Learning Resource Network

LRN LEVEL 3 CERTIFICATE IN ESOL INTERNATIONAL (CEF C2)

LEVEL C2

LISTENING
WRITING
READING AND USE

EXAM PAPER - JUNE 2018

DURATION:	
LISTENING	**35 MINUTES**
WRITING **READING** **USE**	**2 HOURS AND 30 MINUTES**

INSTRUCTIONS:

- Do not open this paper until you are told to do so.
- Read the instructions before answering the questions.
- You will hear Section 1, Section 2 and Section 3 of the Listening TWICE.
- You will hear Section 3 of the Listening AGAIN in Writing, Section 1.
- Answer **all** the questions.
- Mark your answers on the separate Answer Sheet in pencil.
- Use a pencil HB 2.
- Do TWO Tasks in the Writing.
- Write your Tasks in the Writing Booklet in pencil.
- You must ask any questions now as you cannot speak during the Test.

LIVEWORKSHEETS

Read the text below about *Space Exploration* and then answer the questions that follow. For questions **1-9**, choose the best answer (**A, B or C**).

Mark your answers on the separate Answer Sheet.

Space Exploration

The development of rockets in the mid-twentieth century allowed people to explore space. On October 4, 1957, the unmanned Russian satellite *Sputnik 1* became the first man-made satellite to orbit the earth. It was a small metal sphere, equipped with no scientific instruments except two radio transmitters and four antennas. Nevertheless, the radio signals emitted, detectable by radio stations all over the globe, allowed scientists to gather information about the ionosphere. On October 26, however, its radio signals stopped as the transmitter batteries died and on January 4, 1958, upon re-entering Earth's atmosphere, *Sputnik 1* burned up.

Sputnik 1 signified the beginning of the space age. On January 31, 1958, *Explorer 1*, the first unmanned American satellite to reach space, carried a cosmic ray detector designed to measure radiation originating beyond the solar system. The radiation recorded, however, did not come solely from distant cosmic rays as had been expected, but also from two radiation belts surrounding our planet. These belts were named *The Van Allen Belts* after the scientist who had designed the experiment and studied the data sent back from *Explorer 1*. The data captured by *Explorer 1* led to a new science, that of space physics, and heralded a new era of innovation in technology and communications.

On April 12, 1961, Yuri Gagarin, the 27-year-old cosmonaut aboard the Russian spacecraft *Vostok 1,* became the first human being to travel into space. This first manned space mission gave Gagarin a permanent place in world history and opened up the possibility that human civilisation would spread to the stars. However, it was on July 20, 1969, that half a billion people across the world witnessed perhaps the most remarkable '**feat**' of all: the landing of the American spaceship *Apollo 11* on the moon. Using computers with less computing power than that of a modern mobile phone, three highly-trained men travelled through 240,000 miles of open space and succeeded not only in landing and walking on the moon, but also returning home safely.

Since the *Apollo 11* mission, there have been many more trips into space, leading to many benefits. Space exploration has greatly contributed to the development of satellite communications, the advancement of weather forecasting and a better understanding of the universe. Scientists continue to create new technologies, some of which may one day allow humans to live on other worlds. In the meantime, however, our planet is facing many problems and perhaps the money spent on space exploration would be better spent on cleaning up our polluted planet and combating world poverty.

LIVEWORKSHEETS

1. What is **TRUE** about *Sputnik 1* according to the 1st paragraph?
   A. Its radio signals were difficult to pick up on earth.
   B. It was designed to operate without a crew.
   C. It carried many important scientific instruments.
2. From what you read, you understand that *Sputnik 1*
   A. managed to get back to Earth safely.
   B. overheated upon re-entering Earth's atmosphere.
   C. continued emitting radio signals on its return to Earth.
3. What is **FALSE** according to the 2nd paragraph?
   A. Distant cosmic rays are solely responsible for radiation in our solar system.
   B. A previously unknown phenomenon was discovered by *Explorer 1*.
   C. *Explorer 1* was outfitted with a scientific device to record specific data.
4. The data collected during the flight of *Explorer 1*
   A. contributed to the birth of a new science.
   B. resulted from new communication technologies.
   C. was analysed by scientists on board *Explorer 1*.
5. From what you read, you understand that Yuri Gagarin made history because he
   A. had a vision of people living in space.
   B. was the youngest cosmonaut in the 1960s.
   C. became the first person to travel into outer space.
6. What does the word **'feat'** in the 3rd paragraph mean?
   A. hardship
   B. accomplishment
   C. blessing
7. What is **TRUE** about *Apollo 11*?
   A. Its crew was well-prepared for their flight to the moon.
   B. its success was due to the advanced technology on board.
   C. Its launch celebrated the first manned flight into space.
8. According to the last paragraph, what might **NOT** be a benefit of space travelling?
   A. understanding cosmological phenomena
   B. the evolution of humankind
   C. storm warning devices
9. How does the writer feel about space technology?
   A. Economies should increase their spending on it.
   B. Colonising other planets is the answer to Earth's problems.
   C. Currently, it is not the right thing to be investing money in.

LIVEWORKSHEETS

Read the following passages about *Video Games*.
For questions **10-20**, choose the best answer (**A, B or C**).

Mark your answers on the separate Answer Sheet.

Video Games

Passage A

What makes video games popular?

Playing video games can be beneficial as a way to entertain ourselves, keep our brain active and deal with stress. However, these benefits alone cannot account for the immense popularity of online gaming among people of all ages. The principal reason for the growing popularity of video games is their accessibility. Nowadays, personal computers and game consoles are no longer the sole, or even primary, devices for gamers.

The number of online gamers is growing **alarmingly** as game developers are now designing games specifically for smartphones and android devices. So, as long as there is a Wi-Fi signal, gaming websites allow gamers using any kind of connected gadget to choose from an endless array of online games, from those suitable for a beginner to games that are difficult to master.

Another factor that explains why online games are popular is their **affordability**. In addition to expensive computer games, there are numerous games which can be downloaded without any subscription fee or other payment. What is more, the success of a lot of online games lies on the fact that gamers can play alone or face a variety of opponents. Using any electronic device, they can share their experience with friends sitting on the same couch each wearing a headset or with strangers from all over the world of varying abilities and ages.

10. What is the massive popularity of video games primarily due to?
    A. They help relieve tension.
    B. They especially appeal to the young.
    C. They are readily available.

11. What is **TRUE** according to the 2nd paragraph?
    A. Game consoles are still the preferred gaming devices.
    B. Smartphones have become accepted gaming platforms.
    C. Online games are not really geared for casual gamers.

12. What does the word '**affordability**' in the 3rd paragraph mean?
    A. variety
    B. low-cost
    C. difficulty

13. What is **FALSE** according to the 3rd paragraph?
    A. Some games can be downloaded free-of-charge.
    B. Gamers can use different kinds of devices to play.
    C. Online gamers usually play with people of the same age.

LIVEWORKSHEETS

Passage B

The effects of online gaming

Nowadays, online games are so popular across all age groups and educational backgrounds that there are large numbers of sponsored international game tournaments annually, offering great monetary prizes to the participants. The number of online gamers is increasing **alarmingly** as the variety of electronic devices used for online games encourages cyber socialisation and interaction among players. The ability to remain anonymous also enables those with low self-confidence and lack of social skills to create a virtual circle of friends who they feel very comfortable talking to and with whom they can escape from reality.

However, so alluring are online games that playing them can easily become an addiction which can entail serious health and social risks as obsessed gamers tend to lack physical exercise, develop poor sleep habits and eat unhealthy food. Poor posture while playing may also make neck movements stiff, the upper body more stooped and shoulders less mobile. Game addicts can become so involved in interacting through games that they neglect their personal and family relationships, disregard school or work obligations and resent the idea of investing time in real-life social interaction. _____, as personal contact is minimised, gamers can become more and more socially isolated, often experiencing feelings of depression and despair.

14. What is **FALSE** according to the 1st paragraph?
    A. Many worldwide game tournaments are held every year.
    B. Most educated people hold online games in contempt.
    C. Online gamers can be rewarded financially for their skills.

15. According to the text, online gaming can
    A. force gamers to play anonymously.
    B. often discourage gamers from interacting with each other.
    C. be beneficial for withdrawn people.

16. According to the 2nd paragraph, what is **NOT** a negative effect of online gaming?
    A. greater workplace efficiency
    B. damaged family relationships
    C. stiffness in some parts of the body

17. Which of the following can fill in the blank in the 2nd paragraph?
    A. On the contrary
    B. Otherwise
    C. In the end

Questions 18-20 refer to BOTH Passages.

18. Online game addiction is mentioned in
    A. Passage A only.
    B. Passage B only.
    C. both passages.

19. The diversity of electronic devices mentioned in both passages
    A. allows more people to interact.
    B. reduces the amount of play time.
    C. balances people's gaming with their personal lives.

20. The use of the word '**alarmingly**' in both passages denotes that both writers
    A. favour the use of online games.
    B. are concerned about the rising number of online games.
    C. emphasise the benefits of gaming technology.

LIVEWORKSHEETS

For questions **21-40**, choose the best answer (**A, B or C**).

Mark your answers on the separate Answer Sheet.

21. Unsatisfied with the job's pay and benefits, she is likely ..... by the end of the month.
    A. she will resign
    B. of her resigning
    C. to have resigned

22. No examinee ..... to leave the exam room during the first hour of the allocated time.
    A. have been permitted
    B. was allowed
    C. is let

23. Listening to music ..... working is said to increase creativity and productivity.
    A. during
    B. while
    C. on

24. Not only ..... the beaches but they also helped community members to recycle more effectively.
    A. the volunteers were to clean
    B. did the volunteers clean
    C. were the volunteer's help in cleaning

25. Her boss is by far ..... person I have ever met in my life.
    A. the most tactless
    B. too tactless a
    C. such a tactless

26. Due to ..... workloads, a lot of people are under a lot of pressure nowadays.
    A. overwhelmingly
    B. overwhelmed
    C. overwhelming

27. Some people ..... when visitors drop in on them without calling first.
    A. are hating
    B. hate
    C. hate it

LIVEWORKSHEETS

28. The receptionist observed two strange men ..... the hotel lounge.

A. enter
B. were entering
C. to have entered

29. All the emails ..... to the manager yesterday were highly confidential.

A. to be sent
B. sending
C. sent

30. ..... the rent on time, the tenants received a warning letter from their landlord.

A. Not having paid
B. As not paid
C. Not their paying

31. He can no longer ..... her indifference to his problems.

A. take on
B. put up with
C. look for

32. Though solutions to hunger and poverty ..... for decades now, there is still no end to suffering in sight.

A. were being explored
B. have been explored
C. are being explored

33. The rain is so rare in this area that there is ..... vegetation.

A. little
B. a few
C. hardly

34. Had he exercised regularly, he ..... much fitter and stronger now.

A. would have been
B. would be
C. will be

35. Our guide ..... us for dinner last night, but he came down with the flu.

A. might join
B. had joined
C. was to have joined

LIVEWORKSHEETS

36. If only he .....the courage to tell her the truth when they met last night!

A. had
B. would have
C. had had

37. There's nothing interesting on TV. Why ..... a film at the cinema, instead?

A. not watch
B. are we not to watch
C. we don't watch

38. The teacher's ..... for art inspired her students.

A. passionately
B. passionate
C. passion

39. The smell of fresh baked bread made his mouth ..... so much that couldn't resist buying a loaf.

A. to water
B. watering
C. water

40. Their wedding photographs ..... and the newly-weds are a little upset about it.

A. haven't developed
B. have yet to be developed
C. are being developing

LIVEWORKSHEETS

For questions **41-50**, read the text below and use **ONLY ONE** word which best fits to fill in the gaps.

Mark your answers on the separate Answer Sheet.

Emotional Intelligence

After a century of debate, there is still no clear definition of what emotional intelligence is and how (41) ..... can be objectively measured. Nor (42) ..... psychologists found any solid evidence to prove to (43) ..... extent emotional intelligence influences our day-to-day lives. Emotional intelligence is commonly defined (44) ..... an individual's capability to recognise, control and express their own emotions as (45) ..... as understand those of other people. When it comes to someone's personal life, research shows that the higher emotional intelligence is, the (46) ..... rewarding relationships are. In fact, successful friendships depend on (47) ..... compatible the individuals in a relationship are. Having high levels of emotional intelligence can also (48) ..... beneficial at work. For one thing, it enhances professional relationships and improves problem-solving and decision-making abilities. Aside (49) ..... inspiring and motivating their colleagues, employees with high emotional intelligence have more chances (50) ..... becoming effective leaders.

LIVEWORKSHEETS