

## Part 5

You are going to read an extract from a novel about an English girl travelling across Morocco with her mother, her uncle and her two sisters. For questions **31–36**, choose the answer (A, B, C or D) which you think fits best according to the text.

Mark your answers on the separate answer sheet.

We were still hours away from Marrakech when the van backfired, veered sharply off the road into a field, and shuddered to a halt. John got out and opened up the bonnet. He stood for a long time peering in at the engine with his hands in his pockets and a knowing, not-to-be disturbed look on his face. 'Actually,' I haven't a clue what I'm doing,' he said eventually, and he and Mum began to giggle. Bea was worried, 'We can't stay here forever,' she said. The field stretched as far as I could see. There was nothing much in it, just grass and a lot of flowers. Poppies and daisies. 'No, we can't stay here forever,' I repeated, because it was always safest to be on Bea's side. We both got back into the van and waited for Mum and John to stop laughing.

We sat on the side of the road and watched John grow smaller and smaller as he went off in search of someone who knew something about cars. Mum stretched out on the grass. 'Tell us a story,' she said. Bea lay down next to her. 'Go on, tell us a story.'

So I told them about how on the day before we left London, I heard two birds talking. I told them all the things the birds had talked about. Breadcrumbs. Other birds. The weather. I told them about the argument they had had over a worm.

'That's stupid, no-one understands bird language,' Bea said.

My eyes stung. 'I do.' But my voice didn't sound very convincing.

'Liar.'

I flushed. How could I be lying if I remembered every single word? The more I thought about it, the more I wasn't sure. 'Mum...?'

But she had fallen asleep in the sun.

John had returned with three Moroccan boys who helped us push the van along the road to the hotel. Bea refused to get out. The boys didn't seem to mind at all. They waved and smiled at her through the windows in the back door. We followed John into the tiled café. It was set back from the road and was not far from where our van was now parked.

'It's a hotel,' John whispered. 'I think it might be a bit expensive.'

'We'll just have some tea,' Mum reassured him, and we sat down in the shade of the terrace.

The tea they brought was made from mint leaves and was very, very sweet. Mum looked into the pot. 'It's like syrup in there,' she said.

We stayed at the café all day while John squinted dismally into the engine. 'I suppose it's a miracle it got us this far,' he said when it began to grow dark.

Mum dragged blankets out onto the road. She made an open-air bed for us in the hotel garden. It was nice to go to sleep on ground that wasn't rushing away from under you.

'I'll have to have us towed into Marrakech,' John said from the other side of Mum.

Half an hour later we were sitting in the truck watching our van trailing behind a rope with John at the wheel. At first Bea hadn't wanted to move, so John had picked her up and put her in the truck himself. Now she sat in the front with the man who was driving. I kept wondering how we'd get home again now that our van had to be dragged everywhere. I thought it might be easier if we could take a boat straight to London. Then I must have fallen asleep.

line 65

31 What do we learn about the family in the first paragraph?

- A The children rarely agree with one another.
- B The children have little confidence in the adults.
- C The adults think the children are too serious.
- D The adults pretend to be more relaxed than they really are.

32 What is revealed about the writer when she tells the story of the birds?

- A She was embarrassed to have to make things up.
- B She had a good memory for things that had happened.
- C She had less imagination than Bea.
- D She was upset by Bea's criticism of her.

33 When the family reach the hotel

- A John was concerned about being there.
- B Bea was grateful to the boys for getting them there.
- C the writer was happy to be able to spend time there.
- D the mother was disappointed about the lack of food there.

34 Why was the writer happy about where her mum made their beds that night?

- A She had expected to sleep in blankets by the side of the road.
- B It would be an adventure to sleep outside in a hotel garden.
- C She had become used to sleeping in a moving vehicle.
- D It would be cooler than sleeping inside during the night.

35 What does 'trailing' in line 65 mean?

- A following slowly
- B stopping suddenly
- C rolling dangerously
- D moving purposefully

36 How did the writer feel about their situation by the end of the text?

- A pleased that they wouldn't now be going home immediately
- B excited that they would be able to try another mode of transport
- C disappointed that they needed to rely on other people to help them
- D anxious that there was now no obvious way for them to travel home by road

## Part 6

You are going to read a newspaper article about a teenager who invented a new kind of torch. Six sentences have been removed from the article. Choose from the sentences **A–G** the one which fits each gap (37–42). There is one extra sentence which you do not need to use.

Mark your answers **on the separate answer sheet**.

## Torch powered by body heat

Fifteen-year-old Ann Makosinski, from Canada, has designed an award-winning torch – powered only by the heat from a human hand. Ann won a prize for her invention in a competition at an international science fair, beating 15 other finalists from around the world.

Neither of Ann's parents has a post-secondary science education, but they have always encouraged her. Her father works as a laboratory manager and helped her by teaching her the basics of electronics.

37

Ann has been submitting projects to school science fairs ever since she was 11 and has always had an interest in alternative energy. While researching different sources of energy, she learned about devices called Peltier tiles that can generate electricity when heated on one side and cooled on the other. 38 The tiles could be used to capture heat from the human hand.

Ann started by doing some calculations to see whether the warmth of a human hand could produce enough energy to power a torch. 39 Now all she had to do was put her ideas into practice.

However, this was by no means as straightforward as she had originally hoped. Ann spent months researching on the internet, trying out different models and refining her design. 40 The cost of materials was also becoming an issue. In the end, she came across an internet article which gave her the idea for an affordable design that she believed would work.

Ann's torch consists of a hollow aluminium tube with a cut-out section into which a Peltier tile has been placed. The air flowing through the tube makes contact with one side of the tile, while the other side is heated by the user's hand. 41 Because of the way the tiles work, it is brighter in colder temperatures than warmer ones; when it's colder, there's a bigger difference in temperature between the human hand and the surrounding air.

Ann explains that, if mass-produced, the torch could be manufactured and sold very cheaply. She's keen to see her invention being used all over the world, but in the meantime, she has been giving its wider applications some serious thought. 42 This is particularly true in parts of the world where access to electricity is not assured.

- A** The intensity of the light produced varies according to external conditions.
- B** There were moments when she thought she'd never find a solution.
- C** She has tried it out and the results have been way beyond her expectations.
- D** And she is convinced there will be plenty of them.
- E** She experimented with these and realised what their potential might be.
- F** She began to take an interest in it and come up with her own inventions.
- G** She was delighted to discover that in theory this was possible.

## Part 7

You are going to read four reviews of a computer game called 'Endless Ocean'. For questions **43–52**, choose from the reviewers (A–D). The reviewers may be chosen more than once.

Mark your answers **on the separate answer sheet**.

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### Which person

criticises the lack of realism in *Endless Ocean*?

43

took time to get used to operating the controls?

44

found the game lacked variety?

45

notes that *Endless Ocean* provides opportunities for learning?

46

enjoyed the absence of risk in *Endless Ocean*?

47

feels the music is well suited to its subject matter?

48

found it difficult to review *Endless Ocean*?

49

explains the attraction of playing computer games?

50

thinks *Endless Ocean* should provide more of a challenge?

51

concludes that the game is worth playing despite its faults?

52

# Reviews of *Endless Ocean*

**A**

The primary goal in *Endless Ocean* is to explore a fictional ocean and identify species of sea life. This makes it a pretty uncommon species in itself – a videogame which is designed to be soothing and relaxing! The controls are sensitive and the game's graphics are impressive, and the sea life is beautiful in appearance though the information is less than reliable. I was ready to believe in what I was seeing until a polar bear magically appeared on the deck of my yacht – in the South Pacific. But seeing a whale in close-up or the pitch-black depths of the ocean is visually very pleasing. It's just a shame the game doesn't make many demands on the player. Having said that, I'd recommend giving it a go, if only for the relief of playing something that doesn't set time limits or make too many demands on you.

**C**

*Endless Ocean* is a unique game, as its slow pace and fishy subject matter are just as likely to appeal as to put people off and that's what makes it so challenging to evaluate. The developer apparently wished to leave the choice of what to do and when to do it entirely up to the player. The controls are easy to use, but keeping the remote constantly pointed at the screen is tiresome. The soundtrack is uninspiring, but thankfully there's the option of replacing it with your own music. And I suppose it's rather pleasant to go 'diving' without having to worry about whether your air's running out, or whether the shark you're touching is a meat-eater, but while there are some interesting places to go, there's also a lot of empty space, and after a time you start to feel as if you've done it all already.

**B**

Some players may find little point in exploring the underwater world of *Endless Ocean*, but for those who are fascinated by the sea and its creatures, the game will provide a peaceful escape into the depths. The above-water graphics lack detail, but dive below, and it's another story entirely. The challenges of *Endless Ocean* can be difficult to meet, but this is what makes the game rather intriguing. And also there's no denying that the soundtrack is perfectly matched to the scenery. There are frustrations, however when it comes to navigating your way around the game. The most obvious is that, in an attempt to make the controls accessible, the developers have also made them slightly clumsy. Eventually you get to grips with them, but I felt they could have been better thought out.

**D**

Most people who spend a lot of time on computer games admit that they do it to find excitement that's missing in their everyday lives. *Endless Ocean* won't necessarily provide that, as it's bloodless, danger-free and unbelievably low in tension. However, it does manage to capture the feeling of swimming around, getting close to aquatic life, and the soundtrack helps the hours to drift by. As you swim, you encounter various sea creatures and have the option of reading more about each one. This particular feature doesn't always work first time because the controls aren't particularly responsive but they don't really need to be – fast reactions aren't a factor in this game. I just had to keep on playing although I knew there were other things I should be doing. It's either the most beautiful and relaxing experience you can have while gaming, or the most frustrating. Which it is will depend entirely on your outlook.