

Part 2

Questions 8–13

You will hear a radio interview with a teenage boy called Matthew who has invented a game.
For each question, put a tick (✓) in the correct box.

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|---|---|--------------------------|
| 8 How old was Matthew when his game was first sold? | A ten | ☐ |
| | B thirteen | ☐ |
| | C fourteen | ☐ |
| 9 When Matthew tried to sell his idea to companies, | A he had no replies. | ☐ |
| | B some companies asked to see the game. | ☐ |
| | C none of them was interested. | ☐ |
| 10 Matthew borrowed money from | A a bank. | ☐ |
| | B some relatives. | ☐ |
| | C a businessman. | ☐ |
| 11 How did Matthew get his idea for a second product? | A An American company made a suggestion. | ☐ |
| | B Some other children told him about it. | ☐ |
| | C He watched his sisters playing. | ☐ |
| 12 According to Matthew, most ten-year-olds are interested in | A games which test what they know. | ☐ |
| | B games which are about their everyday lives. | ☐ |
| | C games which use their imagination. | ☐ |
| 13 When Matthew leaves school, he wants to | A run his own business. | ☐ |
| | B do a course in business studies. | ☐ |
| | C continue inventing games. | ☐ |