

Роль молодёжи в современном обществе, её интересы и увлечения.

В1. Увлечения и интересы. Связь с предыдущими поколениями. Образовательные поездки. Спорт.

В2. Молодёжные субкультуры. Молодёжные организации. Система ценностей. Волонтерство

Досуг молодёжи: посещение кружков, спортивных секций, клубов по интересам. Переписка. Спорт. Активный отдых. Экстремальные виды спорта

Вы услышите 6 высказываний. Установите соответствие между высказываниями каждого говорящего A–F и утверждениями, данными в списке 1–7. Используйте каждое утверждение, обозначенное соответствующей цифрой, только один раз. В задании есть одно лишнее утверждение. Вы услышите запись дважды.

1. It's important to do it properly.
2. I combine keeping fit with another hobby.
3. I've made some new friends since I started.
4. It can cause problems in later life.
5. I'm not as enthusiastic as I could be.
6. It's made me fitter than I thought it would.
7. It isn't easy to find the time to do it.

Говорящий	A	B	C	D	E	F
Утверждение						

### Задание 3-9

Вы услышите интервью дважды. Выберите правильный ответ 1, 2 или 3.

3. Which of the following is NOT mentioned as a benefit of skateboarding?

- 1) Patience.
- 2) Strength.
- 3) Balance.

4. Mr. Flint believes that people don't see skateboarding as a serious sport because ...

- 1) many hooligans enjoy doing it.

- 2)it is not part of the Olympics.
- 3)it is not allowed in public places.

5. Mr. Flint says that in skateboarding, tricks ...

- 1)are an important part of lessons.
- 2)can be taught right from the start.
- 3)help reduce aggression in students.

6. By saying that 'skateboarding teaches you responsibility' Mr. Flint means that skateboarders ...

- 1)use protection.
- 2)don't miss practice.
- 3)help each other.

7. Which group of children does Mr. Flint NOT mention among those who could benefit from skateboarding?

- 1)Hyperactive students.
- 2)Handicapped students.
- 3)Unfocused students.

8. Which of the following, according to Mr. Flint, can be a characteristic of skateboarding?

- 1)It can be a contact sport.
- 2)It can be a team sport.
- 3)It can be a winter sport.

9. Which of the interviewer's negative observations about teaching skateboarding in schools does Mr. Flint agree with?

- 1)Skateboarding can result in bad injuries.
- 2)Skateboarding encourages bad behaviour.
- 3)Skateboarding is too expensive for schools.



10. Установите соответствие между текстами **A–G** и заголовками **1–8**. Запишите свои ответы в таблицу. Используйте каждую цифру **только один раз**. В задании **один заголовок лишний**.

1. Look to your past
2. Health benefits of hobbies
3. Finding a hobby that suits you
4. Dangerous hobby
5. Time out with a purpose
6. Finding time for your hobby
7. Making new friends
8. Finding excitement

**A.** Hobbies provide work-free and responsibility-free time in your schedule. This can be especially useful for people who feel stressed by all that they have to do and need to recharge their batteries. For some of us it may be difficult to give ourselves permission to just sit and relax. Having a hobby, however, can provide a break and help people feel that they're not just 'sitting around' but are using their free time for something productive.

**B.** Are there things you enjoyed as a child that you might still enjoy as an adult? Maybe you had a fantastic record collection, loved to make clothes for your dolls or were always out on your bike. Those are all things you could pick up again as an adult that would make great hobbies. Or there may be hobbies in your home right now that you started but have recently forgotten about. Maybe it's time to finish that crochet project or pick up the guitar again.

**C.** If you're adding a new thing into your life, you have to take time and focus away from something else. The good news is that most of us have a lot of time we're not using well, either because we're spending a lot of time online or watching TV or just wasting time we could be spending on our hobbies. See if you can spend a half hour or so every other day to explore your interest. This way it would be best in case you find that hobby isn't for you after all.

**D.** Of course, everyone is different and your personality does play a role in what sorts of hobbies you'll like. If you don't have a lot of patience you might feel that knitting is too much for you, but exploring quick sewing projects might be a better choice. Maybe you really like being with friends, so you need to take a class or have an interest that you can do with a group. If you travel a lot, something portable or that you can do anywhere is helpful.

**E.** One study found that those who engage in physical leisure activities for at least 20 minutes once a week are less likely to have a fatigue. Other research found that enjoyable activities performed during leisure time were associated with lower blood pressure, total cortisol, and body mass index, and feelings of better physical function. Such activities were also associated with higher levels of positive psychosocial states and lower levels of depression.

**F.** When you look for material or equipment for your hobby, you are likely to find people who have the same hobby as you. You may be surprised to know how serious some people are about their hobbies and therefore would have great knowledge of their chosen pastime. Instead of meeting people from your work or college or those whom you have grown apart with, it is a great way to meet people with whom you have something in common.

**G.** For those who aren't very stressed and may actually be understimulated, hobbies provide a nice source of eustress, the healthy kind of stress that we all need to remain feeling happy about life. If the rest of your life is somewhat dull or uninspiring, hobbies can provide meaning



and fun, and can break up a boring schedule, without feeling like work. In other words, hobbies can provide just the right amount of challenge.

Текст	A	B	C	D	E	F	G
Заголовок							

Прочитайте текст и выполните задания **12–18**. В каждом задании запишите в поле ответа цифру 1, 2, 3 или 4, соответствующую выбранному Вами варианту ответа.

## The Gaming Grandma

When one of Shirley Curry's four sons gave her his old computer, she was thrilled. She loved cooking and had many recipes that she wanted to file nicely into categories. But together with the computer came a videogame – *Civilization II*. Nobody imagined that 78-year-old Shirley would become a game addict, but she did. Soon she discovered *Elder Scrolls V: Skyrim* and started her own channel on YouTube. At first she just watched others play and left comments. This is how she got people to know her and gained her first 300 followers. But then one day she recorded her own gameplay. Somebody reposted it on Reddit and it went viral.

Shirley still remembers how she woke up the next day and couldn't understand what had happened— there were thousands of comments on her video! Most of them were nice. But quite a few were hurtful. Some people didn't want to accept an elderly person into the gaming community. "You don't belong here," they wrote her. "Get on a rocking chair and knit!" Some other comments were a lot worse. This was all new to Shirley. But she learnt to answer them politely. "Like a Grandma explaining the obvious to a silly kid," she laughs. Soon other gamers started calling her 'Grandma' and the rude comments stopped.

Shirley fell in love with *Skyrim* the minute she first saw somebody play it. She finds the scenery in the game particularly mesmerizing. It reminds her of her younger days when together with her large family she would go camping in the forests of California. She likes the quests, too. But unlike many other gamers, Shirley doesn't like playing quickly, trying to get to the end of the game. She enjoys storytelling, and this is one of the reasons others like watching her gameplay. For each of her characters, she invents their own story. She never uses bad language, which makes her gameplay **stand out**. Sometimes she gets messages from grateful parents who say they are glad their children follow her.

Shirley is 84 now and is in the *Guinness Book of Records* as the oldest gamer that uploads on YouTube. But she is sure there might be others even older than her who are just afraid to show their identity because of the possibility of getting nasty comments. Shirley thinks that it's wrong that video games are associated with young people only. There are no ads where you see an elderly person playing a video game even together with a grandchild. "It's a hobby just like any other hobby," she says.

Shirley doesn't just stay at home playing. She goes to gaming conventions! The first time she went she was amazed at how many people would come up to her and ask "Are you Grandma Shirley?"

Shirley has a social life outside of her YouTube Channel. She belongs to a quilting guild. Her friends there know about her gaming and find it fascinating although they don't play any videogames themselves.

Not long ago, 50 thousand gamers all over the world signed a petition to make Shirley into a character in the upcoming Elder Scrolls VI. Bethesda, the developer of the game, agreed and invited Shirley to their studio to take Shirley's pictures and necessary measurements to design her character. "After I'm gone, I'll still be in the game," says Shirley. "And that's cool. My grandkids can meet my character". Shirley has nine grandchildren and two great grandchildren of her own. But since her followers started calling her Grandma, she's been addressing them as Grandkids in her gameplay. At the moment she has almost a million of them!

12. Which of the following helped Shirley get rid of rude comments?

- 1) making fun of rude people
- 2) being patient in her replies
- 3) ignoring these comments
- 4) uploading better videos

13. What does Shirley enjoy most about Skyrim?

- 1) a great number of characters
- 2) watching other gamers play it
- 3) the way nature is depicted there
- 4) how fast one can finish the game

14 The expression "stand out" in the third paragraph is closest in meaning to

- 1) attract attention
- 2) set a standard
- 3) differ from others
- 4) family friendly

15 Shirley believes that computer games are associated only with young people because

- 1) old people don't like playing them.
- 2) of stereotypes existing in our society.
- 3) old gamers are not active enough.
- 4) they are made for young people.



16. Which of the following is NOT one of Shirley's hobbies?

- 1)knitting
- 2)cooking
- 3)gaming
- 4)quilting

17. The last paragraph implies that

- 1)Shirley's nine grandchildren like playing *Skyrim* with her.
- 2)gamers will play with Shirley's character after her death.
- 3)Shirley doesn't want to continue recording her gameplay.
- 4)*Skyrim* developers wanted to employ Shirley at their studio.

18. Judging by the article, Shirley Curry

- 1)enjoys living a quiet lonely life.
- 2)likes communicating with people.
- 3)is afraid of trying out new things.
- 4)is a typical traditional grandmother.

You have received an email message from your New Zealand pen-friend Sheila:

**From: Friend@mail.uk**

**To: Russian\_friend@ege.ru**

**Subject: Welcome**

*...You know, my idea of a perfect weekend is to do absolutely nothing, just read a book. A walk in the park is not bad if the weather is nice. I don't understand people who spend Sunday in a gym or a fitness centre.*

*What is your idea of a perfect weekend? What do you like to do in your free time after the lessons? What is your hobby?.*

*Soon I'm going on vacation and I can't decide what books to take with me...*

Write an email to Sheila. In your message ask his questions, ask 3 questions about her favourite books. Write 100—140 words. Remember the rules of email writing. You have 20 minutes to do this task.

38.1 Imagine that you are doing a project on why **young people in Zetland do extreme sports**. You have found some data on the subject— the results of the opinion polls (see the table below).

Comment on the data in the table and give your opinion on the subject of the project.

<b>Motives</b>	<b>Number of young (%) athletes</b>
To get some adrenaline	49,00%
To follow modern trends	17,00%
To increase self-confidence	13,00%
To fight fears and stress	12,00%
To explore one's limits	9,00%

Write **200–250 words**.

Use the following plan:

- make an opening statement on the subject of the project;
- select and report 2–3 facts;
- make 1–2 comparisons where relevant and give your comments;
- outline a problem that can arise with **doing extreme sports** and suggest a way of solving it;
- conclude by giving and explaining your **opinion on the role of extreme sports in the life of young people**