



EXAM 3

(Listening, Reading & Writing)

Name: Class: TIME: 50 minutes
SCORE: / 35 points

I. Match each word to its definition or description. (5 points)

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|-------------|--|
| 1. ability | a. to pay attention |
| 2. access | b. the ability to get to an object, a place, or a piece of information |
| 3. location | c. an object that helps us do our work |
| 4. to focus | d. the skill to do something |
| 5. tool | e. the place where something is |

II. Choose the correct answer. (5 points)

6. You _____ choose "password" as your password. It's too easy to guess.
A. must B. shouldn't C. can't
7. Passengers _____ turn off their phones during takeoff, so they don't interfere with the airplane's communication.
A. may B. don't have to C. must
8. You _____ accept every friend request you receive.
A. may not B. must C. don't have to
9. You can use the computer, but you _____ log on to any social media until you've finished your homework.
A. must B. may not C. don't have to
10. I _____ get access to the internet. They won't give me the password.
A. can't B. shouldn't C. may

III. Complete the sentences with *can't*, *might*, or *must*. (3 points)

11. Is that your phone ringing? – It _____ be my phone. I left mine at home.
12. Where's Helen? – She _____ be in France. She posted a photo of herself in front of the Eiffel Tower.
13. Is this the right website? – It _____ be. I'm not really sure, though.

IV. Read carefully and write T (True) or F (False). (4 points)

Lorm Glove

Imagine a world where you can't see or hear anything. It's difficult to imagine, isn't it? Edi Haug is one of many young people around the world who are deaf-blind. Edi lost his ability to see and hear when he was young. As a child, Edi communicated with a made-up language using touch. He is older now, and he communicates in Lorm. It's a sign language. It uses different locations on the hand for the letters of the alphabet. It isn't easy for Edi to make friends because few people know Lorm. Today friendship is mostly made through social media, not touch.

However, the Mobile Lorm Glove might help young people like Edi. It was invented by Tom Bieling in Germany. Tom hopes his machine can improve the lives of deaf-blind people by giving them easy access to the Internet. Edi touches different parts of the glove to write his message to his computer. The glove can also send messages to him. Edi now has a lot of friends on social media who don't even know he is deaf-blind. With more work, Tom hopes anyone can use his machine; for example, those who work in noisy locations, not just deaf-blind people.

14. Edi Haug has always had an easy time making friends. _____
15. Lorm is not a common language. _____
16. People need to know Lorm to send messages to the glove. _____
17. The Mobile Lorm Glove will only be for deaf-blind people. _____

V. Listen. Write T (True) or F (False). (6 points) File 5

18. Technology is affecting the way families interact with one another. _____
19. Both families were able to live without technology for a year. _____
20. Both families learned that their lives were much better with technology. _____

VI. Listen and complete the sentences below. Write NO MORE THAN ONE WORD AND/OR A NUMBER for each answer. (4 points) File 6

The presentation will last 15 minutes.

There will be **(21)** minutes for questions.

The presentation will not be **(22)**

VII. People need to reduce the time they spend using technology at home. Make some rules and give suggestions on how to do this. Write at least three sentences. (3 points)

VIII. The list a-i below contains different ideas that belong to the same paragraph. In the paragraph, each Solution is followed by an Example (to show how the solution can be applied), and then by an Effect (to show the result). Read the ideas and classify them into the correct categories: Solutions, Examples, Effects.

Solutions	<i>E.g. b</i>
Examples	
Effects	

- a. A virtual tour of the Louvre lets children learn about art without leaving home.
- b. Organize a weekly family night with board games or outdoor activities.
- c. Sharing learning experiences increases trust and brings family members closer.
- d. Use educational apps as a family to make learning more enjoyable.
- e. Playing games together helps strengthen bonds and create shared memories.
- f. Explore museums virtually on the computer together.
- g. Talking at the dinner table without phones builds stronger communication.
- h. Last weekend, we played a board game instead of watching TV, and everyone laughed a lot.
- i. When families try a science app together, parents and children can discuss the experiments.