SỞ GIÁO DỤC VÀ ĐÀO TẠO
LONG AN

ĐỀ DỰ BỊ

(Đề thi gồm 07 trang)

KỲ THI TUYỂN SINH LỚP 10 NĂM HỌC 2020–2021
Môn thi: **TIẾNG ANH (Chuyên)**
Thời gian làm bài: **120** phút *(không kể thời gian phát đề)*
Thí sinh làm bài trên **PHIẾU TRẢ LỜI**

I. LISTENING (*2.0 points*)

PART 1. You will hear people talking in five different situations. Listen to each situation TWICE. For questions 1 – 5, choose the best answer A, B or C. (1.0 point)

1. You hear an actor talking about how she met her husband.
How did she first meet him?
A. She appeared in a play with him.
B. She sat next to him in the cinema.
C. A friend introduced him.

2. You hear a careers adviser talking to a woman who has applied for two jobs.
What suggestion does he make?
A. find out more information about the first job
B. withdraw the application for the second job
C. ask the first company to be flexible

3. You hear a woman telling a friend about a new job she has.
What problem does she have with the job?
A. being asked to do tasks she's not suited for
B. being too busy at certain times of day
C. being disrespected by some customers

4. You hear the mother of a famous skier talking about a competition.
She says that her daughter
A. expected to win the competition.
B. didn't tell her mother she was entering it.
C. gave up her job to practise for it.

5. You will two people talking about some music they're listening to.
What does the man say about it?
A. It cheers him up.
B. It inspires him to take up a musical instrument.
C. It reminds him of his family.

PART 2. ***You will hear a tourist talking to a London Tour Company in order to organize a tour of the popular sights of London. Listen to the talk TWICE. For questions 1-5, complete the sentences.*** **(*1.0 point*)**

Customer Details:
They will be coming to London on **(1)**_____
He's going with his sister and his **(2)** _____
Tour Details:
(3) _____tour
The cost is **(4)** £_____ for adults and £ 14 for children
Tours start at 7am and finish at **(5)** _____

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II. READING (*2.0 points*)

PART 1. You are going to read an article about the video games industry. For questions 1-5, choose the answer (A, B, c or D) which you think fits best according to the text. (1.0 point)

A CAREER IN THE VIDEO GAMES INDUSTRY?

Reporter Lauren Cope finds out about working in the video games industry.

Initially populated by computer scientists and the self-taught, the video game design industry used not to offer many routes into its midst. Often, perhaps unfairly, viewed as just a hobby for young enthusiasts, the video games industry is now being taken seriously. Surprised? Industry experts aren't.

It's not easy though. Video game spin-offs that rapidly follow any new movie require dozens of team members and months of incredible skill, perseverance and intricacies. Jim Donelly, a spokesman for an online games magazine says: 'It's certainly very difficult to make much headway within big companies, or to influence any of the really big mainstream games. But the truth is, the industry needs game designers more than ever. Not just director-level people who orchestrate an entire game, but the lower-level people who design systems and individual set pieces.'

So, how can you get into such a competitive industry? Although many companies prefer people to have a degree in computer science, Jim disagrees. 'There is only one route: make games. The tools are there. You won't get a job if you haven't made something, and you won't get anywhere independently if you are not making stuff. Game design is less a job than it is a way of life. Like any creative endeavour it must be done to be real.' Another industry expert, John Field, sees other options. 'There's a lot to be said for "just doing it", but it's really more Line 35 complicated than **that**. There are lots of people who want to work in games, but few who measure up to the requirements of the industry these days; even fewer who have the creative talent, technical know-how, vision and entrepreneurial ability to really contribute to the ever-changing face of an evolving medium.'

Can you do it on your own? 'Perhaps, but it's pretty tricky,' says John. 'However, a good postgraduate course in games can help, plus provide a year or two of top-level support and guidance. Most games designers start their careers as programmers, or artists, progressing their way up the ladder. They are interested in all forms of entertainment media, plus have a healthy appetite for all areas of the arts and contemporary culture. In order to get ahead in games - as in many other areas - you need to network.'

The childish stereotype of the adolescent boy glued to his games console has long been replaced by the more accurate perception of a grown-up medium, grabbing our attention. Families frequently get involved on interactive consoles. Smart phones introduce a wealth of new games through apps, as well as social media. John believes there is plenty of room for expansion. 'Games have become pervasive play-things for increasingly large audiences. They are also a great way to learn things and I see this already big area as an expanding array of possibilities and opportunities.'

1. What is the writer's main point about the video games industry in the first paragraph?

A. It offers a relatively limited number of career options.

B. Young people's contributions to it should be appreciated.

C. It is reasonable to consider making a living in this field.

D. Specialists in this area have failed to value its potential.

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2. What does Jim tell us about the video games industry?

A. It is worth recognising the value of having a long-term strategy.
B. There is room for people with different degrees of responsibility.
C. It can be hard to decide which idea will prove successful.
D. Many designers are required to take charge of each large project.

3. What does 'that' refer to in line 35?

A. being independent
B. seeing other options
C. making games
D. getting a degree in computer science

4. What opinion does John express in the third paragraph?

A. The industry could benefit from people who have a strong desire to work in it.
B. The industry is changing too rapidly for people to keep up with it.
C. It is a mistake to believe that the jobs people do in the industry are easy.
D. Many people lack the qualities needed to do effective work in the industry.

5. In the final paragraph, we are told that

A. Video games have not been effectively exploited as learning tools.
B. People used to misunderstand the true nature of video games.
C. Young people are being offered more demanding games to play.
D. Other technologies have forced the games industry to compete.

PART 2. You are going to read an article about the sport of inline skating. Five sentences have been removed from the text. Choose from the sentences A - F the one which fits each gap (1-5). There is one extra sentence which you do not need to use. (1.0 point)

INLINE SKATING

The popularity of inline skating is growing all the time.

No doubt about it, inline skating is one of the world's most popular street sports. Different people call it different things. Rollerblade was the original American skate manufacturer and that's why many call it rollerblading. Others shorten this to blading, while still others prefer inline skating (because the wheels on each skate are in line).

(1)_____Inline skating has taken the concept of self-propelled wheels into a new dimension which allows skaters of the most basic ability to move with grace, speed and style, and feel good about doing it. A huge attraction is that you can do it anywhere where there is a smooth, hard surface and if you're really keen, you can even do it off-road too.

But the very popularity of the sport everywhere has created something of a problem. The 'Ban all Skaters' group, made up of opponents of the sport, has never been far behind. **(2)**_____ No matter - people will keep on skating wherever they can.

So the difficulty lies in changing the attitude of established local authorities, which are so often dominated by older people who have no concept of the joy of inline skating, don't want anything to do with it, and simply dismiss the sport as a branch of the current youth culture they can do without.

We know they are wrong. **(3)**_____ It is a sport which offers everyone a brilliant way to get up off the couch, whizz around outside, have fun, get fit, develop skills and learn team-work.

In time, all skaters will be allowed to go about their business and co-exist in harmony with other users of tarmac. Indeed, it's all about the right to enjoy life's little - and not so little - pleasures. So skaters should take care not to adopt a selfish attitude to others, because

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annoying other people might eventually lead to a situation where the skaters' own enjoyment or freedom of movement is curtailed.

Kids as young as five or six can learn to skate well. **(4)**_____ And in between those two extremes skating is no less important as a way for those in their teen years to avoid the trap of urban boredom, which can create problems in contemporary society.

To qualify as an inline skater, you just have to get through the basics of pushing off, turning and stopping - all easy techniques which most people can learn to handle in half a dozen sessions. **(5)**_____ Next you can learn to skate faster, turn tighter, stop faster, skate through slalom cones (just use tin cans) forwards and maybe backwards. Then you can learn how to go up and down hills and perhaps some clever tricks as well.

A. Inline skating is not just about kids whose wishes can be ignored.

B. They all add up to the great new world of inlining.

C. The name doesn't really matter; it's the impact it has had that is important.

D. Once up and running, it's all about consolidating what's been learned, enjoying the feel of your wheels and getting better.

E. What's more, with all the right padding and protection, adults can start to skate safely at an age when they are collecting their pensions.

F. In some areas it has been successful in implementing notorious and strict skating prohibitions, such as the closure of most of London's parks to skaters.

III. USE OF ENGLISH (*5.0 points*)

PART 1. Choose the word or phrase A, B, C or D that best completes each sentence. (1.0 point)

1. There is_____very difficult crossword in "_____Times."

A. a/ A B. Ø/ The C. a/ The D. the/ The

2. As soon as I_____a look at the design, I_____them to you. You'll get them by Friday.

A. have had/ will send B. had had/ would send

C. is having/ will send D. will have/ will send

3. Too many tests and exams have put high school students_____pressure.

A. with B. under C. without D. above

4. Hello. Is that 030418? Please_____to the manager.

A. pick me up B. put me through C. turn me against D. take me in

5. She wants to be a(n)_____mother, staying at home and looking after the children.

A. home-grown B. home-made C. fashion-forward D. old-fashioned

6. _____appears considerably larger at the horizon than it does overhead is merely an optical illusion.

A. That the moon B. Whether the moon C. When the moon D. The moon

7. Before leaving the train, _____.

A. all luggage should be checked B. should all luggage be checked

C. luggage must have been checked D. passengers should check their luggage

8. It is imperative that this bridge _____ before April 10th.

A. be built B. will be built C. to be built D. have built

9. Tony tells the same joke_____again.

A. there and back B. once and for all C. more and more D. over and over

10. Tet is also the time for children to receive lucky money_____in red envelopes.

A. which wrapped B. be wrapped C. wrapped D. wrapping

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PART 2. Read the following passage and decide which answer A, B, C or D best fits each gap. (1.0 point)

THE RETURN OF EL NINO

Aside from the seasons, El Nino and its twin, La Nina, are the two largest single theories of variability in the world's climate from year to year. **(1)**_____are dictated by shifts in water temperature in the tropical Pacific basin between Australia and South America. **(2)**_____after the Spanish words for "Christ child" and "the girl" because of their **(3)**_____to Christmas, they lead to dramatic shifts in the entire system of oceanic and atmospheric factors from air pressure to currents.

A significant rise in sea temperature leads to an El Nino event **(4)**_____ a fall in temperature leads to La Nina. The cause of the phenomenon is not fully understood but in an El Nino "event" the pool of warm surface water is forced eastwards by the loss of the westerly trade winds. The sea water **(5)**_____, resulting in drenching rains over South America, as well as western parts of the United States, such as California. The effects can **(6)**_____for anything from a few weeks to 18 months, causing extreme weather as far afield as India and East Africa. The correlation with global warming is as **(7)**_____unclear. Archaeological evidence shows El Ninos and La Ninas have been **(8)**_____for 15,000 years. But scientists are investigating whether climate change is leading to an increase in their intensity or duration.

The weather pattern is already having early and intense effects and El Nino could bring extreme rainfall to parts of east Africa which were last year **(9)**_____by a cycle of drought and floods. It's difficult to **(10)**_____what will happen to the weather in the British Isles, but it will probably add to the likelihood of record-breaking temperatures in the UK.

1.	A. Which	B. Neither	C. Both	D. It
2.	A. elected	B. called	C. nominated	D. named
3.	A. proximity	B. neighbourhood	C. attachment	D. bond
4.	A. if	B. whereas	C. whether	D. which
5.	A. irrigates	B. drains	C. steams	D. evaporates
6.	A. conserve	B. keep	C. persist	D. consist
7.	A. still	B. yet	C. present	D. now
8.	A. dawning	B. obtaining	C. occurring	D. securing
9.	A. hit	B. taken	C. punctured	D. punched
10.	A. imply	B. predict	C. watch	D. point

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PART 3. Fill each blank with ONE suitable word. There is one example (0) for you. (1.0 point)

THE LIMITS OF MAGIC IN HARRY POTTER

Before publishing the first "Harry Potter" novel, J.K. Rowling spent five years establishing the limitations **(0) of** magic; determining what it could and could **(1)**_____do. "The most important thing to decide when you're creating a fantasy world," she said in 2000, "is what the characters CAN'T do." **(2)**_____instance, while it is possible to conjure things out **(3)**_____thin air, it is far more tricky to create something that fits an exact specification rather **(4)**_____a general one; moreover, any objects so conjured tend not to last.

It is also impossible to resurrect the dead. Dead bodies can be enchanted to do a living wizard's bidding, **(5)**_____these bodies remain mere puppets and have no souls. It is also possible **(6)**_____the rare Priori Incantatem effect to converse with ghost-like "shadows" of magically murdered people. The Resurrection Stone also allows one to talk to the dead, but those brought back by the Stone are not corporeal, **(7)**_____do they wish to be disturbed from their peaceful rest.

Likewise, it is impossible to make oneself immortal unless one makes **(8)**_____ of a mystical object of great power to sustain life. If one were **(9)**_____ possess the three Deathly Hallows, it is fabled that they would possess the tools to become the "master of death". However, **(10)**_____a true "master of death" is to be willing to accept that death is inevitable.

PART 4. Give the correct form of the words in the brackets. (1.0 point)

1. Cook the mixture on a low heat in a medium -sized_____ . **(SAUCE)**

2. Many students are asked to show _____ of their age in pubs. **(PROVE)**

3. Don't forget to print your name below your _____. **(SIGN)**

4. Communications were revolutionized with the _____ of the Internet. **(ARRIVE)**

5. The writer spent his _____ in a quite seaside village. **(BOY)**

6. We were so busy at work that there was no time to suffer from _____ **(BORE)**

7. We are looking for staff who will offer total _____ to the company. **(COMMIT)**

8. I decided to take up _____ as a hobby. **(CARPENTER)**

9. The magazine offers tips on cutting your house_____ costs. **(MAINTAIN)**

10. Safety tests on old cars have been_____ throughout Europe. **(STANDARD)**

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PART 5. (1.0 point)

For questions* 1 – 5, *complete the second sentence so that it has a similar meaning to the first sentence, using the word given. Do* NOT *change the word given.

1. He passed the entrance exam easily. **DIFFICULTY**

→ He had_____the exam.

2. John often mistrusts people when he first meets them. **TENDENCY**

→ John has_____when he first meets them.

3. Tony never took any notice of the advice people gave him. **ATTENTION**

→ Tony never_____the advice people gave him.

4. It was Peter's responsibility to ring all the members of the team. **RESPONSIBLE**

→ Peter_____ all the members of the team.

5. When I got up, the rain was coming down in torrent. **DOGS**

→ When I got up, it was_____.

For questions* 6 – 10, *finish each of the sentences in such a way that it means exactly the same as the one printed before it.

6. My brother spent 2 hours completing the task.

→ It took_____

7. I regret speaking to him so rudely yesterday.

→ I wish_____

8. Jim's parents are making him study hard.

→ Jim is_____

9. Alan is a better pianist than Jenny.

→ Jenny doesn't_____

10. You should never leave the baby alone under any circumstances.

→ Under no _____

IV. <u>WRITING</u> (*1.0 point*)

In about **120 – 150 words**, *write a* **PARAGRAPH** about the effective ways of learning English.

----------**HẾT**----------

Cán bộ coi thi không giải thích gì thêm.

Họ và tên thí sinh:…….…… Số báo danh:……..Chữ ký……..……

Chữ ký CBCT 1:……...Chữ ký CBCT 2:…….……..……..

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