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You are going to read an article about a wrestler who became an author. 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.

## The wrestler who became an author

Pete Watson looks like the biggest, sweetest teddy bear you ever saw. It is only when he opens his mouth that you notice the missing front teeth. Watson is a three-time world champion wrestler turned author. He was adored by fans because he was different: while other wrestlers were supreme athletes, he was just a hulk who knew how to take a hit. You could throw as many chairs as you liked at Pete Watson, you could smack him repeatedly, but he wouldn't go down.

After two autobiographies and a series of children's stories, he has just written a brilliant first novel: a work of immense power and subtlety, likely to gain a wide readership. At its simplest, it is about a boy and his dad getting together after a lifetime apart, though there is far more to it than that. Was he inspired by anyone he knew? The father, he says, is based on guys he met on the road – wrestlers, friends of his, who appeared to be leading exciting lives, but deep down were pretty miserable.

*line 11* Watson does not come from traditional wrestling stock. He grew up in Long Island, New York. His father was an athletics director with a PhD, his mother a physical education teacher with two master's degrees – one in literature, the other in Russian history. He was a big boy, bullied for his size. One day his neighbour had a go at him, and for the first time Watson realised he could use his weight and size instead of feeling awkward about it. It was a turning point.

At college, he did a degree in communication studies. Meanwhile, he was learning the ropes of professional wrestling. Did his parents try to dissuade him? 'No. They were just really insistent that I finished college. I am pretty sure they thought I'd get hurt and quit wrestling.' But he didn't.

He looks in remarkably good condition for someone who spent 20 years in the ring. His skin is smooth and firm; there are few visible scars. 'It's amazing what retirement can do for you. I looked really rough five years ago, and now I think I look a good deal younger,' he says. People are surprised by the softness of his handshake. 'Yeah, that's the wrestler's handshake,' he says.

Do you have to be a good actor to be a good wrestler? 'I used to really resent the acting label, but it *is* acting. When it's really good, when you're feeling it and letting that real emotion fly, it comes closer to being real.' What did his children think when they saw him getting hurt? 'Well, they used to think I never got hurt because that's what I told them. When they got old enough to realise I did, they stopped enjoying it. That was, in part, what led to my decision to get out.'

Nowadays, his time is dedicated to family and books – his next novel is about boy wrestlers living on the same block, and he is also writing more children's stories. He does not think this life is so different from wrestling. 'Wrestling is all about characters,' he says. 'So when my fans hear I've written a novel, I don't get the sense that they feel I've abandoned them.'

- 31 What impression do we get of Pete Watson's skills as a wrestler?
- A He frequently lost because he was not very aggressive.
  - B He was too gentle and friendly to be a good wrestler.
  - C He was injured a lot because he didn't fight back.
  - D His speciality was letting his opponent hit him.
- 32 It is suggested that Watson's first novel
- A is based on his own autobiography.
  - B will be popular with those who liked his autobiographies.
  - C will not only appeal to his fans.
  - D is not much more than a simple story.
- 33 What does 'traditional wrestling stock' in line 11 refer to?
- A Watson's childhood
  - B Watson's family background
  - C Watson's educational background
  - D Watson's background in athletics
- 34 What did Watson's parents feel about his interest in wrestling?
- A They were afraid he would get hurt.
  - B They insisted that he should have proper training at college.
  - C They wanted him to give up wrestling.
  - D They thought he would abandon the sport quite soon.
- 35 How does Watson regard the idea that wrestling is like acting?
- A He resents the suggestion.
  - B He thinks wrestlers aren't good actors.
  - C He has come to accept it.
  - D He doesn't think wrestling can compare to acting.
- 36 Watson's present life is not so different from his past profession because
- A his work is still connected with characters.
  - B he is writing about wrestling, his previous profession.
  - C his family are still more important than anything else.
  - D his fans still follow his career with interest.

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You are going to read an article about computer games. Six sentences have been removed from the article. Choose from the sentences **A–G** the one which fits each gap (**37–42**). There is one extra sentence which you do not need to use.

Mark your answers **on the separate answer sheet**.

## Films and computer games

In just a few decades the gaming industry has become a lot bigger than the film business. In terms of turnover, what is rather grandly called 'interactive entertainment' makes twice as much money as Hollywood cinema. Which of course leaves people in the film business wondering if they can harvest any of this new income. Is there any way of making films more appealing to people who regularly like to play computer games?

Making a film out of a best-selling computer game can certainly guarantee a large audience. **37**  New games have stunning action sequences that rely on fantasy effects, and now films are being released with similar scenes. Gravity is discarded as heroes leap across huge gaps, while slow-motion techniques show bullets moving through the rippling air.

A major segment of the gaming market comprises science-fiction games, and film-makers have started to realise that they could set films in similar sci-fi future worlds. **38**  Any attempt to borrow more than the setting from a game is probably doomed.

There are many examples of successful film-game combinations. Rather than making a film using characters and stories from a computer game, the trick seems to be to make a film that has a fast-moving action sequence and then bring out a game based on that sequence. People who enjoyed the film will probably want to buy the game. This clearly creates a new market opportunity for the gaming industry.

Why do gamers feel disappointed by films based on their favourite games? **39**  Computer games can show the action from a number of perspectives easily, because everything is computer-generated. But filming a sequence from 20 different cameras would cost a fortune, so it simply isn't done in the film version – leaving the gamers feeling that the film didn't look as real as the computer game.

Cameras matter in another sense, too. In a film the director shows you the action from certain perspectives but makes sure he doesn't show you some things to keep you in suspense. Think of your favourite thriller. **40**  In films you are not supposed to have access to all the information. Suspense and mystery are essential elements of film-making.

**41**  When you play a game, you have to do certain tasks to proceed to the next level. Therefore, you must be able to see everything in order to make your choices, to decide what to do next: which door to open, and so on. You must have access to all the information. You, as the player, are always in control. In the cinema you never control the action. You just sit and watch.

There can be some interaction between films and computer games on a number of different levels, but in the end they fulfil different needs. **42**  For all the similarities between technologies and special effects, we shouldn't forget that a story and a game are fundamentally different.

- |  |  |
|--|--|
| <p><b>A</b> We go to the cinema to let someone else tell us a story, knowing we can't influence what happens at all.</p> | <p><b>E</b> This usually means that the film has a good chance of being as commercially successful as the game on which it is based.</p> |
| <p><b>B</b> You wouldn't be interested in watching the film if you knew the identity of the murderer, for instance.</p>  | <p><b>F</b> One reason is technical.</p>   |
| <p><b>C</b> This is not true for computer games.</p>   | <p><b>G</b> However, the difficulty for the producers of Hollywood appears to be knowing where and when to stop.</p>                     |
| <p><b>D</b> Its success lies in the use of special effects.</p>  |  |

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You are going to read a magazine article in which four young people talk about how their parents' careers have influenced them. For questions 43–52, choose from the people (A–D). The people may be chosen more than once.

Mark your answers on the separate answer sheet.

### Essential tips

- ▶ Skim through the whole text to get a general idea.
- ▶ Read the questions and underline the key words. Make sure you understand the exact meaning of each question.
- ▶ Look quickly through the text for information about the key words in each question. Remember that the key words might not be in the text at all, but there will be other words or expressions with that meaning.
- ▶ If you find a text where the key words are mentioned, look through the other texts as well to make sure you have got the correct answer.

**Question 43:** This person thinks their parent's job is *boring*. What is the key word and what are synonyms for it?

**Question 48:** If someone comes from a *long line* of people in a certain profession, who else was in that profession?

**Question 52:** There are different ways to say that something is *rewarding*. In which text can you find reference to this?

### Which person

|   |    |                      |
|---|----|----------------------|
| thinks his or her parent's job is boring?                           | 43 | <input type="text"/> |
| was discouraged from following the same profession?                 | 44 | <input type="text"/> |
| changed his or her mind about a future career?                      | 45 | <input type="text"/> |
| experienced pressure to follow the same profession?                 | 46 | <input type="text"/> |
| feels he or she has not been influenced in choosing a career?       | 47 | <input type="text"/> |
| comes from a long line of people in this profession?                | 48 | <input type="text"/> |
| thinks the profession in question offers few opportunities?         | 49 | <input type="text"/> |
| is concerned his or her choice will cause an argument?              | 50 | <input type="text"/> |
| thinks that success in his or her parent's profession is difficult? | 51 | <input type="text"/> |
| thinks his or her parent's profession is rewarding?                 | 52 | <input type="text"/> |

# A chip off the old block

*How much are children influenced in their choice of profession by their parents' jobs?  
We asked four young people about their experience.*

## A Graham Button

My dad is a self-employed builder, like his father and his grandfather, and that means he was often out working in the evenings or at weekends when I was a child. I think he was proud of doing a 'real' job, something with his hands, which is perhaps why he always tried to push me into taking up the same profession. And of course he had his own business, which he wanted me to continue after he retired. When I was in high school, I decided that I really didn't want to go into the family business, so at the moment I'm studying history. My father probably thinks I'm going to become a partner in his firm after I graduate, so I do worry that we might have a big fight about this some time in the future.

## B Sue Smith

My mother's a nuclear physicist, which sounds very exciting. The truth is it's a pretty tough profession. And I just don't think it's a very interesting job. Of course it's important, but as far as I can see, you spend most of the day at a desk doing hundreds of calculations, and then checking and rechecking them. My mother did try to motivate me to take an interest in science subjects when I was about 14 or 15, and I think she'd be secretly pleased if I wanted to be a scientist, but she's never put any sort of pressure on me. But I know she also thinks – as I do – that there aren't so many jobs available in pure research, which is what she does.

## C Barry Porter

When people find out my mother's an actress, they always ask what Hollywood films she's been in, and I have to explain that she's only ever worked in provincial theatres. She's hardly ever been on television, which is why not many people know her. That's one of the problems with the theatre: very few people get to the top of the profession, and you have to be extremely lucky just to make a living from it. Actors often worry about where the next job's coming from. Even if I had any talent for acting, I'd be put off by that side of it. As you can gather, I really don't think my future is in the theatre, and in any case my mother has always tried to steer me away from taking up the profession.

## D Ruth Lawrence

My father teaches maths at high school, which definitely used to come in handy when we had a maths test the next day! I think in the back of his mind he expected me to be good at maths because he was always there to explain it. The truth is I've always been terrible at the subject. He also used to tell me about the satisfaction you can get from teaching, and I do think he's right about that. I used to think I wanted to be a teacher, but then I began to think of the disadvantages. The profession's changed and these days teachers have to work a lot in the holidays and prepare a lot at home. In the end I decided to go into accounting, and I don't really think my dad's job affected my decision at all.