Part 1

Look at the text in each question. What does it say?
Answer **A, B** or **C.** Circle the letter of the correct answer.

1

Photocopies have come down in price! (Black and white only - colour copies no change

(a) Some photocopies are now cheaper than they were.

(b) There are changes to the prices of all photocopies.

(c) There is no longer any colour photocopying here.

2

To: Sally
From: Yvonne

Gina told me that Dave is doing a concert this Friday. She may be able to get tickets so let her know if you want to go

If Sally wants to go to the concert, she should contact

(a) Dave.

(b) Yvonne.

(c) Gina.

3

College Office
Student identity cards will be available for collection from 14 January.

(a) Student identity cards are unavailable after 14 January.

(b) The earliest students can pick up their identity cards is 14 January.

(c) Students should bring in their identity cards on 14 January.

4

The riding school rang. Nobody from Jane's group has booked for the midday class. For this week only, she'll have to ride at 2 o'clock instead.

(a) Jane should join a different riding class, because the 12 o'clock lesson is full.

(b) Jane must change groups, because riding classes will no longer take place at 12.

(c) Jane would be the only rider at 12 today, so she should come later.

LIVEWORKSHEETS

5

Warning to motorists

Repairs tovbridge start on 30/11/06

Delays likely for four weeks

(a) The bridge cannot be used until the end of November.

(b) Bridge repairs may make your journey longer from the end of November.

(c) Repair work on this bridge will finish in November.

LIVEWORKSHEETS

Part 2

You are going to read an extract from a newspaper article. For Questions 8-14, choose the answer (A, B, C or D) which you think fits best according to the text.

John and Zuzi Morgan have set up a cafe in Oxford, in the UK, where people can not only enjoy a cup of coffee and some cake but play a board game too. The owners' hope is that people enjoy the experience so much they want to repeat it. Zuzi explains why they decided to turn their love of tabletop games into a full-time business: 'There's so much technology. Everybody's busy and you want to bring people back together in a way that's not just staring at screens. It's a natural thing in people. We're supposed to be together and communicating with each other.' The games played in John and Zuzi's cafe are known as 'Euro games' which have gentle themes, such as farming and landscape-building.

The first game of this type was *The Settlers of Catan* created by a German designer, Klaus Teuber. Players competitively establish settlements on an island and trade resources with the other players, keeping participants fully engaged and sustaining the drama of the narrative right to the conclusion, with none of the players feeling left out. **That crucial factor** was refined in the 'co-operative' games that followed, in which every player wins or loses as a team member, provoking a lot more social interaction.

Pandemic, a Eurogame in which players must collaborate to solve global problems, was created by an American, Matt Leacock, one of tabletop gaming's most successful designers. Leacock's passion for board games goes back to his experience of frustration with them as a child. 'Games were my favourite birthday gift,' he says, 'but I'd get very excited, open up the box, then we'd play and there would just be crushing disappointment.' So, with the help of a game-enthusiast uncle, young Leacock would flip over the boards of the many games they played together and try to design something better using the same components.

Pandemic was a runaway success, and the follow-up version represented another leap forward in game design. 'It incorporates,' Leacock explains, 'a tremendous amount of storytelling. It's similar to an electronic game in that you develop your characters, you get new rules and the state of the world changes.' As he says, 'it is an **'unfolding'** story.'

The growth of the video games industry has, perhaps contrary to expectations, been one of the biggest factors in the success of these modern board games - largely because the presence of games consoles under so many TVs and the rise of mobile gaming have normalised game-playing. 'Video games and board games have learned an awful lot from each other,' says Ben Hogg, who works for a leading games company. 'Everyone's a mobile gamer now. Speak to anyone who's got a smartphone, they've got at least one game they like to play on it'.

For a time, video-gaming offered a level of physical social interaction, at the arcade or through multi-player sofa games that people could play together in the same room. Then multi-player video games moved online, and fellow players became physically removed from one another, if not completely anonymous. So, some people who had previously enjoyed playing video games started looking for a way of playing games again with other people who were physically present. Cooperation

LIVEWORKSHEETS

in John and Zuzi's busy and popular cafe, tabletop gaming has become more than entertainment. In our increasingly online society, games have become something to be shared, directly and physically, in the real world and this trend is set to continue.

1 What does Zuzi Morgan say about the board game cafe?

A. Once people have been there, they tend to return regularly.
B. Its appeal to customers lies in its originality.
C. Technology is sometimes a distraction there.
D. It satisfies a basic human need.

2 What does the phrase **'That crucial factor'** refer to in lines 23-24?

A. all players being part of a team
B. the option of playing a series of games
C. every player being involved all the time
D. the excitement of meeting other players

3 What do we learn about Matt Leacock's childhood?

A. He hated losing when playing board games.
B. His uncle introduced him to a wide variety of games.
C. The games he was given failed to live up to his expectations.
D. The games he received as presents were rarely what he had asked for.

4 What is meant by **'unfolding'** in line 49?

A. evolving
B. innovative
C. absorbing
D. predictable

5 What point is made in the fifth paragraph about new types of board game?

A. Those inspired by video games are becoming widespread.
B. Their popularity is partly due to people's familiarity with video games.
C. Players find them attractive because they enjoy a change from video games.
D. They often require players to use skills developed through playing video games.

6 In the final paragraph, the writer suggests that

A. board games make up for something that modern video games lack.
B. there may be a renewed interest in video games in the future.
C. many people would rather play board games in cafes than at home.
D. video games became less challenging when people started playing online.

LIVEWORKSHEETS

Part 3
Read the text below
Use the word in the box on the right of the text to make the words that fit in the gaps. Write your answers in the spaces under the text. (Write the first letter small & DON'T put space at the end)

Sport in society

Franz Liszt was a Hungarian pianist and composer. He was particularly well known for his creativity. Taught by his father, he was giving public **(1)**.....in concert halls by the age of nine.

His most impressive talent was his ability to improvise an original **(2)** ..... from a tune suggested by a member of his audience. Encouraged by his success, father and son travelled to Vienna. Many great composers lived in this Austrian city, making it the perfect place for an **(3)**.....young musician.

As an adult, Liszt toured throughout Europe. He pleased audiences with his likeable **(4)** ..... and incredible technique. His travels provided him with inspiration for his music. However, many of the pieces he wrote are **(5)**.....difficult to play, and very few pianists can perform them properly. At the time, some people **(6)** ..... of Liszt's approach to music, but this negative **(7)**..... did not affect his popularity. Many pupils asked for his **(8)** ..... , and he trained some of the top musicians of his day.

PERFORM
COMPOSE
AMBITION
PERSON
EXTRAORDINARY
APPROVE
CRITIC
GUIDE

1. .....
2. .....
3. .....
4. .....
5. .....
6. .....
7. .....
8. .....
9. .....
10. .....

LIVEWORKSHEETS

Part 4
Read the text below and choose the correct word for each space. For each question, circle **A**, **B**, **C** or **D**.

A long snooze

Devon Island, **(0)** ..... in Canada's Northern Arctic region, is the largest uninhabited island in the world. However, that is not the only reason why it is famous - it is also known for the research **(1)** ..... out there by the US space agency NASA, **(2)**.....others. Devon Island is isolated, the environment is harsh, and the area is poorly mapped, which makes it the perfect place to get a **(3)**.....of what it might be like to live and work on Mars.

Researchers **(4)** ..... in particular on a geological feature called the Haughton Crater. This area, 23 km in diameter, has almost no vegetation and the temperature **(5)**.....well below zero for most of the year. **(6)** ..... , very little erosion has occurred here, and the surface of the land **(7)**.....resembles that seen on Mars. Researchers have used the area to test robots,

spacesuits, drills and other tools that would **(8)** ..... future Mars explorers. They have also taken the opportunity to assess the skills of potential Mars colonists.

1	A	worked	B	turned	C	taken	D	carried
2	A	besides	B	among	C	between	D	above
3	A	sample	B	taste	C	bite	D	trial
4	A	focus	B	search	C	aim	D	examine
5	A	lasts	B	remains	C	continues	D	stands
6	A	Literally	B	Similarly	C	Alternatively	D	Consequently
7	A	closely	B	directly	C	strictly	D	narrowly
8	A	advise	B	contribute	C	aid	D	promote

LIVEWORKSHEETS