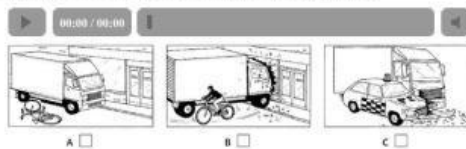


B1 PET Test #23 - Listening

Quiz ID: 6344

Question 1 (Question ID: 99-226074)

How did the accident happen?



A. A

B. B

C. C

Question 2 (Question ID: 99-179686)

Where is the magazine?



A. A

B. B

C. C

Question 3 (Question ID: 99-191142)

What did the students enjoy learning about in the lecture today?



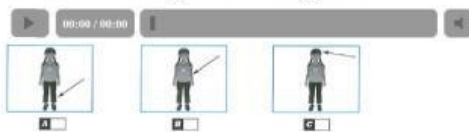
A. A

B. B

C. C

Question 4 (Question ID: 99-215997)

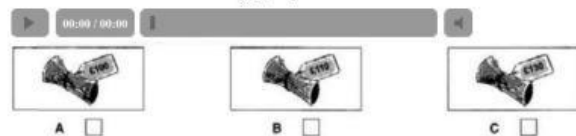
Where is the girl hurting now?



- A. A
- B. B
- C. C

Question 5 (Question ID: 99-183774)

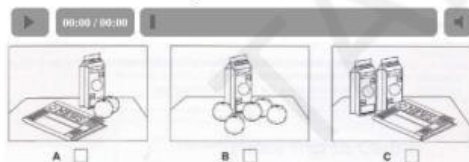
How much will they pay to hire a car?



- A. A
- B. B
- C. C

Question 6 (Question ID: 99-223032)

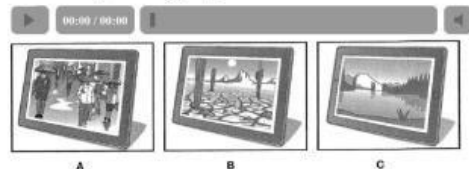
What does Sally need?



- A. A
- B. B
- C. C

Question 7 (Question ID: 99-213507)

Which photograph did the man take?



- A. A
- B. B
- C. C

Question 8 (Question ID: 99-216312)

You will hear two friends talking about a lesson.

What do they agree about?



- A. Maths is difficult to understand.
- B. The other teacher is better.
- C. Using a calculator is helpful.

Question 9 (Question ID: 99-239004)

You will hear two friends talking about their lunch break at school.

They both plan to



- A. finish their homework.
- B. eat the same food.
- C. play games on their phones.

Question 10 (Question ID: 99-239185)

You will hear a girl talking to a friend about becoming a member of a swimming team.

The girl feels



- A. worried about the effect of training on her studies.
- B. surprised that she was chosen for the team.
- C. confused by the arrangements for competitions.

Question 11 (Question ID: 99-216233)

You will hear two friends talking about a new teacher.

They think the new teacher is



- A. more interesting than the rest of the teachers.
- B. funny and never gives them any homework.
- C. too serious sometimes.

Question 12 (Question ID: 99-239883)

You will hear a girl talking to her brother about a concert.



What is she trying to persuade him to do?

- A. buy her a concert ticket
- B. go with her to watch the concert
- C. perform in the concert

Question 13 (Question ID: 99-241297)

You will hear a woman talking to a shop assistant.

Why doesn't the customer like the dress?



- A. It doesn't fit her.
- B. It's too expensive.
- C. The color doesn't suit her.

Question 14 (Question ID: 99-191547)

For each question, write the correct answer in the gap. Write one or two words or a number or a date or a time.

You will hear part of a training session for people who are going to work as sales assistants in a large shop.

**Training session for new sales assistants**

The training manager is called Mandy Q14.1.....

New assistants will work on the Q14.2..... floor.

Part-time workers have a rest day on Q14.3..... every week.

Workers who live in the town can use the store's Q14.4..... service for free.

The staff discount cannot be used to buy Q14.5.....

Assistants need to collect their Q14.6..... on their first day.

You will hear a radio interview with a teenage boy called Matthew who has invented a game.

For each question, choose the correct answer.



Question 15 (Question ID: 99-179936)

How old was Matthew when his game was first sold?

- A. ten
- B. thirteen
- C. fourteen

Question 16 (Question ID: 99-179937)

When Matthew tried to sell his idea to companies, ____.

- A. he had no replies
- B. some companies asked to see the game
- C. none of them was interested

Question 17 (Question ID: 99-179938)

Matthew borrowed money from ____.

- A. a bank
- B. some relatives
- C. a businessman

Question 18 (Question ID: 99-179939)

How did Matthew get his idea for a second product?

- A. An American company made a suggestion.
- B. Some other children told him about it.
- C. He watched his sisters playing.

Question 19 (Question ID: 99-179940)

According to Matthew, most ten-year-olds are interested in ____.

- A. games which test what they know
- B. games which are about their everyday lives
- C. games which use their imagination

Question 20 (Question ID: 99-179941)

When Matthew leaves school, he wants to

- A. run his own business.
- B. do a course in business studies.
- C. continue inventing games.

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