

Text A

You will hear an interview with the director of a school about his decision to ban mobile phones in school.



Answer the following questions.

1. Name **one** threat to students that mobile phones can cause. [1]

.....

2. When is the secretary responsible for helping students who need to contact their parents? [1]

.....

3. What will the school do if students bring their mobile phones to school during the first month? [1]

.....

4. Who will receive the warning letter? [1]

.....

5. How does the principal feel about the banning of mobile phones? [1]

.....



08EP03

Turn over / Tournez la page / Véase al dorso

Text B

You will hear a news report about the influence of video games on teenagers.



Choose the correct answer.

6. The new finding states that video games... [1]

- ☐ A. are less dangerous than people think.
B. do not pose any threat.
C. are safer than they used to be.

7. Why did Harvard reject Carlos? [1]

- ☐ A. Weak critical thinking skills
B. Poor academic performance in sciences
C. Drop in extracurricular activities

8. Tom Beverly... [1]

- ☐ A. rejected Carlos's application to Harvard.
B. explained Carlos's decline to the media.
C. reported reasons for Carlos's decline to the school.

9. Carlos is... [1]

- ☐ A. a talented young artist.
B. a young world leader.
C. a potential scientist.

10. Another American university published their research results... [1]

- ☐ A. before Carlos applied to Harvard.
B. during Carlos's application process to Harvard.
C. after Carlos was refused to study in Harvard.



08EP04

11. Choose the **five** true statements.

[5]

- ☐ A. The research involved the study of 200 video games.
- ☐ B. The participants were exposed to a range of video games each day.
- ☐ C. The study lasted 60 days.
- ☐ D. Very few participants became more aggressive when playing violent games.
- ☐ E. The study outcome contradicted the results of the Cambridge study.
- ☐ F. The study showed that non-gamers were more sociable than gamers.
- ☐ G. Most of the gamers showed good academic performance.
- ☐ H. Playing video games for long periods has positive effects on gamers.
- ☐ I. Impact of video games on teenagers is not entirely positive or negative.
- ☐ J. Carlos may still be able to attend Harvard.



08EP05

Turn over / Tournez la page / Véase al dorso

Text C

You will hear a conversation between two colleagues about their attitudes towards dress codes in the office.



Answer the following questions.

- 12.** How does Stan take his coffee? [1]

.....

- 13.** What is the colour of Stan's tie? [1]

.....

- 14.** What do young people not take seriously at work? [1]

.....

- 15.** According to Stan, what do young men do for their work interview? [1]

.....

- 16.** How does Hadia describe the company's website? [1]

.....



08EP06

Tick **one** correct option for each of the following statements.

Whose opinion?	Stan	Hadia	Stan and Hadia	
17. The company's website needs to be improved.	☐	☐	☐	[1]
18. What people are expected to wear to work should be clear on the website.	☐	☐	☐	[1]
19. Quality of work is more important than what one wears to work.	☐	☐	☐	[1]
20. A dress code would improve how others see the company.	☐	☐	☐	[1]
21. Workwear could be discussed in the next meeting.	☐	☐	☐	[1]



08EP07