

End of Unit 7 Test - Impact 1

Part 1: Vocabulary & Grammar

Complete each sentence with the correct word from the list.

search *send* *share* *smartphone* *text*

1. It's fast and easy to write a _____, but sometimes I like to call and talk to my friends.
2. I read e-mails several times before I _____ them to make sure there are no mistakes.
3. My _____ helps me stay in touch with family and friends.
4. I like to take pictures with my phone and _____ them with my friends.
5. I usually _____ the Internet to find the information I need.

Choose the correct answer.

6. I love photography, so the _____ app on my phone is the camera app.
a. more useful b. least useful c. most useful
7. I don't enjoy video games, so my _____ apps are game apps.
a. favourite b. least favourite c. most favourite
8. The _____ thing about a camera phone is that I'm always ready to take a photo.
a. best b. worst c. least good
9. The _____ camera app lets me create videos with my photos.
a. coolest b. cooler c. most cool
10. In the UK, the streets are generally _____ in the USA.
a. more narrow b. narrower c. narrower than

Complete these sentences with **will** or **be going to** as appropriate.

11.

A: Excuse me, waiter. This isn't what I ordered.

B: Sorry, sir. I _____ take this back and get your salad.

12.

A: Would you like to join me and John tomorrow? We _____ visit the natural history museum.

B: Sure. I've never been there.

13.

A: Why is Carlos wearing suit and tie? He usually wears jeans to class.

B: He _____ give a speech on cool gadgets in English class today.

14.

A: I can't open this jar.

B: Give it to me. I _____ help you.

15. I think technology _____ change very quickly in the next ten years.

16. I love working with computers. One day, I _____ have a career in technology.

17. Everything will have a touch screen. People (not) _____ use keyboards any more.

Part 2: Read. Choose the correct answer.

App Coach

It's one thing to have a great idea for an app, but how do you know what to do next? Some people give up because they don't know where to begin. But don't give up!

Thomas Suarez developed his first smartphone app when he was 12 years old. He enjoyed playing video games and wanted to create his own games. Suarez noticed that, unlike learning to play football or the violin, there weren't teachers or teams to teach students how to create an app.

Suarez looked up information on the Internet and learned how to make an app on his own. He knows how difficult it is to develop an app without anyone to help you, so he wants to make it easier for others. Suarez started an app club at his school and is sharing what he knows with other students who want to create apps.

If you have an idea for an app, it's possible that one day you'll see your idea on a screen. Maybe you can even start an app club at your school.

18. Thomas Suarez developed an app for _____.

- a. a smartphone b. a tablet c. a computer

19. Thomas Suarez used _____ to learn how to create apps.

- a. teachers b. coaches c. the Internet

20. Thomas Suarez enjoyed _____.

- a. video games b. football c. violin

Part 3: Listen. Fill each blank with only ONE word or number.

Technology has made life better for most of us. Now it's possible to (21) _____ and chat people all over the world. We can send texts and emails to (22) _____ in touch with family and friends. However, technology isn't always (23) _____. Sometimes people write things on the Internet that they would never say out loud. Trisha Prabhu - a 15-year-old student from Illinois noticed the problem of (24) _____ bullying. She created ReThink – a cool (25) _____ to help stop bullying. If some-

