

PRACTICE for READING TEST – IMPACT 3

Questions 1-10: Vocabulary

Choose the best word to complete the following sentences. There is one extra word.

| | | | |
|-----------|----------|----------|------------|
| footprint | comfort | donate | creativity |
| give back | fit in | material | profit |
| crops | designer | cotton | |

- _____ are sprayed with highly toxic chemicals to prevent insect damage.
- Higher raw _____ costs have pushed up the price of clothes.
- I dress for _____ rather than glamour.
- In order to reduce our footprint, people should _____ their clothes instead of throwing them away.
- People are supposed to reduce their fashion _____ as a contribution to environment protection.
- She says that she doesn't _____ at her new school.
- She wore casually with a _____ T-shirt.
- She works as a _____ for a very big garment manufacturer.
- Teens nowadays wear to show off their _____.
- The company donated a large amount of money last year so as to _____ to the community.

Questions 11-15: Reading

Choose the heading which best sums up the information about Video Games described in 5 paragraphs of the text. Write the appropriate letter (A to E) in the boxes.

- A. More focus & accuracy
- B. Not only drawbacks!
- C. Potential application for medical problems
- D. Heal our soul
- E. Enhance sight & movement

For years video games have been criticised for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on Wii have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally manipulate 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in the experiment, a film of traumatic scenes of injury and death was used – can actually prevent people having disturbing flashbacks.

The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

Questions 16-25:

Read the passage carefully to choose the best answer for each question

16. Only relatively recently have people started to realise ____.

- A. the harmful effects of video games
- B. the beneficial effects of video games
- C. how much we don't know about video games' effects
- D. how much video games affect the people that play them

17. Very young children show improved ____ after playing video games.

- A. muscle control and co-ordination
- B. social interaction
- C. decision-making
- D. ability to differentiate between different colours

18. Playing video games helps doctors ____.

- A. do operations and read X-rays

- B. make decisions under pressure
- C. operate complex equipment
- D. tend to more than one patient at a time

19. Video gamers' decision-making speed is significantly improved by ____.

- A. years of gaming experience
- B. long periods of game playing
- C. playing video games in short bursts
- D. certain types of video game

20. Women who play video games demonstrate ____.

- A. faster reaction speeds
- B. reduced stress levels
- C. better spatial awareness
- D. better multitasking ability

21. In one research study, the video game Tetris helped people to ____.

- A. improve their concentration
- B. overcome depression
- C. forget disturbing experiences
- D. make decisions faster

22. Research shows that violent video games ____.

- A. have no negative effects on players
- B. only affect players' brains after extended hours of play
- C. may have positive and negative effects on the brain
- D. only affect players' brains in beneficial ways

23. In the future, computer games may be used for ____.

- A. treating a variety of medical problems
- B. training doctors to deal with emotional pressure
- C. helping parents to deal with difficult teenagers
- D. treating prisoners with a history of violent behaviour