

PHẦN 12: HOÀN THÀNH VĂN BẢN

Chọn 01 cụm từ hoặc câu trong 04 lựa chọn cho sẵn trong mỗi câu hỏi để điền vào chỗ trống tương ứng trong bài luận đã cho. (56-60)

Computer and video games are very popular these days. But could games like these be harming the young people who play them? There are compelling arguments on both sides.

People worry about these games for a number of reasons. (56) _____. They may act out what they do in the games in real life. Another worry is that children may become

desensitized to suffering and think that violence is acceptable. A lot of games are extremely violent. They are also interactive. This is why they may be more harmful than violent films or television programmes. Children might try to solve their own problems in a violent way too. (57) _____, critics worry about the addictive nature of these games. The games sometimes take over children's lives. Children often suffer psychologically. They can become hyperactive, or even become isolated from their friends and family.

(58) _____. Children have always enjoyed having gunfights or swordfights with "pretend" weapons. They know it's not real life. Playing violent games allows children to "let off steam" and express feelings they must control in real life. There is a great deal of violence in fairy tales. It never caused our parents or grandparents to behave violently in real life. It is part of growing up. Ultra-violent video games are unhealthy. But there is no proof that they turn normal children into killers. As for the time kids spend playing games, this is only dangerous if gaming becomes an obsession. Gaming can actually be very social. Most people play with their friends. (59) _____.

Having considered all these arguments, I believe that the risks to young people of playing modern computer and video games are exaggerated. (60) _____.

56.

- A. On the one hand, young people may get obsessed with the fantasy world in games
- B. One concern is that young people may have trouble distinguishing what is real from what is fantasy
- C. It is assumed that young people may have problems getting back to their real life after hours playing games
- D. The first problem is that playing games is a crucial factor leading to mental disorders among young people

57.

- A. Finally
- B. Consequently
- C. Then
- D. Last

58.

- A. In addition to those drawbacks of playing games, people claim that there are some benefits
- B. Moreover, children are at risk of becoming victims of "ultra-violent" weapons
- C. There is another side to the debate, however
- D. However, those drawbacks of young children's playing games are not adequate



59.

- A. People fight each other on screen but they have fun and become better friends in the process
- B. However, they can fall apart easily if one beats another repeatedly
- C. People fight each other in the virtual world, and it is likely that this fighting will continue in real life
- D. Additionally, they can squeeze a lot of money from their friends by playing games

60.

- A. If played sensibly, I feel they can benefit young people rather than harming them
- B. Everything has both good and bad sides, and so are games
- C. Students should play games in a moderate amount of time
- D. Frankly speaking, playing games is more beneficial than not doing anything at all

PHẦN 13: TỰ LUẬN

61. Viết một văn bản khoảng 250 từ về chủ đề sau:

One of the best ways to teach children to manage their money is to let them control their budget from an early age. To what extent do you agree or disagree with the statement?

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