

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]

.....



Turn over / Tournez la page / Véase al dorso

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.



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

Turn over / Tournez la page / Véase al dorso

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]

