

ĐỀ THI GIỮA KÌ 2 LỚP 10 (FORM MỚI NHẤT)

TEST 9

Read the following advertisement and mark the letter A, B, C and D on your answer sheet to indicate the option that best fits each of the numbered blanks from 1 to 6

With the increasing popularity of online education, students can now learn from anywhere in the world. The ability to access lessons through various devices has made education more (1) _____, especially for those who live in remote areas. Students, (2) _____ access to these digital resources, can now engage in a more personalized learning experience. Interactive tools such as quizzes and video discussions allow them to (3) _____ information better. Furthermore, learning to collaborate (4) _____ peers through online forums and group projects helps develop teamwork skills. The rise of (5) _____ is a testament to how education is adapting to the digital age. To succeed in this environment, students need (6) _____ self-discipline and time-management skills.

Câu 1: A. accessible B. access C. accessibility D. accessibly

Câu 2: A. Which gained B. having gained C. was gained D. gained

Câu 3: A. repeat B. redo C. retake D. retain

Câu 4: A. on B. for C. with D. above

Câu 5: A. platforms remote learning B. remote platforms learning
C. learning remote platforms D. remote learning platforms

Câu 6: A. to be developed B. to develop C. develop D. to developing

Read the following leaflet and mark the letter A, B, C or D on your answer sheet to indicate the option that best fits each of the numbered blanks from 7 to 12.

Motivated Ways for Learning

- (7) _____ innovative teaching methods, students today have more motivated ways to learn than ever before. The (8) _____ of online platforms offering interactive courses has significantly increased, making learning more engaging and accessible.
- (9) _____ effective method is incorporating gamification into education, where students earn rewards and achievements for completing tasks. This not only enhances motivation but also fosters a deeper connection with the material. (10) _____ peers is another crucial aspect of modern learning, as it enhances creativity and problem-solving skills.
- Educational resources, like video tutorials and apps, support this approach by offering various learning tools tailored to different (11) _____. With these motivated ways of learning, students can thrive and reach their full (12) _____.

Câu 7: A. According to B. Irrespective of C. On account of D. Thanks to

Câu 8: A. number B. majority C. item D. amount

Câu 9: A. Others B. Other C. The others D. One

Câu 10: A. Thinking of B. Collaborating with C. Hanging out D. Turning down

- Câu 11. A. methods B. styles C. needs D. ways
Câu 12. A. motivation B. growth C. achievement D. potential

Mark the letter A, B, C or D on your answer sheet to indicate the best arrangement of utterances or sentences to make a meaningful exchange or text in each of the following questions from 13 to 17.

Câu 13

a. Linh: That's great! I've heard a lot about e-learning. I might give it a try too.

b. Hoa: Hi, Linh! Thanks! I've been using some new online platforms for my studies, and they really help me learn more efficiently.

c. Linh: Hi, Hoa! How's everything going? You seem to be learning so much faster lately!

- A.** b-a-c **B.** b-c-a **C.** c-b-a **D.** a-b-c

Câu 14

a. Hương: Why virtual groups?

b. Hương: How are you going to prepare for your final exams?

c. Thanh: They allow me to collaborate with classmates online, share notes, and discuss topics together.

d. Thanh: I'm going to use virtual study groups.

e. Hương: That's a great idea! I should try studying with my friends this way too.

- A.** c-d-e-a-b **B.** c-e-d-b-a **C.** d-b-a-e-c **D.** b-d-a-c-e

Câu 15

Hi Lucy,

a. I'll definitely try it once I feel more comfortable with French. Thanks again for sharing!

b. I've been trying to improve my Spanish, but I'm still focused on my French studies for now.

However, the app you suggested looks great!

c. What do you think about using language exchange websites? I'd love to hear your thoughts.

d. Thanks so much for the app recommendations you sent me last week.

e. But it was interesting to see how interactive the lessons are.

Write back soon,

- A.** d-b-a-c-e **B.** d-b-e-a-c **C.** a-d-b-c-e **D.** a-c-d-b-e

Câu 16

a. The convenience of teaching from home allows me to create a personalized learning environment for my students.

b. Overall, I'm extremely satisfied with this new teaching method and excited to continue learning and adapting to new online tools.

c. My passion for education and technology naturally led me to explore online teaching platforms.

d. While online teaching has many benefits, I do miss the direct interaction with students that happens in a physical classroom.

e. Over the past year, I've been teaching English through various online platforms, and it's been incredibly rewarding.

(Adapted from global success)

A. c-e-a-d-b

B. a-b-c-d-e

C. b-c-d-a-e

D. c-a-d-b-e

Câu 17

- a. As a result, online education has attracted more students, particularly those who find it difficult to attend physical schools due to time or location constraints.
- b. Traditional classroom settings have been complemented by virtual classrooms, making education more flexible and accessible.
- c. However, despite the convenience of online learning, many students still struggle with staying motivated without in-person interaction with teachers.
- d. Online learning has dramatically changed how we approach education in recent years.
- e. This shift towards digital platforms has led to an increase in self-paced learning, allowing students to progress according to their own schedules.

A. c-a-e-b-d

B. d-c-a-b-e

C. d-e-a-b-c

D. d-b-e-a-c

Read the following passage about tackling Gender Discrimination in the Workplace and mark the letter A, B, C or D on your answer sheet to indicate the option that best fits each of the numbered blanks from 18 to 22.

New methods of learning have significantly transformed education recently. One of the most innovative approaches is online learning, where students (18) _____. This flexibility allows them to study at their own pace, (19) _____. Furthermore, virtual classrooms and gamified lessons have proven to be highly engaging, making education both fun and interactive. It is believed that in the future, (20) _____. For example, by using virtual reality (VR), students will be able to explore historical events or conduct science experiments without leaving the classroom. However, not everyone has embraced these changes. (21) _____, feeling that online platforms lack the direct interaction and motivation that physical classrooms provide. On the other hand, online education has the potential to reach a wider audience, especially for those who live in remote areas. (22) _____, these methods can revolutionize the way we learn, offering opportunities for more inclusive and flexible education.

(Adapted from vietnamese news)

Câu 18:

- A. can access courses from anywhere in the world
- B. will access courses from somewhere in the world
- C. must access courses from nowhere in the world
- D. should access courses from anywhere in the world

Câu 19:

- A. which creating a much more personalized learning experience
- B. create a more personalized learning experiences

- C. created a more personalizing learning experience
- D. creating a more personalized learning experience

Câu 20:

- A. the schools will bring these digital tools to improve their methods of teaching
- B. the schools will change these digital tools to create their teaching methods
- C. more schools will adopt these digital tools to enhance their teaching methods
- D. more schools will adjust these digital tools to prove their teaching methods

Câu 21:

- A. Many people still make traditional learning face to face
- B. Some students still prefer traditional face-to-face learning
- C. The people there still confirm the way of learning traditionally
- D. Many citizens still engage in the social activities to make them better

Câu 22:

- A. Because schools invest in a better infrastructure B. Although schools invest in better infrastructure
- C. Since schools invest in better infrastructure D. If schools invest in better infrastructure

Read the following passage about Innovative Methods of Learning for Students and Its Role in International Cooperation and mark the letter A, B, C or D on your answer sheet to indicate the best answer to each of the following questions from 23 to 30.

Education has seen significant transformations in recent years, with technology playing a key role. One major change is the introduction of **blended** learning, which combines traditional classroom instruction with online tools. **Students can now attend classes remotely**, using digital platforms to access lessons and assignments, offering them flexibility and control over their learning pace.

Another exciting development is gamification. By turning lessons into interactive games, students are motivated to engage with the material more deeply. Points, badges, and rewards are earned for completing tasks, which makes learning fun and keeps students focused. **This** method has proven effective in enhancing student participation and knowledge retention.

In addition, virtual reality (VR) is becoming a powerful tool in education. Students can now experience subjects like history or science in an immersive way, exploring ancient civilizations or conducting experiments virtually. This hands-on learning helps students to better understand **complex** concepts.

Despite these advancements, traditional methods still hold value. Many educators believe that face-to-face interaction is essential for building social skills and providing personalized support. However,

combining these new methods with the traditional approach can offer a more comprehensive learning experience.

(Adapted from CNN news)

Câu 23. Which of the following is NOT mentioned as one of the innovative learning methods?

- A. Blended learning
- B. Gamification
- C. Virtual reality
- D. Traditional textbooks

Câu 24. The word "**blended**" in paragraph 1 is OPPOSITE in meaning to

- A. combined
- B. separate
- C. digital
- D. complex

Câu 25. The word "**This**" in paragraph 2 refers to

- A. Gamification
- B. Learning material
- C. Rewards
- D. Points

Câu 26. The word "**complex**" in paragraph 3 could be best replaced by

- A. Interactive
- B. Practical
- C. Physical
- D. Complicated

Câu 27. Which of the following best paraphrases the underlined sentence: "**Students can now attend classes remotely**" in paragraph 1?

- A. Students can participate in virtual classrooms.
- B. Students no longer need to attend physical classes.
- C. Students are learning in person, as usual.
- D. Students can visit the classrooms at any time.

Câu 28. Which of the following is TRUE according to the passage?

- A. Gamification makes students less motivated.
- B. Virtual reality helps students experience history and science in an immersive way.
- C. Online learning is the only method students use nowadays.
- D. Face-to-face learning is no longer necessary.

Câu 29. In which paragraph does the writer discuss the potential for new methods to enhance learning?

- A. Paragraph 1
- B. Paragraph 2
- C. Paragraph 3
- D. Paragraph 4

Câu 30. In which paragraph does the writer emphasize the importance of traditional methods in education?

- A. Paragraph 1
- B. Paragraph 2
- C. Paragraph 3
- D. Paragraph 4

Read the following passage about Creating New Methods of Learning for Students and mark the letter A, B, C or D on your answer sheet to indicate the best answer to each of the following questions from 31 to 40.

[1] Education is undergoing a revolution, with new methods of learning **gaining momentum** in schools and universities worldwide. One key innovation is the integration of digital tools into the classroom, allowing students to access educational resources at any time. This change enables a more personalized learning experience, where students can learn at their own pace and revisit materials as needed.

[II] Another major advancement is the use of gamification in education. By turning lessons into interactive **challenges**, students are motivated to engage with the content more deeply. Points, levels, and rewards for completing tasks encourage participation and make learning both fun and rewarding.

[III] Furthermore, virtual reality (VR) is beginning to reshape how students experience subjects such as history, science, and even art. With VR, students can explore ancient civilizations, conduct virtual chemistry experiments, or experience famous works of art up close, making abstract concepts tangible and exciting.

[IV] While these innovations are promising, it is important not to overlook the value of traditional teaching methods. **Face-to-face instruction, combined with modern technology, ensures that students receive the benefits of both personal interaction and technological advancements.** A **balanced** approach can provide a more comprehensive educational experience that nurtures both intellectual growth and social skills.

(Adapted from the Guardian)

Câu 31. Where in paragraph I does the following sentence best fit?

"Students can learn at their own pace and revisit materials as needed."

- A. [I] B. [II] C. [III] D. [IV]

Câu 32. The phrase "**gaining momentum**" in paragraph 1 could be best replaced by ____.

- A. decreasing B. becoming popular C. being criticized D. losing interest

Câu 33. The word "**challenges**" in paragraph 2 refers to ____.

- A. games B. tasks C. students D. rewards

Câu 34. According to paragraph 2, which of the following is NOT a feature of gamification?

- A. interactive lessons B. personalized learning C. rewards for tasks D. competition

Câu 35. Which of the following best summarises paragraph 3?

- A. VR is only useful for science education.
B. VR offers an immersive learning experience.
C. VR is primarily used for entertainment.
D. VR helps students learn better in history only.

Câu 36. The word "**balanced**" in paragraph 4 is OPPOSITE in meaning to ____.

- A. unorganized B. ideal C. combined D. inconsistent

Câu 37. Which of the following is TRUE according to the passage?

- A. Traditional methods should be completely replaced by technology.
B. Gamification is a method that discourages student participation.
C. Virtual reality can make abstract concepts more tangible.
D. Face-to-face learning is not necessary in the modern classroom.

Câu 38. Which of the following best paraphrases the underlined sentence: **"Face-to-face instruction, combined with modern technology, ensures that students receive the benefits of both personal interaction and technological advancements"** in paragraph 4?

- A. Both face-to-face and online learning should be used separately to maximize their advantages.
- B. The use of modern technology in classrooms makes face-to-face interaction unnecessary.
- C. By combining traditional teaching with new technologies, students can get the best of both worlds.
- D. Face-to-face instruction is more important than technology in the learning process.

Câu 39. Which of the following can be inferred from the passage?

- A. New learning methods like gamification and VR are replacing traditional teaching.
- B. A balanced approach combining traditional and new methods benefits students most.
- C. VR is the most important method for engaging students in education.
- D. Technology should be avoided in education to maintain personal interaction.

Câu 40. Which of the following best summarises the passage?

- A. The integration of technology in education, such as digital tools, gamification, and VR, is transforming learning, making it more engaging and personalized, but it should complement traditional methods.
- B. Education is moving away from traditional methods, and only technological advancements like VR and gamification are needed.
- C. The focus of education should be solely on VR and gamification to make learning interactive and exciting.
- D. Traditional teaching methods are outdated and should be replaced by modern technological innovations like VR.