

PHẦN 1: CÁCH PHÁT ÂM CỦA ÂM VỊ TRONG TỪ

Chọn 01 trong 04 lựa chọn có phần gạch chân có cách phát âm khác với những lựa chọn còn lại. (1-4)

- | | | | |
|------------------------|----------------------|-------------------------|-------------------------|
| 1. A. <u>ac</u> credit | B. spec <u>u</u> lar | C. saliv <u>a</u> | D. maj <u>e</u> sty |
| 2. A. d <u>e</u> lete | B. d <u>e</u> velop | C. strateg <u>y</u> | D. d <u>e</u> plete |
| 3. A. prob <u>e</u> | B. adob <u>e</u> | C. abod <u>e</u> | D. mop <u>e</u> |
| 4. A. edit <u>o</u> r | B. ment <u>o</u> r | C. commentat <u>o</u> r | D. contribut <u>o</u> r |

PHẦN 2: TRỌNG ÂM

Chọn 01 từ trong 04 từ đã cho có cấu trúc trọng âm khác với các từ còn lại. (5-8)

- | | | | |
|-------------------|-----------------|------------------|-----------------|
| 5. A. euphemism | B. economy | C. arithmetic | D. millennium |
| 6. A. redundant | B. reluctant | C. microscopic | D. acquaintance |
| 7. A. abnormality | B. metropolitan | C. automatically | D. miraculously |
| 8. A. similar | B. creature | C. catwalk | D. close-knit |

PHẦN 3: TỪ HOẶC CỤM TỪ ĐỒNG NGHĨA

Chọn 01 từ/cụm từ trong 04 lựa chọn có nghĩa gần nhất với từ/cụm từ được gạch chân trong câu hỏi. (9-11)

9. The local manufacturer negligently made and marketed a motorbike with defective brakes.
 A. purposefully B. deliberately C. carelessly D. unconsciously
10. It was by a stroke of luck that nothing bad happened to him. He made a reckless effort to climb the tree to get back his kite.
 A. rational B. foolhardy C. significant D. malicious
11. The actor's decision of early retirement brought the curtain down on her distinguished acting career.
 A. was a deterrent to B. was a blessing in disguise
 C. put paid to D. paid homage to

PHẦN 4: TỪ HOẶC CỤM TỪ TRÁI NGHĨA

Chọn 01 từ/cụm từ trong 04 lựa chọn trái nghĩa với từ hoặc cụm từ được gạch chân trong câu hỏi. (12-14)

12. Thanks to the loan from the bank my struggling company managed to stay **solvent**.
 A. in the red B. in the black C. in the white D. in the blue
13. After all his symptoms of the illness had disappeared, the doctor **tapered him off** the medication.
 A. end abruptly B. end slowly C. rid him of D. stop gradually
14. On arriving home after a rough day at work, she threw her bag **unceremoniously** on the floor.
 A. hesitantly B. hastily C. harmonious D. tactfully

PHẦN 5: HOÀN THÀNH CÂU

Chọn 01 lựa chọn đúng trong 04 lựa chọn cho sẵn để điền vào chỗ trống trong mỗi câu hỏi. (15-19)

15. Few practitioners of acupuncture, herbalism, homeopathy and the _____ regard their therapies as complete substitutes for modern medicine.
 A. similar B. like C. same D. identical
16. Come on, Jack! Stop being a wet _____. Let's go to the discotheque!
 A. shirt B. blanket C. pants D. hat
17. Everyone _____ a beeline for the designer clothes when the shop opened during the sale.
 A. made B. ran C. took D. headed
18. We _____ look to Peter whenever there is a problem with our computer system.
 A. variously B. variably C. invariably D. unvariedly
19. It wasn't until after the manager's death that the whole truth _____.
 A. got in B. went off C. turned out D. came out

PHẦN 6: ĐIỂN TỪ

Chọn 01 lựa chọn đúng trong 04 lựa chọn cho sẵn để điền vào chỗ trống trong đoạn văn. (20-27)

What makes a house a home?

What makes a home? It seems like a simple question, but the answer is a little more complex. In many ways, homes (20) _____ how we live and see ourselves. And these spaces evolve when we focus on what makes us happy. This is sometimes easier (21) _____ than done, though. It requires reflection and (22) _____ choices, but it is a rewarding process. When we create a place that meets our needs and expresses our character, we enrich our lives.

The traditional way to design a house is from the outside in: starting with the walls and finding ways to fill the structure from a checklist of rooms, furniture and collections. The (23) _____ approach puts a person at the heart of a space. As the designer Ilse Crawford says, we must ask the big questions first. What does our home mean to us? How do we want to feel in it? What do we value? It's an inside-out approach that considers how we (24) _____ with and experience a space

That's not to say you need lots of money or (25) _____ to create a beautiful home. There are people who have different needs and resources but have created authentic homes where they can enjoy both the simplest and grandest gestures of life. One of them has built the foundations of a home quite quickly because it was important to be (26) _____ by pieces that had meaning and brought comfort after a move to a new country. Another has found unique solutions for their space precisely because they didn't have an (27) _____ budget, allowing themselves the luxury of time, slowly adding to their collections over the years - perhaps an item found while on travels or something that was saved for and happily moved from one dwelling to another.

(From The Guardian)

- | | | | |
|-------------------|---------------|---------------|----------------|
| 20. A. embody | B. merge | C. assimilate | D. systematize |
| 21. A. told | B. said | C. spoken | D. talked |
| 22. A. ignorant | B. thoughtful | C. imprudent | D. gracious |
| 23. A. humanoid | B. humanize | C. humanist | D. humanism |
| 24. A. enlist | B. commit | C. assault | D. engage |
| 25. A. occurrence | B. context | C. status | D. station |
| 26. A. surrounded | B. secured | C. controlled | D. suppresses |
| 27. A. non-finite | B. finite | C. infinite | D. measurable |

PHẦN 7: BÀI ĐỌC

Đọc đoạn văn và trả lời 8 câu hỏi kèm theo. (28-35)

Only a game?

Are computer gamers victims of addiction - or prejudice? Sarah Dylan investigates.

Computer games are the latest media scare. If you believe the hype, they're highly addictive and almost as dangerous as cigarettes or alcohol. Features of gaming dwell on the horror stories - the players who stare at a monitor for days, weeks or months at a time, barely pausing to sleep or eat, never mind study or socialize. Mistakenly convinced that gaming ruins grades and lives, parents and teachers then demand that teenagers immediately put down their joysticks and switch off their computers. Some even call for all games to be banned! But is this concern really justified? Gaming is a hugely popular hobby, with millions of players worldwide. Surely not all of these people are hopeless addicts and loners?

Helen Mackay is one player who contradicts the stereotype. She is both a high-flying student at a prestigious US university, and a site administrator on EverTalk - a chatroom where fans of the online game EverQuest swap ideas and games cheats. But she wasn't always an enthusiast. "Until last year, my experience of computers was limited to checking emails and downloading music, and I prided myself on not being very technologically minded, in other words, not being a geek! I'd never been heard of EverQuest until my boyfriend Tom bought a subscription. Back then I didn't get the appeal and frankly, I thought Tom was too old for that kind of stuff. But I held my tongue, convinced he'd soon get fed up and log out for the last time."

"When months went by and he still showed no signs of losing interest, I got increasingly bothered. I even considered "accidentally" spilling coffee over his keyboard so he'd be forced to stop - but I knew that would start a row and he'd only carry on playing anyway. And then

I thought, this isn't me, why am I behaving like **this**? So I had a go in secret, in a bid to be more sympathetic. I didn't really expect to enjoy it. But after a few clicks of the mouse I was hooked!"

"The game was fun and surprisingly challenging. Every action has a consequence, so you have to think very carefully! Yes, the characters - or avatar as I've learned to call them - are rather silly (I'm an elf!). However, they're liberating too. When you're acting out a role in cyberspace, you can't be judged by your looks, age or background. Through the game I've made friends with a skater-punk in Alaska and a 91-year-old Korean physicist. So-called "reality" could learn a lot from this virtual world."

Does Helen consider herself a computer addict? "Of course not. Tom and I play games for about ten hours a week. That's much less time than the average American spends surfing the internet - or watching TV! I think gamers are often treated very unfairly. We don't sneer at people in the same way for being sports fanatics, and compulsive readers are praised for being clever! But what's the difference? Just because some hobbies have been around for longer doesn't mean they're necessarily better for you. Different things suit different people, that's all."

However, anti-gaming prejudice may at last be starting to wane. Many professional organisations, including NASA, the Armed Forces and medical schools, are now designing computer game software especially for staff. Cynics have claimed that this is merely a gimmick to attract younger applicants. However, it seems more likely that employers have been influenced by the latest scientific research. Extensive studies have suggested that although playing computer games can't significantly alter IQ, it does help people to become better at analyzing details and working out solutions - all essential workplace skills. The fact that it also reduces stress is an added bonus!

Of course, as with any pleasure in life, you can have too much of a good thing. Devoting yourself entirely to one activity is never healthy, whether your passion is gaming - or studying! But maybe it's time for the technophobes to relax a bit? A few hours a week playing computer games might not be the end of the world, after all...

(From: *Target First*)

28. What is the writer's main point in the first paragraph?

- A. Addiction to gaming is a common problem.
- B. The press exaggerates the negative side of gaming.
- C. Gaming is as harmful as smoking.
- D. Gaming seriously affects students' performance at school.

29. What does Helen mean by "**geek**" in paragraph 2?

- A. someone who is obsessed by technology to an embarrassing degree
- B. someone who is not very experienced at using technology
- C. someone who is praised and admired for their technological expertise
- D. someone who is not interested in technology

30. When her boyfriend first subscribed to EverQuest, Helen:
- A. did not say anything about the game.
 - B. found playing the game boring.
 - C. told him that the game was childish.
 - D. became enthusiastic about the game.
31. What does "this" refer to in paragraph 3?
- A. damaging the computer
 - B. allowing Tom to play games
 - C. feeling upset and annoyed
 - D. arguing with Tom
32. What does Helen say she likes about EverQuest now?
- A. It allows her to do whatever she likes.
 - B. It is full of realistic characters.
 - C. It is almost as good as real life.
 - D. It allows everyone to play as equals.
33. Why does Helen think that people are more critical of gaming than other hobbies?
- A. It doesn't require much intelligence.
 - B. It is too time-consuming.
 - C. It is not a traditional hobby.
 - D. It does not offer many benefits.
34. The writer thinks some institutions are using computer games at work in order to ____
- A. employ great numbers of young people.
 - B. make employees more intelligent.
 - C. help employees to solve problems.
 - D. help employees to feel calmer and more relaxed.
35. What do we learn about the writer's opinion of computer games from reading this article?
- A. They do not have any negative consequences.
 - B. They have been unfairly criticized.
 - C. They can be enjoyed by everyone.
 - D. They are superior to most other hobbies.

PHẦN 8: HOÀN THÀNH HỘI THOẠI

Chọn 01 lựa chọn đúng ở mỗi câu hỏi để điền vào chỗ trống. (36-40)

36. Mark: "Why don't we go somewhere this year?"
Mike: "_____"
- A. Yes, let's do that.
 - B. I like it.
 - C. I think so.
 - D. Not bad
37. Ben: "We could ride there."
Arvin: "_____"
- A. No, it is OK.
 - B. Great, but it is too hot.
 - C. Yes, but it is too hot.
 - D. Certainly it is not OK.

38. David: "Mum, I want to play video games now"
David's mum: "_____"
A. No, I won't hear of it. B. Good, please don't.
C. Now, what are you saying? D. Don't dream of that. Just go.
39. Helen: Would you please go shopping with me?
Sam: "_____, but I'm very busy right now."
A. Of course not B. That's all right
C. I'd like to D. All right
40. Katherine: "How do you like your job?"
Johnny: "_____"
A. Yes, I love it. B. What about you?
C. Why not ask anybody else? D. Even though it's hard, I enjoy it.

PHẦN 9: SẮP XẾP HỘI THOẠI

Chọn 01 lựa chọn là trật tự đúng của các lượt lời trong hội thoại đã cho. (41-45)

41.
a. I'm looking for a new coin purse.
b. Very good choice.
c. That's nice, but I need something smaller and lighter.
d. OK. What about this one with polka dot patterns?
e. Maybe not. I think I like that red plaid one.
f. OK. The best-selling item is this rectangular one with tiny beads on it.
A. a-f-c-d-e-b B. f-e-a-d-c-b C. b-a-d-c-f-e D. a-b-d-c-e-f
42.
a. I think I can climb up and bring him down.
b. Sure, I do it all the time.
c. My cat is up that tree. I think he's too scared to climb down.
d. Well, it's a very tall tree. We'd better get a ladder.
e. Are you sure you can climb the tree?
f. What are you doing here, Natalie?
A. c-f-a-b-d-e B. f-c-d-a-e-b C. a-b-c-e-d-f D. b-f-a-c-e-d
43.
a. All right. I can take ten dollars off the regular price with this.
b. That's great. Thank you.
c. It's thirty dollars, ma'am.
d. This is a great haircut. I really like it. How much does it cost?
e. Oh, I almost forgot. I have a coupon I saw in the paper today. Here you go.
A. e-b-a-c-d B. a-e-c-b-d C. b-c-a-e-d D. d-c-e-a-b