

4ºESO SECOND-CHANCE EXAM

STUDENT'S NAME: GROUP: 4º...

GRAMMAR & VOCABULARY

1) WRITE THE OPPOSITES.

allow – dawn – awful – sweet – colourful – rise
common – strength – smooth – fresh

1. bitter	5. drop	9. rotten
2. rare	6. weakness	10. rough
3. ban	7. sunset	
4. plain	8. fabulous	

2) CHOOSE AND WRITE THE CORRECT ANSWER.

1. A disease *ruled* / *caused* / *hunted* the trees to die.
2. It *bothers* / *adapts* / *swaps* me when people say nasty things about someone.
3. She's working to *suit* / *experience* / *reach* her goal.
4. How long does it take to get from Tokyo to Osaka on the *long-distance* / *major* / *high-speed* train?
5. I've *boarded* / *operated* / *attempted* a 3D printer.
6. It's hard to do a group project unless everyone *gets around* / *gets to know* / *gets along* .
7. We had a *gifted* / *gorgeous* / *glamorous* view from our hotel window.
8. Scientists *warned* / *forgave* / *released* the world about climate change decades ago.

3) CHOOSE AND WRITE THE CORRECT ANSWER.

1. I can't see Amy *anywhere* / *nowhere*.
2. If you *have* / *are* nervous, I'll go with you.
3. Is the music loud *too* / *enough* ?
4. All Year 4 students *can* / *must* do voluntary work. It's required.
5. Last year, the prize *did* / *was* won by a Spanish architect.

4) READ AND COMPLETE THE TEXT.

Eight-year-old Saga Vanacek ¹ an important archaeological object in 2018. She ² in the lake near her family's summer home in Sweden. Suddenly, she stepped on ³ hard. When she picked it up, she ⁴ that it had a handle and a pointed blade. She realised that it was a sword. Although her father thought it ⁵ be a toy, a neighbour said that they ⁶ contact a museum about it. The sword ⁷ by experts from the Jönköpings Läns Museum. According to them, the sword ⁸ Saga found was from the 5th or 6th century. After the museum announced it, there was a lot of excitement. However, Saga probably ⁹ an archaeologist. She's ¹⁰ in medicine than in archaeology.

1 a) has discovered	b) was discovering	c) discovered
2 a) has played	b) played	c) was playing
3 a) something	b) anything	c) someone
4 a) has noticed	b) noticed	c) was noticing
5 a) might	b) mustn't	c) has to
6 a) must	b) should	c) have to
7 a) is examined	b) examined	c) was examined
8 a) who	b) that	c) where
9 a) will become	b) didn't become	c) won't become
10 a) more interested	b) most interested	c) too interested

LISTENING

LISTEN AND CHOOSE THE BEST OPTION.

- 1) Mystery Holidays *lasts two weeks / are in the UK / are based on personal choices.*
- 2) Before packing to leave, travellers get information about the *accommodation / weather / tours .*
- 3) The online students must create *a marketing course / an imaginary shop / an advertisement campaign.*
- 4) TeenTour participants will *choose three attractions / plan their own trip / plan to spend €800 per week.*

READING

READ THE TEXT AND ANSWER THE FOLLOWING COMPREHENSION QUESTIONS.

This Weekend's Highlights on Channel 2 TV
Friday at 8.00 pm

TV2

HOAXES THAT ALMOST CHANGED HISTORY



People have played tricks on each other for hundreds of years. But in the 19th century, a record number of people attempted to trick experts. One of the most famous of these hoaxes was the Giant of Cardiff.

In the 1860s, an American businessman called George Hull had an argument with a church minister. The minister believed that giants used to live on Earth, and that annoyed George Hull. So he made a plan to show how ridiculous the idea was.

Hull bought a block of stone which was sent to Chicago. Then, in 1868, sculptors made a giant statue from it in the shape of a man. The workers spilled acid on the statue to make it seem ancient, and Hull made tiny holes in it, so it was similar to human skin.

Then, Hull sent his giant on a long-distance journey to the farm of a man called William Newell in Cardiff, in New York State. According to Hull's instructions, Newell buried the statue on his farm. The following year, Newell told workmen to dig in the area where the giant was buried, and the Giant of Cardiff was "born". Hull's joke soon turned into a way of making money. People from all over the country wanted to see the giant, so Newell started selling tickets.

The Giant of Cardiff caused a lot of debate among scientists. Some thought the giant was really a petrified man. Others believed it was a statue which was made hundreds of years ago. In 1870, the statue's sculptors revealed that it was a hoax. But why did so many people believe in the giant's existence? Find out this Friday at 8.00 pm.

A) TRUE (T), FALSE (F) OR DOESN'T SAY (DS).

1. More tricks than usual were played in the 1800s.
2. Hull annoyed the minister.
3. The acid on the statue changed the way the statue looked.
4. Newell became a millionaire from selling tickets to see the giant.
5. Scientists agreed that the statue represented a real person.

B) FIND IN THE TEXT...

6. A synonym of: "tried" (paragraph1)
7. English for "disputa" (paragraph2)
8. A word that matches this definition: "very small" (paragraph3)
9. A synonym of: "sculpture" (paragraph4)
10. An opposite of: "kept secret" (paragraph5)

WRITING

READ THE TEXT AND FILL IN THE GAPS WITH WORDS OR PHRASES FROM THE BOX.

which - Fortunately - something that destroys - easy - about
believes that - from prizes - However

There are a lot of stories in the news students who are addicted to video gaming. They spend all day playing games and don't spend enough time studying. In these stories, gaming always seems like people's lives., video games have given some people the chance to get an education.

Going to university in the US can be very expensive., there are scholarships which help gifted students. These scholarships pay for study and housing fees. Athletes have gone to university on scholarships for years, and now esports players are joining them.

Esports are video game competitions are played by teams and watched by people online. The competitions often take place in large stadiums or other venues which were built for that purpose. Since esports have got more than 100 million followers around the world, companies are ready to pay a lot of money to advertise at the games. Players get money and from letting companies use their names to sell items.

Universities have recently decided to create their own esports teams. An organisation called NACE supports esports in universities and gives around \$9 million a year in scholarship money to students. It isn't to get these scholarships, but more and more schools are joining the programme. The University of California at Irvine said that it also wanted gamers to learn about game design and game development. A game team coordinator at another university said that many esports players were good at science and maths. She they can have an excellent future as engineers and computer scientists.