

49. *A local team has won the basketball championship for the third year running.*

- A. A local team has beaten the guest team for the third time in this basketball season to get the cup.
- B. For the third year in succession, the basketball championship has been won by a local team.
- C. A local basketball team had been unbeaten in the tournament for three consecutive years.
- D. A local team has become the runner-up for three years in a row.

50. *I avoided mentioning Jack's demotion as I realized that it might upset him.*

- A. Realizing that mentioning Jack's demotion might upset him, I let sleeping dogs lie.
- B. I let the dogs sleep because I realized that mentioning Jack's demotion might upset him.
- C. Realizing that mentioning Jack's demotion might upset him, I avoided demotivating him.
- D. I let the dogs sleep because of Jack's demotion and I don't want to upset him.

PHẦN 11: KẾT HỢP CÂU

Chọn câu đồng nghĩa hoặc cận nghĩa nhất với cặp câu đã cho trong câu hỏi. (51-55)

51. *The Supreme Court has turned down all the accusations against Mr. Pattinson. There was not enough proof.*

- A. There being a lack of proof; therefore, the Supreme Court has rejected all the allegations against Mr. Pattinson.
- B. The Supreme Court has rejected all the allegations against Mr. Pattinson on the grounds of insufficient evidence.
- C. Due to the absence of proof, the Supreme Court has abandoned all the allegations against Mr. Pattinson.
- D. As there was a total lack of evidence, the accusations against Mr. Pattinson were all dismissed.

52. *Laura is going to help me assemble the equipment. She promised me.*

- A. Laura kept her promise when she gave me a hand in setting up the machinery.
- B. Laura gave me her word that she would help me set up the equipment.
- C. Laura wanted to help me with the equipment but I don't think she will remember her words.
- D. Thanks to Laura's promise, I don't have to worry about assembling the equipment.

53. *Numbers at the evening class have dwindled rather badly. In fact, if attendance gets any worse, we may have to cancel the course altogether.*

- A. The cancellation of the course was a direct result of the badly attended evening classes.
- B. The attendance of the evening classes has been putting pressure on the already badly-facilitated course, which has led to the cancellation of it.
- C. If the situation of the evening class attendance does not look up, we cannot rule out the possibility of course dismissal.

D. Only when there is a plunge in the number of students attending the evening class can we go on offering the course.

54. *Jane really laid it on thick when she told the boss that she was not feeling very well. Unfortunately for her, he realized immediately that she just wanted the afternoon off.*

- A. Jane pretended to be slightly under the weather, which left a negative impression on her shrewd boss.
- B. Jane proved how thick-skinned she could be in being deceptive about her bad health conditions to her boss.
- C. The fact that Jane's boss could see through her exaggeration when saying that she was under the weather was something of a misfortune to her.
- D. Jane have mixed feelings in lying about her bad health condition to her boss, which was really unfortunate for her.

55. *Spare us the details of your story, please. Most of us have lost the thread of it anyway.*

- A. What with our not taking notice of your story, you should jog our memory for a short time.
- B. We are bored to death with the plot of your story so please just focus on the gist.
- C. Please go into details on the story you have just told us as we can't make head or tail of it.
- D. You can save yourself from elaborating on your story because we have lost track of it.

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.