FCE Reading and Use of English Practice - Test 1

* ***For questions 1 – 8, read the text below and decide which answer (A, B, C or D) best fits each gap. There is an example at the beginning (0).***

Example:

A. ***bright*** B. fair C. keen D. sharp

Messages from the Stone Age

The incredible pre-historic Chauvet cave art in France is painted in (0) ***bright*** colours and dates back to a period around thirty thousand years ago when early humans first started to create rock art. Although various (1)_____ of this art have been found in caves in Western Europe, very few people have seen the art at Chauvet because it is located (2)____ inside an inaccessible underground cave system. Those who have seen it say that it is very impressive, showing animals (3)_____ horses, rhinos and cows, and that the artwork is good enough to(4)_____ modern compositions.

The first scientists to (5)_____ the Chauvet paintings missed some other important (6)_____ however. The walls of the cave are also marked with a series of lines and symbols, that were initially (7)_____ as insignificant. But recent research has suggested that these marks may represent humankind's first steps towards the development of writing, which is (8)_____ people to rethink their ideas about when written communication first started.

1.	A. illustrations	B. models	C. cases	D. examples
2.	A. deep	B. thick	C. long	D. dense
3.	A. by means of	B. apart from	C. as well as	D. such as
4.	A. rival	B. compare	C. compete	D. oppose
5.	A. arrive	B. reach	C. meet	D. know
6.	A. instances	B. matters	C. details	D. issues
7.	A. believed	B. regarded	C. thought	D. agreed
8.	A. resulting	B. having	C. making	D. causing

LIVEWORKSHEETS

* *For questions 1 – 8, read the text below. Use the word given in capitals at the end of some of the lines to form a word that fits in the gap in the same line. There is an example at the beginning (0). HEALTH*

In the exam, write your answers IN CAPITAL LETTERS on the separate answer sheet. Example: HEALTHY

Brain games

According to experts, doing puzzles keeps our brains fit and (0) ***healthy***. As well as gaining (1)_____ (*SATISFY*) from finding the correct answer to a difficult problem, we give our brains a good workout in the process. To help us do this, all sorts of handheld 'brain games' are now available in the shops, and the most (2)_____ (*SUCCESS*) games have sold in their millions.

What's more, people (3)_____ (*COVER*) that the more they play the games, the easier it is to find a (4)_____ (*SOLVE*) to the problems posed. They see this as proof that there has been an (5)_____ (*IMPROVE*) in the power of their brains. Unfortunately, however, this may be a false impression.

Some (6)_____ (*SCIENCE*) argue that the brain gets better at any task the more often it is repeated. In other words, the improvement in the (7)_____ (*PERFORM*) of the brain is something that happens naturally. So although these brain games are obviously fun to play, it remains (8)_____ (*CERTAIN*) whether they are actually helping to boost brainpower or not.

1. SATISFY	2. SUCCESS	3. COVER	4. SOLVE
5. IMPROVE	6. SCIENCE	7. PERFORM	8. CERTAIN

LIVEWORKSHEETS