TEST 3
LISTENING

Part 1

You will hear three different extracts. For questions **1–6**, choose the answer (**A**, **B** or **C**) which fits best according to what you hear. There are two questions for each extract.

In the exam, write your answers **on the separate answer sheet.**

Extract One

You hear part of a discussion programme in which two artists are talking about their work.

1 What do they agree about inspiration?

A An artist must know where it comes from.

B Non-artists are unlikely to understand it.

C Not all artists are willing to talk about it.

2 In his latest work, the man is exploring whether

A holiday brochures are actually works of art.

B the visual material in holiday brochures is effective.

C we are misled by the image projected in holiday brochures.

Extract Two

You hear two club DJs talking about their work.

3 What did the man dislike about his previous job as a radio DJ?

A He lacked the necessary background knowledge.

B He didn't have one of the key skills required.

C He often disagreed with the management.

4 What do they agree about being a club DJ?

A It's difficult to make enough money to live well.

B It's best not to play music you don't like personally.

C You have to be responsive to the needs of the audience.

Extract Three

You hear part of an interview with the owner of a new cake shop.

5 What does she say about cake making?

A It's always been her dream to do it professionally.

B It appealed to her because it calls for a range of skills.

C It was something she learnt to do as part of her first job.

6 How does she feel about her new business?

A confident in her own judgement

B relieved that she followed expert advice

C concerned that its early success will not last

Part 2

You will hear a man called Paul Osborne giving a careers talk about his work as a computer game designer. For questions **7–14**, complete the sentences with a word or short phrase.

In the exam, write your answers **on the separate answer sheet**.

COMPUTER GAME DESIGNER

Paul says that people often think that he's a game **(7)** ..... rather than a designer.

As part of his degree, Paul did a course in **(8)** .....
which has proved the most useful in his career.

In his first job, Paul was designing **(9)** ..... most of the time.

Paul worked on what are known as **(10)** ..... in his first job.

Paul mentions a game with the name **(11)** .....
as the one he's enjoyed working on most.

Paul uses the word **(12)** ..... to describe what multi-players
in a game can create for themselves.

Paul says that achieving the correct **(13)** ..... is the biggest challenge
when designing a game.

Paul feels that **(14)** ..... is the most important personal
quality that a game designer needs.

Part 3

You will hear an interview with an archaeologist called Julian Radwinter. For questions **15–20**, choose the answer (**A**, **B**, **C** or **D**) which fits best according to what you hear.

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15 Julian attributes his interest in archaeology as a teenager to

- **A** a wish to please his father.
- **B** his natural sense of curiosity.
- **C** a need to earn some spare cash.
- **D** his dissatisfaction with life on a farm.

16 What aspect of archaeology still excites Julian today?

- **A** the methodical nature of much of the work
- **B** the satisfaction of solving long-standing mysteries
- **C** the opportunity to use sophisticated equipment to date objects
- **D** the process of building up a theory around a few known facts

17 Julian feels that the public perception of archaeology

- **A** fails to acknowledge its scientific value.
- **B** has been negatively influenced by fictional accounts.
- **C** underestimates the gradual nature of the research process.
- **D** has tended to concentrate on the physical hardships involved.

18 How does Julian feel about his current research post?

- **A** He regrets having relatively few opportunities to travel.
- **B** He wishes his colleagues would take it more seriously.
- **C** He admits that the problems can get him down.
- **D** He suggests that it is relatively cost effective.

19 What does Julian hope to show as a result of his current research?

- **A** population levels in England in different periods
- **B** the length of time certain villages have existed
- **C** how wider trends affected local communities
- **D** the range of ancient agricultural methods

20 Julian's project on humour in archaeology aims to

- **A** celebrate an otherwise unrecorded aspect of archaeologists' lives.
- **B** compare archaeological findings with anecdotal evidence.
- **C** create a database of jokes connected with archaeology.
- **D** make archaeological reports more widely accessible.

Part 4

You will hear five short extracts in which college students are talking about being a member of a club.

In the exam, write your answers **on the separate answer sheet.**

TASK ONE

For questions **21–25**, choose from the list (**A–H**) what made each speaker decide to join the club.

A the advice of a friend

B seeing an advertisement

C wanting to meet people

D a desire to try something new

E hoping to learn a skill

F a need for exercise

G wishing to please someone else

H going along with a group decision

Speaker 1 ☐ 21

Speaker 2 ☐ 22

Speaker 3 ☐ 23

Speaker 4 ☐ 24

Speaker 5 ☐ 25

TASK TWO

For questions **26–30**, choose from the list (**A–H**) the main disadvantage of being a club member which each speaker mentions.

A the cost

B the regular commitment

C the attitude of other members

D the location

E the way it's organised

F the level of challenge

G the timing of sessions

H the lack of feedback on progress

Speaker 1 ☐ 26

Speaker 2 ☐ 27

Speaker 3 ☐ 28

Speaker 4 ☐ 29

Speaker 5 ☐ 30