

NAME : _____ CLASS : _____

The applications, games and websites that are promoted as 'educational' are not always the best ones for supporting learning. The fact that they are interactive does not **necessarily** mean that they are much better than old-fashioned workbook with its right and wrong answers. Children may enjoy these products for a while but then get a bit bored. Thus, they are not the most appropriate or **engaging** way to learn.

Treat so-called 'free' applications with caution. Some will **expose** your child to advertisement. Others are designed to wait until your child is engaged in a game or storyline and then **demand** payment before they can go any further. This can lead to frustration as young children do not understand why they cannot continue. Sometimes it is better to make a small payment in advance if the application promises no further purchases. However, some applications are free to download and completely free of advertisement or in-app purchases.

Choosing an app needs the same kind of thought and care you would put into buying anything else for your child. Do not rely only on the star rating. Instead, read the user reviews and check the privacy policy if you are worried about the personal information that the app might be collecting. If you want your child enjoy learning, develop **curiosity** and think about things creatively, provide them with a range of games and apps. Open-ended games have become **progressively** more challenging and encourage children to explore and have fun. They are, therefore more likely to establish a love of learning and to lay the foundation for their future development.

Physical activity, reading and other more 'traditional' activities continue to play a very important part in children's development. But, most parents do rely on screen devices from time to time to engage their child while they are busy with something else. This is not a problem in itself, just as long as children's time is made up of a balanced range of activities.

A. MULTIPLE CHOICES (MC)

1. The Author would apparently agree that ...
 - a. Open-ended games can stimulate children's love for learning
 - b. Some games and applications are boring because they are too easy
 - c. There is no convincing prediction for the future of the games and apps
 - d. It is better to pay for games in advance so that children can learn freely
 - e. Apps star rating provides users with reviews on the good things of games and apps
2. Regarding busy parents' reliance on screen devices to help keep their children entertained, the author assumes that ...
 - a. It is the parents' responsibility to make their children less engaged with screen devices
 - b. Children whose parents are busy with their activities must use screen devices less
 - c. Parents need to be aware of their children's need for varied activities
 - d. Such parents' reliance is acceptable as long as the children are given the right proportion of other activities
 - e. It is not tolerable as their children need to have more physical activities
3. How does the idea in sentence 6 relate to the other ideas in paragraph 2?
 - a. Sentence 6 elaborates the other ideas in paragraph 2
 - b. Sentence 6 is the result of the other ideas in paragraph 2
 - c. Sentence 6 strongly contradicts the other ideas in paragraph 2
 - d. Sentence 6 is the implementation of the theory discussed in paragraph 2
 - e. Sentence 6 provides another type of free applications discussed in paragraph 2

B. COMPLEX MULTIPLE CHOICE (CMC)

4. The author reminds readers to be more careful with commercialism and star rating in applications in paragraph(s)
 - a. 1
 - b. 2
 - c. 3
 - d. 4
 - e. none

C. MATCH THESE WORDS BELOW WITH THEIR MEANINGS

5. Necessarily	a. pleasant and attracting your interest
6. Engaging	b. the desire to know about something
7. Expose	c. gradually over a period of time
8. Demand	d. to put someone in a situation where they are not protected from something dangerous or unpleasant
9. Curiosity	e. the need or desire that people have for particular goods and services
10. Progressively	f. in a way that cannot be different or be avoided

D. READ THE FOLLOWING STATEMENTS. CHOOSE TRUE (T) OR FALSE (F) OR NOT GIVEN (NG) BASED ON THE TEXT BELOW.

Among the professional and managerial classes, working hours have increased and, overall, in the economy, record numbers of people are in employment. As people work more, the appetite for leisure activities has grown to compensate for the greater stress. The past five years alone have seen the leisure business expand by 25%, with a change in emphasis to short domestic weekend breaks and long-haul short breaks to exotic destinations in place of long holidays. In the future, it is expected that people will jump from one leisure activity to another in complexes catering to everyone's needs with gyms, cinemas, cafes, restaurants, bars, and internet facilities all under one roof. The leisure complexes of today will expand to house all the leisure facilities required for the leisure age.

11. Working hours have increased by 25% among the professionals and managerial classes.	T	F	NG
12. People in the upcoming future will constantly change their leisure hour activities from one to another, all under the same roof.	T	F	NG
13. People work more to enjoy the leisure hours during their long-haul short breaks.	T	F	NG
14. In the past five years, the business hours have increased to 25%.	T	F	NG
15. People enjoy their leisure hours in gyms, cafes, cinemas, restaurants, bars, and others.	T	F	NG

E. COMPLETE THE CONDITIONAL SENTENCES WITH THE CORRECT FORM (TYPE I, II OR III).

16. If I (be) _____ stronger, I'd help you carry the piano.

17. If we'd seen you, we (stop) _____.

18. If we (meet) _____ him tomorrow, we'll say hello.

19. He would have repaired the car himself if he (have) _____ the tools.

20. If you drop the vase, it (break) _____.

Good Luck ☺