

PET Training Exercises.

Reading Part Five.

1) How to become more intelligent.

Many scientists believe that people (1) (who, which, whose, when) do a variety of activities can improve their intelligence. It doesn't (2) (mind, worry, matter, care) how old you are, the more you learn, the stronger your brain can become. (3) (So, Because, While, However), scientists also think the opposite is true. (4) (If, Unless, Since, Until) a person stops learning new things, their brain stops growing.

You can improve your brain in different (5) (kinds, habits, methods, ways). For example, you can read a book (6) (with, by, for, to) a writer you haven't read before. You can (7) (bring, get, take, make) up a hobby such as painting, cooking, writing stories or photography. Visiting new places is (8) (also, too, well, else) an excellent thing to do. Read a (9) (some, few, little, several) books on the subject before you go or look up information on the internet.

If you start doing new things now, you'll soon (10) (notice, watch, look, appear) a difference. You'll have more to talk about and (11) (all, everyone, anyone, none) will think you're an interesting person.

2) Playing Computer Games.

There are many different kinds of computer games. Casual games are quick and easy to play. People can pick up and play the game (1) (while, whenever, during, since) they have a spare minute or two. You can find (2) (they, their, there, them) on your mobile phone or your computer. They include popular games (3) (such, as, example, like) Solitaire, Chess and Candy Crush. (4) (One, Different, Another, Other) type of games is the serious games. These games are designed to (5) (teach, learn, feed, check) players something useful. One of the (6) (longest, longer, long, very long) -running serious games is Microsoft Flight Simulator. It (7) (made, was made, is made, is make) in 1982, and (8) (for, from, as, then) many (9) (poets, athletes, pilots, writers) (10) (used, are using, will use, have used) it to learn to fly planes. Other games teach police and firefighters what to (11) (make, do, act, behave) in an emergency.

Language learning software does not typically fall in this (12) (way, group, system, game), however. These are (13) (personal, educational, emotional, emergency) games. In recent years, an increasing number of games have been created to (14) (improve, decrease, change, make) the player's skills and knowledge. They help younger kids learn to count and spell, and teach older kids about mathematics and science.

(Writing: Part One).

Complete the 2nd sentence so that it means the same as the 1st one. Use no more than three words.

1. When I was younger, I practiced the piano every day.
I used _____ the piano when I was younger.
2. Only music students can go the concert in London.
You can only go to the concert in London _____ a music student.
3. My brother was taught to play the piano by a very talented teacher.
A very talented teacher _____ the piano.
4. My music teacher asked me if I liked soft music.
My music teacher said to me, " _____ soft music?"
5. I prefer listening to music to playing music.
I like listening to music _____ playing music.
6. If you want to learn a musical instrument, you need to practice every day.
You can't learn a musical instrument _____ you practice every day.
7. The children walk to school instead of going by bus.
The children go to school _____ instead of going by bus.
8. The test was so difficult that only a few students completed it.
It was _____ test that only a few students completed it.
9. My friend has borrowed the car from me.
_____ the car to my friend.
10. I was told about the accident by Jenny.
Jenny _____ about the accident.
11. John told Adam he would invite him next time.
John, " _____ you next time."
12. Football is played all over the world by many people.
Many people _____ all over the world.

The people below in 1-5 all want to buy a book. Look at the descriptions of eight books. (A-H)
Decide which book would be most suitable for each person.

1		James is looking for a book for his granddaughter's fourth Birthday present. Ideally, it should be about animals or elves and be a story he can read to her many times. Answer; _____
2		Susan is twenty-one and works for a multinational company. She likes romantic novels very much, especially if they contain descriptions of fashionable clothes, magnificent houses and parties. Answer; _____
3		Andre is from Paris and he travels across England on business very often. He would like a book that offers accurate information as he sometimes has time for a little sightseeing between business meetings. Answer; _____
4		Tina is a chemistry student but she would like to read science fiction in her free time. She wants to buy a well-written book with a surprise at the end. Answer; _____
5		Peter wants to buy a book as a present for his friend Robin. Robin is keen on fishing and likes spending time in nature. Answer; _____

A	<u>Henry Jowett: <i>The Portrait of a Woman</i></u> The charming Evelyn Blanchet was a French woman who came to England in the eighteenth century and won the hearts of young men wherever she appeared. This enjoyable romance shows us the elegant evening dresses, the wonderful rooms and Evelyn's gleaming eyes in an imaginary world full of gardens and palaces.
B	<u>Patience Jones: <i>The English Corner</i></u> In a quiet English village by the sea, a young French widow gets a second chance at love. Annabel Ginger hasn't been back to the village of Abberton since she buried her husband two years ago. Now she's returning with her 4-year-old daughter, Alice.
C	<u>Robin Greene: <i>Migration</i></u> In the dark future of Jupiter XI, more than 90 per cent of the world's population have died. Killed by themselves and others who were listening to voices steering their dreadful actions. Those who survived live in a very hostile environment. Totally unexpected ending with so many twists and turns.
D	<u>Ann Kaufman: <i>Baby Dance</i></u> This fabulous board book follows five American puppies (including a rather cheeky yorkie) as they play and dance the day away. Using delightful rhyme and simple language, American author Ann Kaufman has created a fun, rhythmical story that is a joy to read and alluring to little ears.
E	<u>Bruce Nolan : <i>Landia</i></u> Landia is a medieval world filled with pirates and warriors, adventures and battles, and a group of boys trying to find their place in the world. The story focuses on a bunch of naughty boys who, as part of their coming of age, must go through six months of tough physical training on land and sea to become warriors.
F	<u>Automobile Association : <i>Walks and Tours in United Kingdom</i>.</u> A free guide (French edition) with practical tips and advice to help you get the most out of your trip to United Kingdom. It includes detailed information on history, museums, galleries, churches as well as some useful information about accommodation. There are suggested tour routes, maps and directions.
G	<u>Izaak Watson : <i>The Perfect Storm</i></u> The "Silver Guide" series from St. George's Press has been around since the late 60's and is known for its comprehensive coverage on a wide range of nature topics. "The Perfect Storm" is no exception. The book is widely considered to be one of the leading guidebooks for the beginner angler.
H	<u>Doris McCartney : <i>The Princess</i></u> Open the book and you won't be disappointed, for what follows is a fascinating adventure with fantastical places and amazing creatures, all to be found just on the verge of reality, if only you could squeeze through the lavender hedge at the bottom of the garden to find it.