_____	5	5	

SECTION IV. THE ASSESSMENT OF PRAGMATIC AND CIVIC COMPETENCES

(30 points)

Write a 180-200-word coherent text expressing your attitude on the given topic.

1.	What piece(s) of advice would you give to your own generation? Justify your opinion. Present two examples. Use the following plan: · introduction; · body; · conclusion.	0	0
		1	1
		2	2
		0	0
		1	1
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		2	2
		0	0
		1	1
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