

GRADE 10 - UNIT 8: NEW WAYS TO LEARN - TEST 1

***Read the following advertisement and mark the letter A, B, C or D on your answer sheet to indicate the option that best fits each of the numbered blanks from (1) to (6).**

WHERE KNOWLEDGE MEETS ADVENTURE

Transform your learning journey into an extraordinary adventure! The innovative learning platform revolutionizes how you master new skills. Our carefully designed (1) _____ experience brings excitement to every lesson. The (2) _____ welcomes curious minds seeking growth. Students enrolled in our programs achieve remarkable success, which makes us incredibly proud. The expert instructors (3) _____ our courses inspire countless students worldwide. Our platform provides students (4) _____ comprehensive support. Learning is a piece of (5) _____ with our innovative methods. We encourage exploring new topics and (6) _____ yourself daily.

Join us today and embark on your legendary learning adventure!

- | | | | | |
|--------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| Question 1: | A. education | B. educate | C. educationally | D. educational |
| Question 2: | A. digital interactive playground | B. playground digital interactive | C. interactive playground digital | D. interactive digital playground |
| Question 3: | A. taught | B. was taught | C. teaching | D. which taught |
| Question 4: | A. for | B. with | C. to | D. about |
| Question 5: | A. cake | B. bread | C. pie | D. cookie |
| Question 6: | A. challenging | B. to challenge | C. to challenging | D. challenge |

***Read of the following leaflet and mark the letter A, B, C or D on your answer sheet to indicate the option that best fits each of the numbered blanks from (7) to (12).**

SMART LEARNING SOLUTIONS

Are you ready to transform your learning journey?

While some students stick to traditional methods, (7) _____ embrace innovative digital solutions for better results. Our platform helps you (8) _____ your skills and knowledge through interactive lessons. The (9) _____ of artificial intelligence creates personalized learning paths for every student. (10) _____ modern educational standards, we deliver cutting-edge learning experiences. The (11) _____ of critical thinking skills is our top priority. A (12) _____ of our students achieve remarkable success within months.

- | | | | | |
|---------------------|------------------|-----------------------|----------------|------------------|
| Question 7: | A. others | B. the others | C. another | D. other |
| Question 8: | A. bring out | B. take over | C. level up | D. wind down |
| Question 9: | A. deployment | B. implementation | C. integration | D. incorporation |
| Question 10: | A. In place of | B. In accordance with | C. As well as | D. In favor of |
| Question 11: | A. deterioration | B. elimination | C. reduction | D. enhancement |
| Question 12: | A. much | B. few | C. great deal | D. little |

***Mark the letter A, B, C or D on your answer sheet to indicate the best arrangement of utterances or sentences to make a meaningful exchange or text in each of the following questions from (13) to (17).**

Question 13: a. *Maya:* Trust me, it's revolutionary! Yesterday, I learned Japanese while virtually ordering sushi in Tokyo. The AI chef corrected my pronunciation and taught me cultural etiquette too!

b. *Maya:* Hey Alex, have you tried that new AI-powered language learning app? It creates personalized VR scenarios based on your daily routine!

c. *Alex:* VR scenarios? That sounds complicated. I still prefer my textbooks and flashcards.

A. a-b-c

B. b-c-a

C. c-a-b

D. c-b-a

Question 14: a. *Rio:* touching the holographic interface That's old school, Zara. I'm using quantum entanglement for instant knowledge transfer. Yesterday, I connected with a student in Mumbai—we shared entire mathematical concepts through thought waves!

b. *Zara:* Hey Rio! Check this out—our new NeuroLearn chip just got approved. It can download language patterns directly into your procedural memory while you sleep!

c. *Zara:* Last night, I "downloaded" French. Not only did I wake up understanding the language, but I could also feel the passion of a Parisian café conversation and the subtle art of French sarcasm!

d. *Rio:* Really? Like what?

e. *Zara:* excited No way! But what about the emotional intelligence aspect? Our chip helps you feel the cultural context too.

A. a-b-c-d-e

B. a-b-e-d-c

C. b-c-d-e-a

D. b-a-e-d-c

Question 15: Dear *Old Friend*,

a. Now, I facilitate personalized learning through neural networks, adapting to each student's brainwaves and learning patterns.

b. Yesterday, I helped a student master quantum physics through virtual reality simulations - she actually "walked" through an atom! It reminded me of how you used to describe atomic structures with your beautiful illustrations.

c. I hope this digital pulse finds you well on your shelf! I've been meaning to write to you about how learning has transformed. Remember when you were the primary gateway to knowledge?

d. But you know what? Students still love to hold you, smell your pages, and highlight their favorite passages. Perhaps the best "new way" to learn is actually a blend of both our worlds.

e. Missing your papery wisdom,

#TheOldBook

A. b-e-c-a-d

B. a-b-c-d-e

C. c-a-b-d-e

D. d-a-b-c-e

Question 16: a. AI-powered platforms create personalized learning paths, adapting to each student's pace and style. Like having a private tutor, these systems ensure everyone learns effectively.
 b. Short, bite-sized lessons fit perfectly into busy schedules. Five-minute videos or quick quizzes help students learn new skills without feeling overwhelmed.
 c. Global study groups connect students worldwide through online platforms. Learning becomes more exciting when sharing knowledge with friends from different cultures.
 d. Virtual reality brings education to life, allowing students to explore historical sites and scientific concepts through immersive 3D experiences. Learning becomes an adventure rather than a task.
 e. Games make learning fun with points and rewards. Whether learning math or a new language, achieving high scores motivates students to keep improving.

A. c-e-d-a-b

B. a-c-d-e-b

C. d-a-c-e-b

D. e-a-c-d-b

Question 17: a. Social media learning challenges turn education into viral trends. Students create educational TikTok videos or Instagram Reels, making learning both social and entertaining.

b. Brain-computer interfaces allow students to absorb information while sleeping. Special headbands monitor brain waves and deliver micro-lessons during optimal sleep phases.

c. Augmented Reality (AR) textbooks transform flat pages into living content. Point your phone at a math problem, and 3D shapes pop up to help you understand complex concepts.

d. Emotion-sensing AI adjusts lessons based on your mood and stress levels. When you're frustrated, it switches teaching methods; when you're excited, it increases challenge levels.

e. Holographic teachers now bring expert educators from around the world directly into your living room. These lifelike projections make distance learning feel personal and interactive.

A. e-b-c-a-d

B. e-a-b-c-d

C. e-c-b-a-d

D. e-b-a-c-d

***Read the following passage about Turn Your Mind into a Learning Supercomputer and mark the letter A, B, C or D on your answer sheet to indicate the option that best fits each of the numbered blanks from (18) to (22).**

Having mastered various learning techniques, neuroscientists have discovered that our brain's capacity for knowledge acquisition is far greater than previously thought. While the human brain processes information continuously, (18) _____. (19) _____. Students who understand these strategies and apply them consistently have reported significant improvements in their academic performance. The brain, (20) _____, needs proper maintenance and optimization to perform at its peak capacity. By implementing techniques such as spaced repetition and active recall, learners can enhance their memory retention and cognitive abilities. Individuals (21) _____ tend to demonstrate superior learning capabilities, according to research. Moreover, breaking down complex information into smaller, manageable chunks while alternating between different subjects prevents cognitive overload and maximizes learning efficiency. These methods (22) _____ an average learner into an exceptional one.

Question 18: A. it requires specific strategies to optimize its learning potential

B. specific strategies requires to optimize its learning potential

C. it require specific strategies optimize its learning potential

D. specific strategies to optimize its learning potential requires

Question 19: A. Effective learning strategies enhances directly our brain's information-processing capabilities

B. Effective learning strategies directly enhance our brain's information-processing capabilities

C. Effective learning strategies are directly enhance our brain's information-processing capabilities

D. Effective learning strategies enhance direct our brain's information-processing capabilities

Question 20: A. functioned like a powerful computer

B. which functions like a powerful computer

C. having function like a powerful computer.

D. functioning like a powerful computer

Question 21: A. who practiced mindfulness and had maintained healthy sleep patterns

B. who will practice mindfulness and will maintain healthy sleep patterns

C. who practice mindfulness and maintain healthy sleep patterns

D. whom practice mindfulness and maintain healthy sleep patterns

Question 22: A. which confirmed by scientists studying brain plasticity to be able to transform

B. that scientists studying brain plasticity have confirmed them to be able to transform

C. have been confirmed by scientists studying brain plasticity to be able to transform

D. having confirmed by scientists studying brain plasticity to be able to transform

***Read the following passage about Level Up Your Learning Adventure and mark the letter A, B, C or D on your answer sheet to indicate the best answer to each of the following questions from (23) to (30).**

In recent years, gamification has revolutionized the way we approach education. By incorporating game elements into learning experiences, educators have discovered a powerful tool to **boost** student engagement and motivation. This innovative approach transforms traditional lessons into exciting adventures, where learners earn points, unlock achievements, and progress through different levels while mastering new skills and knowledge.

The implementation of game-based learning has shown remarkable results across various subjects. Students who participate in gamified lessons demonstrate increased retention rates and improved problem-solving abilities. Moreover, this method creates a safe environment where learners can experiment, fail, and try again without fear of judgment, fostering resilience and persistence in **their** educational journey.

Digital platforms and educational apps have made it easier than ever to integrate gaming elements into curriculum design. These tools offer immediate feedback, personalized learning paths, and collaborative opportunities that enhance the

overall learning experience. Furthermore, the competitive aspects of gamification encourage students to challenge themselves while maintaining a healthy balance between entertainment and educational **objectives**.

Research indicates that gamification significantly impacts long-term learning outcomes when properly implemented. **By creating an immersive and interactive environment, students develop a genuine interest in their subjects and take ownership of their learning process.** This approach not only makes education more enjoyable but also prepares learners for real-world challenges through the practical application of knowledge.

Question 23: Which of the following is **NOT** mentioned as a benefit of gamification in education?

- A. Increased student retention rates
- B. Enhanced problem-solving abilities
- C. Development of resilience and persistence
- D. Reduced classroom discipline issues

Question 24: The word "**boost**" in paragraph 1 is **OPPOSITE** in meaning to_____.

- A. decrease
- B. strengthen
- C. elevate
- D. amplify

Question 25: The word "**their**" in paragraph 2 refers to_____.

- A. educators
- B. learners
- C. game elements
- D. educational journey

Question 26: The word "**objectives**" in paragraph 3 could be best replaced by_____.

- A. assignments
- B. activities
- C. requirements
- D. goals

Question 27: Which of the following best paraphrases **the underlined sentence** in paragraph 4?

A. A dynamic and engaging learning environment helps students focus better and achieve higher academic results in class.

B. Students become enthusiastic about learning and self-motivated when they participate in interactive learning activities.

C. When students learn in a deeply interactive environment, they become more proactive and develop a true passion for their subjects.

D. Creating a lively learning space makes students more active and responsible for their educational journey.

Question 28: Which of the following is **TRUE** according to the passage?

A. Digital platforms provide instant feedback and personalized learning paths while offering students opportunities to collaborate and enhance their educational experience.

B. Gamification allows students to earn virtual rewards and compete globally while accessing premium educational content through subscription-based learning platforms.

C. Traditional teaching methods consistently outperform gamified approaches in terms of student engagement and knowledge retention across all academic subjects.

D. Students who participate in gamified lessons show decreased interest in practical applications while focusing primarily on entertainment aspects.

Question 29: In which paragraph does the writer mention what role digital platforms play in gamification?

- A. Paragraph 1
- B. Paragraph 3
- C. Paragraph 2
- D. Paragraph 4

Question 30: In which paragraph does the writer mention suggestions about gamification impact?

- A. Paragraph 2
- B. Paragraph 4
- C. Paragraph 1
- D. Paragraph 3

***Read the following passage about the Your Brain's Secret Weapons and mark the letter A, B, C or D on your answer sheet to indicate the best answer to each of the following questions from (31) to (40).**

In a nutshell, mind mapping and memory palaces are powerful techniques that revolutionize learning and information retention. These methods tap into our brain's natural ability to create associations and visual connections. Mind mapping, developed by Tony Buzan, involves creating diagrams that visually organize information, with related concepts branching from a central idea.

[I] Memory palaces, also known as the method of loci, have been used since ancient times. [II] This technique involves associating information with specific locations in a familiar place. [III] By mentally walking through these locations, you can recall the associated information with remarkable accuracy. [IV].

The effectiveness of these techniques lies in **their** ability to engage multiple senses. When creating a mind map, the use of colors, symbols, and images activates both hemispheres of the brain. Similarly, memory palaces **leverage** our spatial awareness and emotional connections to places, making abstract information more concrete.

Studies show that regular use of these memory techniques improves learning outcomes. Students using mind mapping for note-taking typically score 15-20% higher on tests compared to traditional methods. These techniques benefit people with different learning styles, accommodating both visual and kinesthetic learners.

Question 31: The phrase "**In a nutshell**" in paragraph 1 could be best replaced by_____.

- A. Break down
- B. Sum up
- C. Boiled down
- D. Look into

Question 32: Where in paragraph 2 does the following sentence best fit? "**This method works because our spatial memory is particularly robust and long-lasting**"

- A. [I]
- B. [II]
- C. [III]
- D. [IV]

Question 33: Which of the following is **NOT** mentioned as a benefit of memory techniques?

- A. Improved test scores
- B. Engagement of multiple senses
- C. Enhanced creativity
- D. Accommodation of different learning styles

Question 34: Which of the following best summarises paragraph 2?

A. Memory palaces involve creating detailed drawings and diagrams to organize information, while focusing on visual elements that help enhance long-term retention of complex concepts.

B. Memory palaces combine mathematical sequences with spatial recognition, enabling users to process information through numerical patterns in familiar environments.

C. Memory palaces require practitioners to memorize specific meditation techniques that help them access different mental states for information storage.

D. Memory palaces utilize familiar physical locations to store information, allowing people to recall data by mentally navigating through these spaces with high accuracy.

Question 35: The word "their" in paragraph 3 refers to_____.

- A. mind maps B. these techniques C. memory palaces D. learning methods

Question 36: The word "leverage" in paragraph 3 is **OPPOSITE** in meaning to_____.

- A. waste B. utilize C. exploit D. employ

Question 37: Which of the following is **TRUE** according to the passage?

A. The mind mapping method was developed by Tony Buzan and typically improves test scores by twenty-five to thirty percent.

B. The memory palace technique works effectively because it combines spatial memory with emotional connections to familiar places.

C. Both techniques leverage the brain's natural abilities but are only suitable for those who are predominantly visual learners.

D. Mind mapping and memory palaces both utilize colors and symbols to simultaneously activate both hemispheres of the brain.

Question 38: Which of the following best paraphrases the underlined sentence in paragraph 4?

A. Students who take notes through mind mapping achieve test scores roughly one-fifth above average.

B. Mind mapping leads to consistent improvement in academic performance across various testing methods.

C. Traditional note-taking methods are approximately twenty percent less effective than mind-mapping.

D. Research indicates mind mapping produces moderate enhancements in examination performance.

Question 39: Which of the following can be inferred from the passage?

A. Memory techniques are most effective when combining auditory and written practice methods consistently.

B. Traditional note-taking methods are superior for students who prefer structured learning environments.

C. Mind mapping and memory palaces work by leveraging the brain's natural capacity for visual associations.

D. Ancient civilizations developed memory palaces primarily for preserving historical records accurately.

Question 40: Which of the following best summarises the passage?

A. Memory techniques improve academic performance through visual organization, with mind mapping increasing test scores by engaging both brain hemispheres and memory palaces and utilizing spatial recall for enhanced learning outcomes.

B. Ancient and modern memory methods combine visual elements with spatial awareness, where mind mapping creates branching diagrams from central concepts while memory palaces link information to familiar physical locations.

C. Traditional memory enhancement tools utilize cognitive processes effectively, where systematic organization through diagrams connects with location-based recall methods to strengthen information processing.

D. Learning strategies that engage multiple senses enhance information retention, as demonstrated by mind mapping's use of colors and symbols alongside memory palaces' application of spatial and emotional connections.

- THE END -