

MS. CHI ENGLISH

Name: _____

Date: .../.../20...

Class: GE8

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FCE 2015 – TEST 4 - PART 1

READING AND USE OF ENGLISH (1 hour 15 minutes)

Part 1

For questions 1–8, read the text below and decide which answer (A, B, C or D) best fits each gap. There is an example at the beginning (0).

Mark your answers on the separate answer sheet.

Example:

0 A heart B key C bottom D focus

0	A	B	C	D
	☒	☐	☐	☐

Memory

Memory is at the (0) of our sense of personal identity. If we did not have memory, we would not be (1) of our relationships with other people and would have no (2) that we had had any past at all. And without memory we would have no knowledge on which to (3) our present and future.

Memory (4) of three processes: registration, retention and recall. Registration happens when we consciously notice something. Retention is the next (5) , when we keep something we have noticed in our minds for a certain period of time. Finally, recall occurs when we actively think about some of these things that are (6) in our minds.

Every day we are subjected to a vast (7) of information. If we remembered every (8) thing we had ever seen or heard, life would be impossible. Consequently, our brains have learnt to register only what is of importance.

- | | | | | |
|---|------------|--------------|------------|--------------|
| 1 | A familiar | B aware | C informed | D acquainted |
| 2 | A view | B suggestion | C belief | D idea |
| 3 | A base | B depend | C do | D make |
| 4 | A contains | B involves | C includes | D consists |
| 5 | A action | B division | C set | D stage |
| 6 | A seated | B stocked | C stored | D sited |
| 7 | A level | B amount | C extent | D number |
| 8 | A exact | B single | C one | D isolated |

Part 2

For questions 9–16, read the text below and think of the word which best fits each gap. Use only **one** word in each gap. There is an example at the beginning (0).

Write your answers **IN CAPITAL LETTERS** on the separate answer sheet.

Example: 0

B	E	T	W	E	E	N											
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Visit to a sweets factory

Today I am visiting a sweets factory, a building squeezed (0) a railway line and a canal. (9) I watch, trucks filled with sugar arrive at the factory where this family-owned company has been making sweets for some 80 years.

Being in a factory (10) this one is exactly (11) children dream of. I am staring at huge vats of sticky liquid (12) eventually ends up as mouth-watering sweets. Every now (13) then I see a factory worker in a white coat put a sweet into her mouth.

Ailsa Kelly, granddaughter of the company owner, remembers visiting the factory as (14) child with her grandfather. 'He would take me onto the factory floor and introduce me,' she says. 'He told me, "You may work here some day." And indeed, she has, continuously, (15) 1999. The sense of family is (16) of the reasons employees are remarkably loyal to the company.

Part 5

You are going to read an article about the video games industry. For questions 31–36, choose the answer (A, B, C or D) which you think fits best according to the text.

Mark your answers on the separate answer sheet.

A career in the video games industry?

Reporter Lauren Cope finds out about working in the video games industry.

Initially populated by computer scientists and the self-taught, the video game design industry used not to offer many routes into its midst. Often, perhaps unfairly, viewed as just a hobby for young enthusiasts, the video games industry is now being taken seriously. Surprised? Industry experts aren't.

It's not easy though. Video game spin-offs that rapidly follow any new movie require dozens of team members and months of incredible skill, perseverance and intricacies. As with almost every industry, it's tricky to get into – but it is expanding. Jim Donnelly, a spokesman for an online games magazine says: 'It's certainly very difficult to make much headway within big companies, or to influence any of the really big mainstream games. But the truth is, the industry needs game designers more than ever. Not just director-level people who orchestrate an entire game, but the lower-level people who design systems and individual set pieces.'

So, how can you get into such a competitive industry? Although many companies prefer people to have a degree in computer science, Jim disagrees. 'There is only one route: make games. The tools are there. You won't get a job if you haven't made something, and you won't get anywhere independently if you are not making stuff. Game design is less a job than it is a way of life. Like any creative endeavour it must be done to be real.' Another industry expert, John Field, sees other options. 'There's a lot to be said for "just doing it", but it's really more complicated than that. There are lots of people who want to work in games, but few who measure up to the requirements of the industry these days; even fewer who have the creative talent, technical know-how, vision and entrepreneurial ability to really contribute to the ever-changing face of an evolving medium.'

line 32

Can you do it on your own? 'Perhaps, but it's pretty tricky,' says John. 'However, a good postgraduate course in games can help, plus provide a year or two of top-level support and guidance. Most games designers start their careers as programmers, or artists, progressing their way up the ladder. They are interested in all forms of entertainment media, plus have a healthy appetite for all areas of the arts and contemporary culture. They may or may not have spent a few years in the working world post-graduation, but have realised that games is going to be their "thing". They are not merely fans, but are fascinated by the future possibilities of games, and are aware of the increasing breadth and diversity of the form. And finally connections can help. This is often overlooked, but in order to get ahead in games – as in many other areas – you need to network.'

The childish stereotype of the adolescent boy glued to his games console has long been replaced by the more accurate perception of a grown-up medium, grabbing our attention. Families frequently get involved on interactive consoles. Smart phones introduce a wealth of new games through apps, as well as social media. John believes there is plenty of room for expansion. 'Games have become pervasive play-things for increasingly large audiences. They are also a great way to learn things and I see this already big area as an expanding array of possibilities and opportunities.'

line

31 What is the writer's main point about the video games industry in the first paragraph?

- A It is reasonable to consider making a living in this field.
- B Young people's contributions to it should be appreciated.
- C It offers a relatively limited number of career options.
- D Specialists in this area have failed to value its potential.

32 What does Jim tell us about the video games industry?

- A It can be hard to decide which idea will prove successful.
- B Many designers are required to take charge of each large project.
- C It is worth recognising the value of having a long-term strategy.
- D There is room for people with different degrees of responsibility.

33 What does 'that' refer to in line 32?

- A getting a degree in computer science
- B making games
- C being independent
- D seeing other options

34 What opinion does John express in the third paragraph?

- A It is a mistake to believe that the jobs people do in the industry are easy.
- B Many people lack the qualities needed to do effective work in the industry.
- C The industry could benefit from people who have a strong desire to work in it.
- D The industry is changing too rapidly for people to keep up with it.

35 What does 'overlooked' mean in line 54?

- A not considered
- B understood
- C not used
- D required

36 In the final paragraph, we are told that

- A video games have not been effectively exploited as learning tools.
- B young people are being offered more demanding games to play.
- C people used to misunderstand the true nature of video games.
- D other technologies have forced the games industry to compete.

Part 6

You are going to read part of the autobiography of David Coulthard, who is a retired Formula One racing driver. Six sentences have been removed from the autobiography. Choose from the sentences A–G the one which fits each gap (37–42). There is one extra sentence which you do not need to use.

Mark your answers on the separate answer sheet.

Grand Prix driver

I'm a great believer in success, in achieving whatever goal you set on a particular day, so whether I was practising on the track or working out in the gym, I always put my heart and soul into it.

When I was learning my trade, racing on karts as a teenager, I would look after my helmet and race suit carefully. Everything had to be perfect; it was all about preparation. At 18, I progressed to Formula Ford racing, a stage before Formula One, and I'd even get the car up in the garage and polish the underside until it was gleaming. **37** But I made the point, jokingly, that if I ever rolled over in a race, my car would have the shiniest underside in history.

It may be that the environment of Formula One fuelled this obsession with neatness and cleanliness. It's a profession based on precision and exactness. If you walk around a team factory it looks like a science laboratory. **38** A Formula One factory couldn't be further from that; it's like something from another planet.

Everything is aircraft standard and quality. And so it should be. If some mega-rich potential sponsor walks into a dirty factory to find people lounging around, that doesn't make a great impression. If they walk in and everyone's working hard and there's not a speck of dust anywhere, that's another matter. **39**

Polishing my helmet was a specific ritual I had. The race helmet is an important and prized possession. When you're starting out, you only have one helmet for several years and it can be a pricey piece of kit. **40** By the time you get to Formula One, you're getting through probably a dozen or more expensive ones a year. Normally I'd never have dreamed of wearing someone else's, but I did have a problem with the front of my helmet some years ago at the Monaco Grand Prix, and just couldn't see properly. In the end I used one belonging to Nelson Piquet.

He very kindly let me keep the helmet after the race. He'd finished second in the Brazilian Grand Prix with that helmet, so it's a unique piece of history – two drivers wearing the same helmet and finishing second in different races. Four years later, Nelson said he wanted to swap another helmet with me. This was before he'd announced he was retiring, so my immediate thought was, what's with this helmet collection thing? **41** There must be something in it. So I gave him a helmet and he gave me a signed one of his.

Helmets are treasured and it's quite rare for me to give race ones to anyone. I only gave my friend Richard one recently, although we've known each other since we were five. Sometimes it's easy to forget obvious things. **42** It should be the other way round.

- | | |
|---|--|
| <p>A I certainly took good care of mine as a result.</p> <p>B You take for granted those you're closest to and you make an effort with people you hardly know.</p> <p>C But it was only natural for me to be so particular about cleanliness before racing.</p> <p>D Think of a motor mechanic, and you think of oil and dirt, filthy overalls, grubby fingers.</p> | <p>E Some people said this was ridiculous because it wasn't as if anyone was ever going to see it.</p> <p>F Perhaps I should be doing it as well.</p> <p>G That's why all the teams try and compete hard with each other on presentation.</p> |
|---|--|