

MS. CHI ENGLISH

Name: _____

Date: .../.../2022

Class: S8

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GLOBAL ENGLISH 8: UNIT 3 – OUR SOCIETY

VOCABULARY 2

A. VOCABULARY

No.	New words	Meanings	No.	New words	Meanings
1	Economics (n)	kinh tế học	13	self-defence (n)	tự vệ
2	wealth (n)	của cải	14	Denmark (n)	nước Đan Mạch
3	income (n)	thu nhập	15	philosopher (n)	triết gia
4	GDP (Gross Domestic Product)	tổng sản phẩm quốc nội	16	Iceland (n)	nước Iceland (quốc đảo thuộc Bắc Âu)
5	per capita (adv)	theo đầu người	17	art appreciation	sự thưởng thức nghệ thuật
6	healthcare (n)	chăm sóc sức khỏe	18	ceramics (n)	nghệ thuật làm gốm
7	life expectancy (n)	tuổi thọ	19	choir (n)	hợp xướng
8	social support (n)	hỗ trợ xã hội	20	circus skill	kỹ năng diễn xiếc
9	generosity (n)	sự rộng lượng	21	origami	nghệ thuật gấp giấy
10	immigrant (n)	dân nhập cư	22	astronomy (n)	thiên văn học
11	Finland (n)	nước Phần Lan	23	Norway (n)	nước Na Uy
12	Finnish (n)	người Phần Lan			

***Note:** n – noun: danh từ; adv – adverb: trạng từ

*** Con học thuộc nghĩa của từ, chép mỗi từ 1 dòng vào vở ghi và chính phát âm theo từ điển.**

B. HOMEWORK

I. Guess the correct words using the definitions given.

0. having little color and excitement	→ <u>drab</u>
1. the quality or condition of being generous	→ _____
2. the activity or business of providing medical services	→ _____
3. protection of yourself, either by fighting or discussion	→ _____

4. the art of making objects by shaping pieces of clay and then baking them until they are hard	→ _____
5. the art of making objects for decoration by folding sheets of paper into shapes	→ _____

II. Fill in the blanks with the given words in the box.

incomes	wealth	rival	GDP	per capita	life expectancy	immigrants
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0. The companies produce **rival** versions of the toy.

- _____ in Europe increased greatly in the 20th century.
- If the _____ continues to *shrink* (lao dốc), the country will be in a *recession* (suy thoái).
- Average _____ have risen by 4.5 percent over the past year.
- Illegal _____ are sent back across the *border* (biên giới) if they are caught.
- His _____ is so great that money doesn't mean much to him.
- While the country's GDP rose 46% _____ from 1980, the average family income rose only 9.5%.

III. Match the clauses in column A with the clauses in column B to complete the sentences.

A	B
0. The companies produce	a. <i>historian</i> (nhà sử học) and philosopher.
1. Circus skills are a group of disciplines that have been performed	b. and see much ice and snow.
2. He was a writer,	c. astronomy, geography, and medicine.
3. Jerry joined the church choir	d. rival versions of the toy.
4. I shall climb very high mountains in Norway	e. when he was eight.
5. Her areas of interest covered	f. as entertainment in a circus, <i>sideshow</i> (buổi diễn phụ), <i>busking</i> (hát rong), <i>vaudeville</i> (tạp kỹ), or music hall shows.

0 - d	1 -	2 -	3 -	4 -	5 -
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IV. Make sentences with these given words/ phrases.

art appreciation	life expectancy	social support	origami	<i>raise money</i>	circus skill
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0. They raise enough money at the gala to build a new school for disabled children.

1. _____.
2. _____.
3. _____.
4. _____.
5. _____.

C. FCE PRACTICE

FCE 2 – TEST 6 – READING PART 2

For questions **9–16**, read the text below and think of the word which best fits each gap. Use only **one** word in each gap. There is an example at the beginning **(0)**.

Write your answers **IN CAPITAL LETTERS** on the separate answer sheet.

Example:

0	T	O																	
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The homing instinct

The homing instinct is what makes certain animals, birds and fish return **(0)** the place they consider home. Cats often have this instinct. It was particularly strong in an American cat called Ninja, which disappeared shortly **(9)** its owners had taken it to their new home; a year later the cat turned up at its old home even **(10)** this was 1,360 kilometres away from **(11)** its owners were now living. Other cats may not travel so far but many **(12)** on going back to their old home. Pilsbury, an English cat, made a 13-kilometre journey back to its former home 40 times in spite of having to cross several busy roads to **(13)** so.

Pigeons also have the homing instinct and, ever **(14)** ancient times, human beings have used them to carry messages back home. However, cat owners, **(15)** have to keep returning to their old address in **(16)** to bring their cat home, tend to find the homing instinct simply irritating rather than useful or interesting!

You are going to read an article about the video games industry. For questions 31–36, choose the answer (A, B, C or D) which you think fits best according to the text.

Mark your answers on the separate answer sheet.

A career in the video games industry?

Reporter Lauren Cope finds out about working in the video games industry.

Initially populated by computer scientists and the self-taught, the video game design industry used not to offer many routes into its midst. Often, perhaps unfairly, viewed as just a hobby for young enthusiasts, the video games industry is now being taken seriously. Surprised? Industry experts aren't.

It's not easy though. Video game spin-offs that rapidly follow any new movie require dozens of team members and months of incredible skill, perseverance and intricacies. As with almost every industry, it's tricky to get into – but it is expanding. Jim Donnelly, a spokesman for an online games magazine says: 'It's certainly very difficult to make much headway within big companies, or to influence any of the really big mainstream games. But the truth is, the industry needs game designers more than ever. Not just director-level people who orchestrate an entire game, but the lower-level people who design systems and individual set pieces.'

So, how can you get into such a competitive industry? Although many companies prefer people to have a degree in computer science, Jim disagrees. 'There is only one route: make games. The tools are there. You won't get a job if you haven't made something, and you won't get anywhere independently if you are not making stuff. Game design is less a job than it is a way of life. Like any creative endeavour it must be done to be real.' Another industry expert, John Field, sees other options. 'There's a lot to be said for "just doing it", but it's really more complicated than that. There are lots of people who want to work in games, but few who measure up to the requirements of the industry these days; even fewer who have the creative talent, technical know-how, vision and entrepreneurial ability to really contribute to the ever-changing face of an evolving medium.'

Can you do it on your own? 'Perhaps, but it's pretty tricky,' says John. 'However, a good postgraduate course in games can help, plus provide a year or two of top-level support and guidance. Most games designers start their careers as programmers, or artists, progressing their way up the ladder. They are interested in all forms of entertainment media, plus have a healthy appetite for all areas of the arts and contemporary culture. They may or may not have spent a few years in the working world post-graduation, but have realised that games is going to be their "thing". They are not merely fans, but are fascinated by the future possibilities of games, and are aware of the increasing breadth and diversity of the form. And finally connections can help. This is often overlooked, but in order to get ahead in games – as in many other areas – you need to network.'

The childish stereotype of the adolescent boy glued to his games console has long been replaced by the more accurate perception of a grown-up medium, grabbing our attention. Families frequently get involved on interactive consoles. Smart phones introduce a wealth of new games through apps, as well as social media. John believes there is plenty of room for expansion. 'Games have become pervasive play-things for increasingly large audiences. They are also a great way to learn things and I see this already big area as an expanding array of possibilities and opportunities.'

- 31 What is the writer's main point about the video games industry in the first paragraph?
- A It is reasonable to consider making a living in this field.
 - B Young people's contributions to it should be appreciated.
 - C It offers a relatively limited number of career options.
 - D Specialists in this area have failed to value its potential.
- 32 What does Jim tell us about the video games industry?
- A It can be hard to decide which idea will prove successful.
 - B Many designers are required to take charge of each large project.
 - C It is worth recognising the value of having a long-term strategy.
 - D There is room for people with different degrees of responsibility.
- 33 What does 'that' refer to in line 32?
- A getting a degree in computer science
 - B making games
 - C being independent
 - D seeing other options
- 34 What opinion does John express in the third paragraph?
- A It is a mistake to believe that the jobs people do in the industry are easy.
 - B Many people lack the qualities needed to do effective work in the industry.
 - C The industry could benefit from people who have a strong desire to work in it.
 - D The industry is changing too rapidly for people to keep up with it.
- 35 What does 'overlooked' mean in line 54?
- A not considered
 - B understood
 - C not used
 - D required
- 36 In the final paragraph, we are told that
- A video games have not been effectively exploited as learning tools.
 - B young people are being offered more demanding games to play.
 - C people used to misunderstand the true nature of video games.
 - D other technologies have forced the games industry to compete.

FCE 2 – TEST 6 – LISTENING PART 2

Con mở link nghe bằng máy tính: <https://tinyurl.com/26mwwjhe>

You will hear a man called Sid Holmes talking about a journalism course he attended. For questions 9–18, complete the sentences with a word or short phrase.

Journalism Course

Sid did the same course in journalism that his **9** did.

On the first day, Sid had to do a reporting exercise about a man who was rescued from a **10** by helicopter.

An assistant editor from the **11** section of a local newspaper gave an interesting talk about being a journalist.

Sid's main tutor had written a biography of a famous local **12**.

Sid had an idea for an article about a man who makes **13** for young people to borrow.

Sid's first article was published in a **14** soon after he wrote it.

Sid had to report on a council meeting about proposed improvements to the **15** in the town.

One aspect of the course Sid didn't enjoy was the **16** classes.

Sid found it useful to chat to his classmates in the **17** at the college.

Sid now has a chance of getting a job at a **18**.

FCE 2 – TEST 6 – LISTENING PART 3

Con mở link nghe bằng máy tính: <https://tinyurl.com/3r5n546h>

You will hear five short extracts in which people are talking about collecting things as a hobby. For questions 19–23, choose from the list (A–H) why each speaker collects the things. Use the letters only once. There are three extra letters which you do not need to use.

A I enjoy the challenge.

B It means I spend time with my family.

Speaker 1

	19
--	----

C It's a way of meeting interesting people.

Speaker 2

	20
--	----

D I want to help the local community.

Speaker 3

	21
--	----

E I use my collection to teach other people.

Speaker 4

	22
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F It's a financial investment.

Speaker 5

	23
--	----

G It connects me to the past.

H I like to have beautiful things around me.

I. Write the English words that match the given Vietnamese meanings.

1. lối đi bộ trên cao	→ _____	6. tượng trưng (v)	→ _____
2. tinh thần cộng đồng	→ _____	7. từ thiện (n)	→ _____
3. người địa phương (n)	→ _____	8. thành lập (phr.v)	→ _____
4. khu phố (n)	→ _____	9. mục đích	→ _____
5. đều đặn	→ _____	10. thay đổi (v)	→ _____

II. Choose the correct answer by circling A, B or C.

- It's hard work teaching a class of _____ children.
A. car-free B. lively C. valuable
- Some people tried to stop the fight but I didn't want to get _____.
A. involved B. up C. down
- The traffic _____ in the city gets worse during the summer.
A. light B. sign C. congestion
- I feel so _____ in this grey uniform.
A. drab B. rival C. car-free
- In Saint-Chinian, you can live and feel as if you are in the _____ of _____.
A. middle - somewhere B. left - nowhere C. middle - nowhere