

TEST 10

1–3. Pick out the word that has the stress differently from that of the other words (0.75 pt)

1.	A. tragedy	B. tolerant	C. productive	D. socialize
2.	A. receive	B. install	C. persuade	D. cover
3.	A. plumber	B. border	C. nuclear	D. typhoon

4–13. Choose the best answer among A, B, C or D that best completes eac sentence. (2.5 pts)

4. It's a pity you didn't go on a trip with us. We all wish you _____ with us.
   A. go B. could go C. went D. had gone
5. If I find your book, I _____ you at once.
   A. phoned B. will phone C. would phone D. to phone
6. Wear a helmet when riding a motorbike. Helmets are used _____ our heads.
   A. protect B. to protect C. protecting D. protected
7. My teacher would rather I _____ the problem by myself.
   A. solve B. solved C. solving D. to solve
8. She doesn't call me as often as she _____.
   A. was to B. get used to C. got used to D. used to
9. _____ the moon has no water, its surface responds to the gravitation force of the earth.
   A. Therefore B. Except C. However D. Although
10. We first met each other _____ we were at university.
    A. while B. for C. until D. since
11. He would be happy to see you, _____ he?
    A. will B. would C. wouldn't D. won't

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12. They are encouraged to participate _____ sporting activities.
A. at B. in C. with D. for

13. Ann is very bad-tempered. How do you _____ her?
A. put up with B. put with C. put up to D. putting up with

14–21. Choose the word or phrase among A, B, C or D that best fits the blank space in the following passage. (2 pts)

Electronic games usually consist of software sold in the form of discs and (14)_____ additional equipment to be played. Video and computer games are some popular electronic games. People play video games on hardware systems (15)_____ for game playing and usually use television sets as a viewing screen. People play computer games on a personal computer and view them on the computer's monitor.

Internet games emerged with the popularity of the Internet. By (16)_____ online, a player can participate in (17)_____ kinds of game activities. In one popular category, (18)_____ as massively multiplayer role-playing games, thousands of people can take part in a game at one time. Each person (19)_____ a different character in a detailed, imaginary world. The Internet also provides new ways to play board games, card games and electronic games. Many websites allow players (20)_____ partners and opponents and to compete in chess, bridge, and many other traditional games. (21)_____ video and computer games now include an option to play them online, making it possible to play against opponents who live in other parts of the world.

14.	A. requiring	B. require	C. requires	D. required
15.	A. are designed	B. designed	C. designing	D. to design
16.	A. have gone	B. go	C. going	D. to go
17.	A. little	B. many	C. much	D. few
18.	A. knowing	B. called	C. known	D. calling
19.	A. to control	B. control	C. controls	D. controlling
20.	A. to find	B. find	C. found	D. finding
21.	A. Most the	B. Most	C. Almost	D. Most of

22–24. Choose the underlined part among A, B, C or D that needs correcting. (0.75 pt)

22. I asked <u>him</u> <u>whose</u> car he <u>borrowed</u> <u>the</u> night before.
A B C D

23. The next <u>important</u> question we <u>have to</u> decide <u>is</u> when <u>do we have to</u> finish
A B C D
our work.

24. Mrs. Brown, <u>who children</u> couldn't <u>swim</u>, said that <u>there should be</u> more
A B C
notices <u>warning people</u>.
D

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25–28. Use the correct form of the word given to complete each sentence. (1 pt)

25. Vietnam declared its _____ on September 2nd, 1945. (depend)
26. You should have given _____ for your absence at the meeting. (explain)
27. This machine is more _____ than that one. (convenience)
28. You can't see him at 9 o'clock because he has a(n) _____. (appoint)

29–32. Read the following passage carefully, then write True (T) or False (F) for each statement. (1 pt)

How do television and other visual media affect the lives of individuals and families all over the world? The media can be very helpful to people who carefully choose the movies and shows that they watch. With high quality programs in various fields of study, such as science, medicine, history, arts and so on, television and video tapes increase the viewers' knowledge, they can also improve thinking ability. Moreover, television benefits elderly people who cannot go out often, as well as patients in hospital. Additionally, it offers language learners the advantage of "real-life" audiovisual instruction and aural comprehension practice at any time of day and night. Television and video can also provide almost everyone with good entertainment – a pleasant way to relax and spend free time at home.

Nevertheless, there are several serious disadvantages to the visual media. First of all, some people watch the "tube" for more hours a day than they do anything else. Instead of spending time taking care of their children, many parents use television as an "electronic baby-sitter". As a result, television and video can easily replace family communication, physical activities and other interests. Secondly, those who, young and old, spend more time watching television than manual work can easily suffer from short-sightedness and obesity. The third negative feature of the media is the amount of violence and horror on the screen that has bad effects on children and teenagers. Finally, the most negative effect of television and video might be addiction. People often feel a strange and powerful need to watch or play a video tape even when they do not enjoy it or have free time for entertainment.

29. Television and video tapes increase the viewers' knowledge because of high quality programs in various fields of study. _____
30. Television and other visual media had bad effects on elderly people and patients in hospital. _____
31. People have a trend of addicting to television. _____
32. Television causes a large amount of violence in society. _____

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