

Secondary School 4

Progress Test

Name _____

Teacher _____ Date _____

Grammar ___/45 (%)

Vocabulary ___/43 (%)

Listening ___/10 (%)

Total ___/98 (%)

Grammar

1. Complete with the correct tense.

0. He *has already written (already/write)* the report.

1. I _____ (just/watch) a great football match!
2. He _____ (work) now – you can't talk to him.
3. _____ (you/know) what happened to him?
4. _____ (you/read) this or can't take it?
5. While he _____ (walk) to school, he met Robin.
6. I stood up, said goodbye, and _____ (leave) the house.
7. We _____ (never/ see) him before that day.
8. She _____ (realise) that she had made a mistake.
9. I _____ (already/finish) all my exercises when the teacher told us to stop.
10. I thought I _____ (see) his face somewhere before.

/10

2. Give advice for the following situations. Use should or ought to.

0. You are often late for school.

I should buy an alarm clock

1. Your friend failed his test.

He _____

2. You do not have any money.

I _____

3. Your sister wants to get fit.

She _____

4. Your friend is bored.

You _____

5. Your brother is worried about a test he has to do.

He _____

/5

3. Complete the sentences using the gerund form of the words in the box.

lose listen ride play get ~~read~~

0. **Reading is my hobby.**

1. _____ a bike is difficult a first but fun.
2. I really enjoy _____ the guitar.
3. Michelle doesn't like _____ up early.
4. My brother can't stand _____ to heavy metal music.
5. _____ five kilos is not as easy as putting it on.

/5

4. **Circle the correct word to complete the sentences.**

0. He is so / such a nice boy!

1. The film was so boring *that/than* I left before the end.
2. I don't think I have ever seen *so/such* a nice cat.
3. That was *so/such* good! You did really well.
4. I had *so/such* a bad headache that I went to bed at nine o'clock.
5. I don't remember seeing *so/such* beautiful flowers.
6. We had *so/such* many questions that it took over an hour.
7. She had *so/such* much work that she didn't know where to start.

/7

5. **Complete the sentences with the correct form of the verbs in the box (Passive voice).**

take hold make kill give ~~make~~

0. These cars **are made** in Japan.

1. My brother and I are usually _____ about 20 pocket money a week.
2. The dinosaurs were all _____ millions of years ago.
3. A party was _____ on her birthday.
4. The DVD player was _____ in Holland.
5. We are _____ on a school trip once a year.

/5

6. **Match to make sentences.**

- | | | |
|----------------------------------|-------|---|
| 1. She doesn't think | _____ | a. saw who it was. |
| 2. Danny might | _____ | b. could really happen? |
| 3. The dog was really frightened | _____ | c. by the loud noises. |
| 4. Do you think it | _____ | d. moment for all of us. |
| 5. It was a frightening | _____ | e. might mean? |
| 6. It was surprising | _____ | f. that nobody brought a present on her birthday. |
| 7. What do you think this word | _____ | g. anything like that could happen. |
| 8. We were surprised when we | _____ | h. be able to help you. |

/8

7. Choose the correct verb.

0. You aren't let / allowed to camp here.

1. My parents didn't *make* / *let* me stay up when I was younger.
2. They never *allowed* / *let* me to go out at weekends.
3. They *made* / *allowed* me clean my room.
4. Now they *allow* / *let* me to do things.
5. They don't *make* / *allow* me go to bed early.

/5

/45

Vocabulary

1. Complete the words about sports clothes.

0. You wear a vest and shorts while playing basketball.

1. You wear g_____ on your hands.
2. You wear g_____ to protect your eyes.
3. You wear a h_____ to protect your head.
4. You wear p_____ to protect your knees.
5. You wear t_____ on your feet to go running.

/5

2. Circle the correct words.

0. To go / ride a bike

1. To set/get off on a journey.
2. To set/get on a plane
3. A plane takes/leaves off
4. To set/get out of a car

3. Complete the words about money.

0. I don't like to have a lot of cash on me.

1. The old man s_____ his money in the bank for 50 years.
2. You shouldn't w_____ your money on sweets and things like that.
3. We can always do some w_____ shopping if you haven't got any money.
4. Charles won some money so he went on a spending s_____.
5. Would you like to pay by c_____ card or in c_____?

4. Complete the personality adjectives.

0. creative

1. amb_____
2. ind_____
3. pat_____
4. pol_____
5. res_____

5. Circle the correct word to complete the sentences.

0. A romantic / graphic novel is about love.

1. A *novel/poem* is a long story that is not true.
2. A biography is the story of *a real/an imaginary* person.
3. *Poetry/non-fiction* is usually shorter pieces of writing.
4. *Poetry/non-fiction* is a writing that is about facts.
5. A detective novel *is/is not* a true story.

6. Circle one of the words in bold to make pairs.

0. award festival/ceremony/fete

1. football *festival/tournament/match*
2. rock *festival/tournament/fete*
3. book *race/fair/fete*
4. fashion *race/tournament/show*
5. school *race/fair/fete*
6. motor racing *fete/tournament/show*
7. cycling *show/festival/tournament*
8. pop *concert/night/show*

7. Read the text and answer the questions.

You don't need to know the rules of tennis to have a good time, but if you want to play seriously, you need to know about scoring.

Zero or nil in tennis is "love". This actually goes back to the time when the English learned the game from the French. When someone had not scored yet, they used an oval symbol shaped like an egg. This was called "l'oeuf" or "the egg" in French. So when you begin a game, the score is always given with the person who serves (or hits the ball first) as the first number. If you serve, and you win the point, the score becomes *fifteen love*. If the other person wins the point, the score is *love fifteen*. After fifteen, it goes to 30, and then to 40, and then *game*. But when both players have 40, it is called *deuce* (pronounced a bit like juice!). Then, you need to score two points to win the game. The player, who wins the first point after *deuce*, is said to have the *advantage*. If the same player wins the next point, he takes the game. If not, it goes back to *deuce*. This can go on for a very long time with two good players.

When the first game has been won, the server changes so that each player has the chance to hit the ball first. You continue playing like this until somebody has won six games. That means the win the *set*. But to win a set, you must be ahead of your opponent by at least two games. So the score (in games) must be 6-4, 6-3, 6-2, 6-1 or 6-0. If the score is 6-5, you have to keep playing until someone is two games ahead (e.g. 7-5, 8-6, etc.)

Normally men play up to five sets, but women play only up to three. You can play three sets, or even one set if there's not much time. Just make sure you agree before you start playing so there's no misunderstanding. The winner of the match is the player who wins the most sets. That's why, at the end, the umpire shouts "Game, set and match".

1. Why is 0 in tennis called *love*?

2. What is the score at the start of a match?

3. Whose score is said first?

4. What numbers come after 15 in the scoring?

5. What is it called when the score is 40-40?

6. When the score is 40-40, what do you need to do to win the game?

7. When does the server change?

8. How many games do you need to win to take the set?

9. How many sets are usually played?

10. What do you need to decide before you start a match?

/10
/43

Listening

Listen and circle T (True) or F (False).

1. Beefeaters are also called Yeoman Warders. T/F
2. Beefeaters were allowed to eat as much beef as they wanted. T/F
3. There are about 50 Beefeaters in the Tower of London. T/F
4. The official job of the Beefeaters was to look after the prisoners in the Tower. T/F
5. You must be sociable to be a Beefeater. T/F
6. Beefeaters aren't paid. T/F
7. The Ceremony of the Keys is at 10 pm in the evening. T/F
8. There have to be seven birds at the tower at all times. T/F
9. One Beefeater looks after these birds. T/F
10. Warders get a large house until they retire. T/F

/10