

TEST 62

Example:

0	foreigners
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Write your answers **on the separate answer sheet.**

GOING TO SCHOOL IN WEST AFRICA

Africa has more languages than any other continent.

Although (0) ~~foreigners~~ have been responsible for the (56) of some languages, there are hundreds of local languages.

FOREIGN
INTRODUCE

It is important that (57) for children begins in the local language to avoid unnecessary (58) In West Africa, despite (59) efforts, it is not always possible for every child to receive ~~and~~ (60) and for many families the fees for children to attend school are very (61) However, although a family will usually have to contribute towards the school fees, (62) can be put off until the harvest is finished.

TEACH
CONFUSE
GOVERN
EDUCATE
EXPENSE
PAY

The (63) small number of Africans reaching university, therefore, find themselves in (64) of a great deal of power and influence, as they are always in a (65)

RELATIVE
POSSESS
MINOR

TEST 63

Example:

0 amazement

A JOB WITH RISKS

Have you ever been to the cinema and wondered in (0) how film stars manage to perform (56) acts like jumping off buildings or driving at great speed? They don't, of course. The real (57) are usually stunt men or women, who can earn a very good (58) by standing in for the stars when necessary. The work is (59) demanding and, before qualifying for this job, they have to (60) their ability in six sports including skiing, riding and gymnastics.

AMAZE
DANGER
PERFORM
LIVE
INCREDIBLE
PROOF

Naturally, (61) and timing are important and everything is planned down to the (62) detail. In a scene which involves a complicated series of actions, there is no time for (63) mistakes. A stunt man or woman often has only one chance of getting things right, (64) film stars, who can always film a scene (65) until it gains the director's approval.

SAFE
TINY
CARE
LIKE
REPEAT

TEST 64

Example:



BIGFOOT

There are some people who believe in the (0) of Bigfoot, a (56) ape-like creature that is supposed to live in the mountains of the USA. In 1967, some hunters claimed to have (57) filmed such a creature and many people see this as firm (58) that Bigfoot is real.

EXIST
MYSTERY
ACCIDENT
PROVE

But now, researchers have come to the (59) that the film is a trick. After a close (60) of it, they claim to have identified a man-made fastener at the creature's waist. Bigfoot is, therefore, (61) to be anything more than a man in an animal suit.

CONCLUDE
ANALYSE
LIKELY

Some people remain unconvinced by the (62) , though. Bigfoot fans are extremely (63) that a fastener would show up on such an old film. In (64) , they say that the creature caught on camera does not move like a human and that it is therefore (65) a wild creature of nature. The debate goes on.

SCIENCE
DOUBT
ADD
TRUE

TEST 62

0 A goes B makes C sets D does

0	A	B	C	D
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CIRCUS CHILDREN

When the Moscow State Circus (0) on its annual tour of Europe, the younger members of the circus are still expected to (1) with their education. The circus usually (2) for a few days in each town, so how do the young performers manage?

One twelve-year-old gets up at the crack of (3) to practise her act before (4) off to school. She returns at lunchtime to her family's caravan and more practice. Not only does she work (5), but she also has to make a whole new (6) of friends each time she moves on. 'It's exhausting work but I like the circus (7),', she says. 'The worst (8) is when I make new friends and have to leave them, although I try to (9) by letter.'

The Russian who runs the circus makes (10) that all the children get a proper education. When the circus first arrives in Britain, he (11) the traveller education service and gives them the (12) of all the children, and when they will be in certain towns and cities. 'It's a fantastic (13),', he says. 'I receive a (14) when we reach the next town telling us where to meet. We are then accompanied to the school and introduced to the head teacher. It works like (15),.'

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|---------------------|-----------------|----------------|----------------|
| 1 A progress | B maintain | C continue | D further |
| 2 A slows | B stops | C places | D moves |
| 3 A dawn | B morning | C day | D light |
| 4 A following | B leaving | C heading | D directing |
| 5 A strict | B difficult | C strong | D hard |
| 6 A form | B gathering | C set | D collection |
| 7 A life | B way | C living | D type |
| 8 A section | B piece | C part | D side |
| 9 A keep in view | B keep in touch | C keep in line | D keep in mind |
| 10 A sure | B definite | C important | D time |
| 11 A connects | B notices | C reaches | D contacts |
| 12 A facts | B details | C quantities | D demands |
| 13 A system | B habit | C plan | D order |
| 14 A sign | B signal | C message | D word |
| 15 A lightning | B clockwork | C new | D wildfire |

TEST 63

0 A ought B should C will D may

0	A	B	C	D
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FUN AND GAMES

Do you think computer games are just for kids? Then you (0) think again. You might be (1) to learn that the games industry now (2) more money than Hollywood. (3) a family buys a new PC, all they really want to do is to play games.

It is hardly surprising that video gaming has (4) one of the most popular (5) of entertainment today. A good game is like a good film; it will hold your (6) , capture your imagination and play with your emotions.

The big (7), however, is that watching a movie is a passive (8) You have no say in how the plot (9) or which characters dominate the story. With computer games, you direct the (10) and that is what makes them so exciting. Finding the (11) game is likely to signal the beginning of a lasting love (12) with the interactive (13) of make-believe.

It is (14) to think of gaming as something simply for children and teenagers. In fact, the (15) growth area of the market is the 25–35 age group.

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|--------------------|----------------|----------------|-----------------|
| 1 A concerned | B admired | C surprised | D startled |
| 2 A has | B makes | C does | D gains |
| 3 A As soon as | B As well as | C As far as | D As long as |
| 4 A begun | B grown | C sounded | D become |
| 5 A makes | B branches | C shapes | D forms |
| 6 A gaze | B attention | C breath | D control |
| 7 A gap | B variety | C difference | D direction |
| 8 A pastime | B task | C routine | D employment |
| 9 A becomes | B develops | C turns | D produces |
| 10 A movement | B change | C action | D performance |
| 11 A accurate | B right | C complete | D proper |
| 12 A match | B story | C secret | D affair |
| 13 A region | B area | C society | D world |
| 14 A immoral | B wrong | C false | D dishonest |
| 15 A longest | B widest | C biggest | D deepest |

TEST 64

0 A like B get C bring D choose

0	☐ A	☐ B	☐ C	☒ D
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SHADES OF MEANING

When we decide to (0) a colour for anything – whether it's a T-shirt or a cover for a mobile phone – our brains have to work really hard. In order for us to (1) a choice that feels right, the brain has to (2) various bits of information.

There are various (3) which make each of us like or dislike certain colours. Firstly, our brains consider (4) associations. These are completely (5) and are a result of our individual experiences. Particular colours call to (6) certain memories which may be connected to a place, a person or an experience. For example, we may associate red with the (7) of a fire or a (8) childhood sweater. Blue and green may (9) us of holidays and peaceful weekends in the country.

Secondly, there is evidence to show that different colours (10) our nervous system in different ways. Red can actually (11) the level of adrenaline in our body. This is why energetic people are drawn to red and also why sports cars are (12) this colour. On the other (13) , blues and greens are passive colours which have a relaxing (14) on the nervous system and (15) people who like to feel completely at ease.

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|--------------------|-------------|---------------|----------------|
| 1 A keep | B do | C set | D make |
| 2 A produce | B process | C run | D manufacture |
| 3 A methods | B ways | C factors | D aspects |
| 4 A complete | B trusted | C past | D forgotten |
| 5 A personal | B hidden | C private | D secret |
| 6 A mind | B heart | C thought | D feeling |
| 7 A heater | B warmth | C burning | D temperature |
| 8 A favourite | B popular | C preferable | D likeable |
| 9 A refer | B remember | C recall | D remind |
| 10 A cause | B create | C affect | D reflect |
| 11 A rise | B lift | C raise | D hold |
| 12 A traditionally | B knowingly | C fashionably | D recognisably |
| 13 A side | B hand | C foot | D part |
| 14 A result | B note | C message | D effect |
| 15 A attract | B pull | C gather | D favour |