



**PENTAKSIRAN TAHAP PENGUASAAN  
TINGKATAN 5  
OGOS 2021**

**1119/1  
BAHASA INGGERIS  
Kertas 1**

**1 ½ jam  
minit**

**Satu jam tiga puluh**

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**—**

**JANGAN BUKA KERTAS PEPERIKSAAN INI SEHINGGA DIBERITAHU**

**Arahan**

1. *Kertas soalan ini mengandungi lima bahagian : **Bahagian 1, Bahagian 2, Bahagian 3, Bahagian 4** dan **Bahagian 5**.*
2. *Jawab **semua** bahagian di dalam kertas soalan ini.*
3. *Jawapan anda hendaklah ditulis dalam kertas jawapan jawapan yang disediakan.*

**Instructions**

1. *This question paper consists of five parts : **Part 1, Part 2, Part 3, Part 4** and **Part 5**.*
2. *Answer **all** parts.*
3. *Your answer must be written in the answer sheets provided.*

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Kertas peperiksaan ini mengandungi 15 halaman bercetak termasuk muka hadapan

[Lihat      halaman

sebelah

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**SULIT**

## Part 2

### Questions 9 to 18

Read the text below and choose the best word for each space. For each question, mark the correct letter **A, B, C** or **D** in the space provided.

#### Young Teens Should Only Use Recreational Internet and Video Games One Hour Daily



Middle-school aged children (0) ...who... use the internet, social media or video games recreationally for more than an hour (9)..... day during the school week have significantly lower grades and test (10)....., according to a study from the Center for Gambling Studies at Rutgers University-New Brunswick

The results showed that children who (11)..... the internet, social media or video games for entertainment four or more hours daily were four times more (12)..... to skip school than those who did not. Boys used interactive technology for entertainment significantly more than girls. Boys also performed worse and (13)..... lower school engagement levels than girls.

Children in the study who used technology in moderation experienced less boredom at school, potentially (14)..... to the positive effects of participation in social media, video games and video streaming such as peer bonding and relationship (15).....Using interactive technology for entertainment in moderation may (16)..... children's cognitive development.

The findings suggest that parents should (17)..... time limits on their children's interactive technology use. Parents and teachers should help children to develop effective time management and self-regulation skills to reduce their (18)..... on technology.

(Adapted

from

<https://www.sciencedaily.com/releases/2021/05/210524110248.htm>)

0	<input checked="" type="radio"/> A. who	B. what	C. which	D. where	
9	A. each	B. every	C. some	D. a few	<input type="checkbox"/>
10	A. mark	B. total	C. rating	D. score	<input type="checkbox"/>
11	A. applied	B. got	C. used	D. played	<input type="checkbox"/>
12	A. possible	B. likely	C. expected	D. potential	<input type="checkbox"/>
13	A. showed	B. portrayed	C. illustrated	D. displayed	<input type="checkbox"/>
14	A. of	B. due	C. as	D. because	<input type="checkbox"/>
15	A. attachment	B. structure	C. connection	D. building	<input type="checkbox"/>
16	A. lift	B. advance	C. inspire	D. disturb	<input type="checkbox"/>
17	A. give	B. use	C. place	D. put	<input type="checkbox"/>
18	A. reliance	B. trust	C. belief	D. interest	<input type="checkbox"/>

**THE END OF PART 2**

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