

B2 – TEST 2

New words for a dictionary

The editors of a new online dictionary are (0) the public to submit words that they would like to see in the dictionary. People are already sending in words, some of which they have (1) themselves – these will almost certainly not (2) in the dictionary!

When a new word is submitted, editors check newspapers, radio, television and social networks to see how (3) the word is used. They also (4) whether the word is likely to remain in use for more than one or two years. The evidence they collect will help them decide whether or not to put it in the dictionary.

Editors will (5) feedback on any words submitted by the public. Even words not accepted will (6) to be monitored over the following year. Editors need to be (7) of new words which emerge from areas such as popular culture and technology, so that their dictionary is a genuine (8) of the current language.

1	A set out	B made up	C brought out	D come up
2	A include	B show	C consist	D appear
3	A totally	B widely	C fully	D vastly
4	A consider	B regard	C prove	D rate
5	A state	B tell	C provide	D inform
6	A keep	B rest	C last	D continue
7	A familiar	B aware	C alert	D experience
8	A mark	B copy	C reflection	D imitation

Animal communication

It (0) sometimes said that animals use language. Certainly some animal species have developed amazingly sophisticated ways of communicating with (9) another.

But there are huge differences between the ways animals communicate and the ways human beings do. When animals make a sound, such (10) a bark or a call, it is in reaction to (11) is happening around them. An alarm call means they are frightened. A hunger call means they want food. Animals, though, cannot make a call meaning 'I was scared yesterday' or 'I'll be hungry tomorrow'. Only human beings are capable (12) doing this.

Zoologists have had some success in teaching human language to animals. (13) some famous experiments, chimpanzees have (14) taught to use their hands to give information on a range of things. Some animals have even managed to put signs together in (15) to make simple sentences. However, getting them to do this takes a huge (16) of training.

Cycling

I have been a keen (0) for about nine years. When I began cycling, I found the flat roads easy but the hills almost (17) Surprisingly, now it's the opposite. A long flat ride can be both dull and (18) as you never experience that fantastic feeling of freedom when speeding downhill. Years ago, going uphill left me (19) Now I have learned to take hills slowly and steadily.

CYCLE
POSSIBLE
EXHAUST
BREATH

When I set off, I'm full of energy and the first hundred metres are (20) , the next couple of kilometres a bit tiring, but on the whole the experience is very (21)

MARVEL
ENJOY

Cycling is (22) any other forms of exercise I have tried; it is never a chore but always a (23) The physical benefits are obvious but the mental benefits are (24) important; when you are travelling calmly at a sensible speed, you breathe fresh air, have time to think and can relax.

25 My brother doesn't play tennis now as well as he used to.

BETTER

My brother used to does now.

26 Clothing companies are selling an increasing number of goods on the internet.

BOUGHT

An increasing number of goods clothing companies on the internet.

27 'Well done for scoring twice, Mark,' said the coach.

PRAISED

Mark for scoring twice.

28 You are welcome to contact me if you need more information.

TOUCH

Please feel free me if you need more information.

29 Tickets for the concert cannot be bought before 12th May.

SALE

Tickets for the concert will not 12th May.

30 I didn't buy the camera because it was so expensive.

BEEN

I would have bought the camera so expensive.

Green fingers

It never occurred to me when I was little that gardens were anything less than glamorous places. Grandad's garden was on the bank of a river and sloped gently down towards the water. You couldn't reach the river but you could hear the sound of the water and the birds that sang in the trees above. I imagined that all gardens were like this - a place of escape, peace and solitude. Grandad's plot was nothing out of the ordinary when it came to features. He had nothing as grand as a greenhouse, unlike some of his neighbours. Not that they had proper 'bought' greenhouses. Theirs were made from old window frames. Patches of plastic would be tacked in place where a carelessly wielded spade had smashed a pane of glass.

At home, his son, my father, could be quiet and withdrawn. I wouldn't want to make him sound humourless. He wasn't. Silly things would amuse him. He had phrases that he liked to use, 'It's immaterial to me' being one of them. 'I don't mind' would have done just as well but he liked the word 'immaterial'. I realise that, deep down, he was probably disappointed that he hadn't made more of his life. He left school without qualifications and became apprenticed to a plumber. Plumbing was not something he was passionate about. It was just what he did. He was never particularly ambitious, though there was a moment when he and Mum *e 14* thought of emigrating to Canada, but it came to nothing. Where he came into his own was around the house. He had an 'eye for the job'. Be it bookshelves or a cupboard - what he could achieve was astonishing.

My parents moved house only once in their entire married life. But my mother made up for this lack of daring when it came to furniture. You would just get used to the shape of one chair when another appeared, but the most dramatic change of all was the arrival of a piano. I always wanted to like it but it did its best to intimidate me. The only thing I did like about it were the two brass candlesticks that jutted out from the front. 'They're too posh', my mother said and they disappeared one day while I was at school. There was never any mention of my being allowed to play it. Instead lessons were booked for my sister. When I asked my mother in later life why I wasn't given the opportunity, her reply was brief: 'You'd never have practised'.

Of the three options, moors, woods or river - the river was the one that usually got my vote. On a stretch of the river I was allowed to disappear with my imagination into another world. With a fishing net over my shoulder I could set off in sandals that were last year's model, with the fronts cut out to accommodate toes that were now right to the end. I'd walk along the river bank looking for a suitable spot where I could take off the painful sandals and leave them with my picnic while I ventured out, tentatively, peering through the water for any fish that I could scoop up with the net and take home. After the first disastrous attempts to keep them alive in the back yard, they were tipped back into the water.

I wanted to leave school as soon as possible but that seemed an unlikely prospect until one day my father announced, 'They've got a vacancy for an apprentice gardener in the Parks Department. I thought you might be interested.' In one brief moment Dad had gone against his better judgement. He might still have preferred it if I became a carpenter. But I like to feel that somewhere inside him was a feeling that things might just turn out for the best. If I stuck at it. Maybe I'm deceiving myself, but I prefer to believe that in his heart, although he hated gardening himself, he'd watched me doing it for long enough and noticed my unfailing passion for all things that grew and flowered and fruited.

31 When the writer describes his grandad's garden, he is

- A proud that his granddad was such a good gardener.
- B embarrassed that the garden was not as good as others nearby.
- C indignant that items in the garden were often damaged.
- D positive about the time he spent in the garden.

32 What is the writer's attitude to his father in the second paragraph?

- A regretful that his father had not achieved more
- B irritated that his father used words he didn't understand
- C sympathetic to the reasons why his father behaved as he did
- D grateful that his father had not taken the family to Canada

33 What does the writer mean by the phrase 'came into his own' in line 14

- A was able to do something by himself
- B was able to show how talented he was
- C was able to continue his day job
- D was able to forget his failures

34 What was the writer's first reaction to the piano?

- A surprise when it suddenly appeared
- B pleasure at seeing it in the living room
- C anger that only his sister would have piano lessons
- D pride that his mother had listened to his advice

35 The writer's description of his fishing trips illustrate

- A how much free time he was given.
- B how beautiful the river was.
- C how good a fisherman he was.
- D how carefree his childhood was.

36 What is the main idea of the last paragraph?

- A His father did not want his son to be a gardener.
- B His father was tired of disagreeing with his son.
- C His father had been impressed by his son's love of gardening.
- D His father had been trying to find a job his son would enjoy.

Memory

Memory is at the (0) of our sense of personal identity. If we did not have memory, we would not be (1) of our relationships with other people and would have no (2) that we had had any past at all. And without memory we would have no knowledge on which to (3) our present and future.

Memory (4) of three processes: registration, retention and recall. Registration happens when we consciously notice something. Retention is the next (5) , when we keep something we have noticed in our minds for a certain period of time. Finally, recall occurs when we actively think about some of these things that are (6) in our minds.

Every day we are subjected to a vast (7) of information. If we remembered every (8) thing we had ever seen or heard, life would be impossible. Consequently, our brains have learnt to register only what is of importance.

1	A	familiar	B	aware	C	informed	D	acquainted
2	A	view	B	suggestion	C	belief	D	idea
3	A	base	B	depend	C	do	D	make
4	A	contains	B	involves	C	includes	D	consists
5	A	action	B	division	C	set	D	stage
6	A	seated	B	stocked	C	stored	D	sited
7	A	level	B	amount	C	extent	D	number
8	A	exact	B	single	C	one	D	isolated

Visit to a sweets factory

Today I am visiting a sweets factory, a building squeezed (0) a railway line and a canal. (9) I watch, trucks filled with sugar arrive at the factory where this family-owned company has been making sweets for some 80 years.

Being in a factory (10) this one is exactly (11) children dream of. I am staring at huge vats of sticky liquid (12) eventually ends up as mouth-watering sweets. Every now (13) then I see a factory worker in a white coat put a sweet into her mouth.

Ailsa Kelly, granddaughter of the company owner, remembers visiting the factory as (14) child with her grandfather. 'He would take me onto the factory floor and introduce me,' she says. 'He told me, "You may work here some day." And indeed, she has, continuously, (15) 1999. The sense of family is (16) of the reasons employees are remarkably loyal to the company.

Job interviews

Most people feel rather (0) when they go for an interview for a new job. This is not surprising as getting a job one wants is important. People being interviewed expect the interviewers to be (17) , matching an applicant against a job (18) However, what often happens in reality is that the interviewers make (19) that are little more than reactions to the (20) of the applicant.

Even skilled interviewers may, without realising it, (21) favour people who make them feel at (22) With this in mind, if you go for an interview you should try to make a good impression from the start by presenting the interviewers with the very best version of yourself, emphasising the (23) of skills you have. You must appear very positive and as (24) as possible. It is for you to convince the interviewers that you are definitely the most suitable person for the job.

NERVE	
OBJECT	
DESCRIBE	
DECIDE	
PERSON	
CONSCIOUS	
EASY	
VARY	
ENTHUSIASM	

25 'Do you know the cost of the trips?' asked Pamela.

MUCH

Pamela asked if I knew were.

26 During the quiz, I could not think of the correct answer to the winning question.

COME

During the quiz, I was not the correct answer to the winning question.

27 I promised that I would think carefully about the job offer.

GIVE

I promised the job offer.

28 The group continued to walk despite rain starting to fall.

EVEN

The group carried started to rain.

29 Almost all the tickets for next Saturday's concert have been sold.

HARDLY

There are for next Saturday's concert.

30 Do you think it is likely that Peter will get the job he has applied for?

CHANCE

Do you think that Peter has the job he has applied for?

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. As with almost every industry, it's tricky to get into – but it is expanding. 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

32 doing it", but it's really more 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. They may or may not have spent a few years in the working world post-graduation, but have realised that games is going to be their "thing". They are not merely fans, but are fascinated by the future possibilities of games, and are aware of the increasing breadth and diversity of the form. And finally connections can help. This is often overlooked, but 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.'