

PART 4

(10 questions)



Read the text. Choose the right words and write them on the lines.

Swans



Example

Swans are _____ the _____ largest birds in the duck family. There are six different kinds

- 1 _____ swans which have white bodies, but in a few parts of the world there are black swans too. Swans are clever and remember people who have
- 2 _____ kind or unkind to them! A
- 3 frightened _____ really angry swan can
- 4 break a man's leg _____ its strong wings!
- 5 Swans live on rivers and lakes. But in the winter months, some might live near the sea because salt water is usually a little _____ than river water. Swans don't usually fly very far from the place
- 6 _____ they build their nests. It takes
- 7 between 35 and 42 days for a baby swan, which
- 8 _____ called a 'cygnet', to break open its egg!
- 9 A baby swan can be grey _____ white. Wild swans usually live for about seven years, but
- 10 some live a lot longer. A swan eats underwater plants. It finds these by _____ its long neck deep into the water and its tail up into the air! Swans might _____ eat small frogs and insects.

Example	the	a	one
1	of	up	off
2	be	been	being
3	or	because	while
4	out	at	with
5	warm	warmer	warmest
6	who	if	where
7	are	is	was
8	not	nowhere	no
9	puts	put	putting
10	ever	also	yet

PART 5

(7 questions)



Look at the picture and read the story. Write some words to complete the sentences about the story. You can use 1,2,3 or 4 words

Katy and Michael's app



Katy and Michael both enjoy playing computer games. Last summer they talked a lot about designing online games and apps, as well. In the future, they both want to be designers like their father.

In the autumn, they decided to design an app to help kids choose comics or story books. They agreed about something important. Children must enjoy using the app. It mustn't be boring.

'Well, we could make something appear on the screen each time they choose a book,' Michael said.

'OK! What about a really strange creature that hops across the screen, or perhaps we could show rain that changes into a rainbow?'

'Brilliant!' said Michael. 'Shall we ask Dad about this?' 'Yes, let's ask him now,' said Katy.

Their father loved the idea. 'Here's an amazing program,' he said. 'You can use it to make your app. And don't worry. I can help.'

Last month Katy and Michael's app appeared online for the first time! A journalist who wrote for a computer magazine called them about it.

"I'd like to write about you in the magazine. Which do you enjoy most, now?" he asked. 'Designing apps or playing games?'

'Designing apps!' Katy and Michael answered.

'OK! and I'll need a photo of you. Can we come round and take one?'

'You don't have to do that!' Katy laughed. 'We'll text you one!'

Examples

Katy and Michael are very interested in making online games and apps

The children would like to be designers in the future, like their father.

Questions

- 1 They wanted to design an app which helped children choose stories and to read
- 2 They didn't want the app to be
- 3 Katy and Michael wanted the app to show something funny like a that moves or a rainbow
- 4 They decided to tell about their idea.
- 5 The children used to design their app.
- 6 A journalist who worked phoned them when he heard about their app.
- 7 The children now think is more fun than playing computer games.

