READIND TEST

Task 1 (5 points,1 point per item). Read the text about an unusual music style. Choose the correct answer for each space (21–25) to complete the text. There is an example (0)

WIZARD ROCK

When asked about popular music styles, most of us will probably mention Hip-Hop, Rock, Popetc. Still, there are some unusual music styles that no one (0)D about. One such crazy style is Wizard Rock.Wizard Rockis modelled on J.K.Rowling's famous novels about Harry Potter. Bands that play in this style usually take the names of the (21)___ that appear in the novels and films made after the novels. Popular groups that play Wizard Rock(22)___'Harry and the Potters', 'Draco and the Malfoys', and 'Remus and the Lupins'.Wizard Rockwas founded bybrothers Paul and Joe DeGeorge in 2002. The brothers created this stylewhen they were trying to lighten up a show (23)___in their house. Paul acted as Harry in his seventh-year, while Joe acted as the fourth-year version of Harry. So far, they have played over 800 shows and arebest known for their outdoor(24)___performances.There are no (25) ___about what can be called Wizard Rock. Anything goes, as long as there is a 'wizardly touch' in the song or the band.

0.	***A***	*discusses*	***B***	*says*	***C***	*suggests*	***D***	*talks*
21.	**A**	actors	**B**	characters	**C**	persons	**D**	roles
22.	**A**	consist	**B**	include	**C**	list	**D**	title
23.	**A**	appearing	**B**	demonstrating	**C**	happening	**D**	making
24.	**A**	active	**B**	alive	**C**	live	**D**	real
25.	**A**	arrangements	**B**	directions	**C**	rules	**D**	styles

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Task 2 (5 points,1 pointperitem).Read the text about how scientists cooperate with schools. For questions 26–30, choose the correct answer. There is an example (0).

SCIENTISTS COOPERATE WITH SCHOOLS

Scientists in the U.S. are cooperating with Baltimore city schools to change the way Science subjects are taught. Scientists are developing learning materials for a high-school Science course, which is a required course in Baltimore schools. Dr. Alan Berkowitz, the leader of the project, says, "Our city's students will soon use the materials created during this project. We hope the interest in Sciences will increase."Joshua Gabrielse, the project coordinator,says, "The next generation will have to know much more than we do now, therefore, the traditional school programme has to be improved. We are going to add new tasks to the courses of Biology, Physics and Chemistry, such as experiments and practical tasks which students will carry out. We aim to encourage students to explore the environment and to search for scientific information around them. The topics will include air pollution by traffic, green spaces in the city, the effect of industry on the quality of wateretc."The project is run by the Baltimore Ecosystem Institute,which focuses on ecology in cities and works with schools. Over 100 biologists, social scientists and city planners are working together to make the city of Baltimore more ecological. They hope that if Science subjects are based on practical research, the lessons will be more interesting. While learning Chemistry, the students will gain a greater understanding of the ecological processes happening in their neighbourhoods and become more responsible.Seven teachers have been asked to help scientists decide on the quality of the final tasks for students. Their work involves participating in after-school activities with students, writing reports and helping to improve the programme. The teachers will get a stipend, personal advice from the coordinators,as well as all the necessary technology and other materials to run the project.The coordinator says, "We're excited to share our research with the students. Our scientists have turned the city into a giant experiment, making the students direct participants." Karl Rakowski is a volunteer who has agreed to try out the project tasks. "I love nature and my favourite leisure activity is watching the birds that live in the suburbs of Baltimore. I'm crazy about water birds, so I'm going to research the quality of water in the nature reservation."Martin Schmidt, a Geology teacher, says that the lessons learnt while applying the new programme in Baltimore

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will be used in other U.S. cities. "The learning tools will be used as a model for other districts interested in the new methodology." The schools will be free to use the model according to their local conditions. For example, if there is an environmental problem in a certain area, the teachers, in cooperation with scientists, will add new practical tasks to make the material more suitable for the students living in that area.

0. *The new project should*

- ***A*** *change the Science programmes in U.S. schools.* ☐
- ***B*** *make the Science course compulsory in Baltimore.* ☐
- ***C*** *motivate students in Baltimore to learn Sciences.* ☒

26. The new school programme will involve

- **A** adding new courses. ☐
- **B** cleaning the city districts. ☐
- **C** studying the nature of the area. ☐

27. The Baltimore Ecosystem Institute aims to

- **A** improve the quality of lessons. ☐
- **B** increase the number of Chemistry lessons. ☐
- **C** invite city planners to the lessons. ☐

28. The teachers' task is to

- **A** create tests for the students. ☐
- **B** give advice to the scientists. ☐
- **C** produce learning materials. ☐

29. Karl Rakowski is going to choose the topic of

- **A** water birds. ☐
- **B** water pollution. ☐
- **C** wildlife reserves. ☐

30. The learning materials created during the project

- **A** may be changed for specific situations. ☐
- **B** should be used in all U.S. cities. ☐
- **C** will have to be improved by scientists. ☐

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Task 3 (5 points,1 point per item). Read the text about board games. For questions 31–35, choose from statements A–F the one which best summarises each paragraph. There is one extra statement that you do not need to use. There is an example (0)

WHY YOU SHOULD PLAY BOARDGAMES

A After playing, you will forget about your troubles.

B Board games help players join together as a group.

C Creativity is essential for playing board games.

D If you need more confidence, try a board game.

E Playing board games gives you a break from technologies.

F Playing board games helps you learn.

G *Playing board games is not just for pleasure.*

0. ***G***

Board games bring enjoyment to many people worldwide. Some of the most popular board games are: Monopoly, Chess, Scrabble etc. However, board games offer a lot more than entertainment and joy. If played regularly, games may have a positive effect on your health at any age.

31. ___

Playing board games is a wonderful exercise because it stimulates those brain areas which are responsible for thinking and memory. It also helps to practise a number of skills, such as creativity, problem solving and decision making. Playing board games speeds up kids' development and makes teens more intelligent.

32. ___

Creativity and learning can be achieved when a person is in a positive mood. The same goes for winning a game. In general, as having a good time helps to decrease stress, playing games also helps to reduce anxiety. Laughter stimulates the production of 'happy hormones', which improve the working of the brain, as the blood starts to circulate more easily, leaving you feeling cheerful and relaxed.

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33. ___

A joint effort is the key feature of team games. Playing such games brings together family members, colleagues and even strangers. It doesn't truly matter if it's about making new relationships or having a pleasant evening with your loved ones – board game playing is the perfect way to spend time in good company so that your emotional link with other humans can become stronger.

34. ___

One of the most amazing benefits of playing board games is that such traditional – and what some people think of as old-fashioned – ways of spending your leisure time pull people out of the digital world. Board games involve people in activities that do not require staring at a smartphone, tablet or computer screen. And nowadays we need more of that!

35. ___

Winning a game takes a lot of thinking and creativity. You are more likely to win if you are in a positive mood. When you are successful, you can open-up and connect with others, which is especially useful for the 'quiet types' who have doubts about their abilities or knowledge. Playing board games pushes shy children and adults to develop stronger creativity, which leads to greater self-belief and satisfies the need to be noticed and accepted by others.

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