

**Text A**

You will hear an interview with the director of a school about his decision to ban mobile phones in school.



Answer the following questions.

1. Name **one** threat to students that mobile phones can cause. [1]

.....

2. When is the secretary responsible for helping students who need to contact their parents? [1]

.....

3. What will the school do if students bring their mobile phones to school during the first month? [1]

.....

4. Who will receive the warning letter? [1]

.....

5. How does the principal feel about the banning of mobile phones? [1]

.....



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**Text B**

You will hear a news report about the influence of video games on teenagers.



Choose the correct answer.

6. The new finding states that video games... [1]

- A. are less dangerous than people think.
- B. do not pose any threat.
- C. are safer than they used to be.

7. Why did Harvard reject Carlos? [1]

- A. Weak critical thinking skills
- B. Poor academic performance in sciences
- C. Drop in extracurricular activities

8. Tom Beverly... [1]

- A. rejected Carlos's application to Harvard.
- B. explained Carlos's decline to the media.
- C. reported reasons for Carlos's decline to the school.

9. Carlos is... [1]

- A. a talented young artist.
- B. a young world leader.
- C. a potential scientist.

10. Another American university published their research results... [1]

- A. before Carlos applied to Harvard.
- B. during Carlos's application process to Harvard.
- C. after Carlos was refused to study in Harvard.



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11. Choose the **five** true statements.

[5]

A. The research involved the study of 200 video games.

B. The participants were exposed to a range of video games each day.

C. The study lasted 60 days.

D. Very few participants became more aggressive when playing violent games.

E. The study outcome contradicted the results of the Cambridge study.

F. The study showed that non-gamers were more sociable than gamers.

G. Most of the gamers showed good academic performance.

H. Playing video games for long periods has positive effects on gamers.

I. Impact of video games on teenagers is not entirely positive or negative.

J. Carlos may still be able to attend Harvard.



08EP05

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**Text C**

**You will hear a conversation between two colleagues about their attitudes towards dress codes in the office.**



Answer the following questions.

**12. How does Stan take his coffee? [1]**

.....

**13. What is the colour of Stan's tie? [1]**

.....

**14. What do young people not take seriously at work? [1]**

.....

**15. According to Stan, what do young men do for their work interview? [1]**

.....

**16. How does Hadia describe the company's website? [1]**

.....



08EP06

Tick **one** correct option for each of the following statements.

Whose opinion?	Stan	Hadia	Stan and Hadia	
17. The company's website needs to be improved.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[1]
18. What people are expected to wear to work should be clear on the website.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[1]
19. Quality of work is more important than what one wears to work.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[1]
20. A dress code would improve how others see the company.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[1]
21. Workwear could be discussed in the next meeting.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[1]



08EP07