Вариант 1
ЗАДАНИЕ 10

*Установите соответствие между заголовками **1–8** и текстами **A–G.** Занесите свои ответы в таблицу. Используйте каждую цифру **только один раз. В задании один заголовок лишний.***

1.Fun in theory, boring in reality
2. Deficit of activity problems
3. Saving rare animals
4.Contrary to popular belief
5. Benefits of being outdoors
6. Ready to help
7. Original
8. Similar sounds — different emotions

A. In addition to being highly intelligent, elephants are capable of a remarkable amount of empathy. During a natural disaster, elephants are able to understand that something dangerous is happening. They can understand that a person is in trouble and that the situation is unsafe. Elephants have good sense of smell and there have been cases when they alerted rescuers to people trapped in a building. Elephants have been observed saving their young from drowning and also been filmed trying to save people they see at risk of drowning.

B. A lot of studies suggest that green spaces enhance mental health and learning capacity, both immediately and over time, by lowering stress levels and restoring attention. Greenery restores attention by drawing the eye and at the same time calms the nervous system, creating an ideal state for learning. Similarly, studies show that spending time in the sunlight can reduce attention deficit symptoms, while bright light first thing in the morning can improve mood and the quality of sleep.

C. Why are hyenas known for laughing? There is even a phrase we use: "to laugh like a hyena". Zoologists will tell you that the unique sounds they make are actually no laughing matter. Hyenas indeed make loud barking noises that sound like laughter, but it's not because they're amused by anything. Instead, a hyena's "laughter" is actually a form of communication used to convey frustration, excitement, or fear. Most often, you'll hear this unique vocalization during a hunt or when the animals are feeding on prey as a group.

D. Zoologists believe that boredom isn't a uniquely human emotion – animals can be bored, too. Animals which live in captivity (in zoos, for example) and don't have to take care of their survival may experience boredom and try to find ways to

overcome it. They may come up with some “creative” activities which they wouldn’t normally do in their natural environment. As for the pets at home, they may also suffer from the lack of stimulation. That’s why we need to make sure we give them enough time, attention and toys regularly.

E. While most dogs jump eagerly into the water to swim, cats don’t usually do that, and many believe that cats have a phobia of water. But some pet groomers insist that it’s not true and getting a cat to trust you enough to bathe is quite possible, with some patience and skill. Most cats are not afraid of water like so many people may think. They are actually afraid of loud noises and of drowning, rather than water itself. Cats drink water every day, lots of cats even play with water or follow people into the shower.

F. Videogame testers spend most of their time testing the game long before it’s finished and long before it starts to become a fun experience. Even after the game is developed enough to start being fun, the testing tasks often aren’t entertaining at all. Testers may have to walk their character around a forest, for example, to look for trees that aren’t drawn well. They then record the coordinates so an artist can fix them later. It’s monotonous work and can take days to finish. So if testing video games seems like a fun, easy job to you, think again.

G. Claude Monet’s impressionist paintings were all about nature. In his works he tried to capture nature as it appeared to him at the moment. He also experimented with light and shadow and how they changed during different times of the day. Some artists of the time criticized Monet because his works lacked detail and didn’t resemble finished paintings. Monet used strong colours, which he did not mix. He painted them onto the canvas in short brush strokes. He was also criticized for not using classical painting techniques.

Текст	A	B	C	D	E	F	G
Заголовок							

Задание 11

Прочитайте текст и заполните пропуски **A–F** частями предложений, обозначенными цифрами **1–7. Одна из частей в списке 1–7 —**

лишняя. Занесите цифры, обозначающие соответствующие части предложений, в таблицу.

Is there enough to say?

They only appeared about ten years ago but already they are everywhere, everyone's got one. They are the wonder of the modern age – mobile phones, or cell phones, **A**_____. Apparently, mobile phones are now used by about 2.5 billion people worldwide, and about one billion new mobile phones are sold every year worldwide. Go back to 1997, and only 100 million were sold. As we can see, the mobile phone business **B**_____.

And the developments keep on coming. Once we could only make phone calls; now mobile phones **C**_____ and do many other useful things. Once we had to hold our mobile phones in our hand; now we can use throat microphones. What next? We are told that soon, tiny microphones will be implanted into our lips. We'll be able to dial numbers just by saying them.
But surely we need to ask ourselves: What's good about this? OK, we can talk to other people almost all the time now – but is that so great? Watch and listen to people when a plane has landed. Anxious **D**_____, dial a number, and then: "It's me, I'm here. I'll be there in twenty minutes." Is this communication? Is this what all these years of technology have brought us to?
In the early days of communication there were letters. When they arrived at your house, you knew they had been delivered by a man **E**_____.
In those days, people would think very hard before they wrote a letter. You had to have a good reason to write – communication was serious. Now it's not – people phone each other **F**_____. Once the phone was a way for people far away from each other to talk – now it's just an excuse to talk.

1. can also be used to take and send photos
2. riding halfway across the country on a horse
3. as Americans call them
4. not understand why they are doing it for
5. just because they can
6. has been developed very quickly
7. fingers immediately switch on the mobile phone

Пропуск	A	B	C	D	E	F
Часть предложения						

Задания 12-18

*Прочитайте рассказ и выполните задания **12–18**. В каждом задании обведите букву **A**, **B**, **C** или **D**, соответствующую выбранному вами варианту ответа.*

The lure of the screen

I used to tell my parents that the first cell phone I will allow my own children to have will be a flip phone, incapable of Internet access and certainly without the ability to use "apps." I argued that their first phones would have only the capabilities of my first phone – texting and calling – used primarily to contact their parents, and once in a while classmates to ask about homework. Isn't it primarily what we think kids need phones for?
It took me a while to realize how impractical this was because if the first piece of a given technology that I possessed had been the same as my parents', I would have been walking around with a cassette player in a world of iPods (incidentally, I loved my Sony Walkman CD player).

So maybe it was a little ridiculous for me to suggest this, but I think my point was (and is) valid. I look at young kids today and see that they're as attached to mobile devices as their adult counterparts. It has come to the point where kids would rather sit inside and play games on their parents' (or their own) iPads than go outside and play hide-and-seek, or catch, well, do anything.

And while I recall my parents telling me to drop the Legos or even the PlayStation controller and head outside, I, unlike these children, often actually did it, and when I didn't, at least I was capable of breaking away to utter a response.

Today, however, youngsters are becoming so attached to technology at such a young age, as young as 3 or 4, that they are forgetting – if they ever learned in the first place – how to have fun without an iPad – literally.
In April, *The Telegraph* quoted North Ireland teacher Colin Kinney, who said his colleagues, "have concerns over the increasing numbers of young pupils who can swipe a screen but have little or no manipulative skills to play with building blocks or the like, or the pupils who cannot socialize with other pupils but whose parents talk proudly of their ability to use a tablet or smartphone."
Kinney goes on to say that the "brilliant computer skills" these children possess is "outweighed by their deteriorating skills in pen and paper exams because they rely on instant support of the computer and are often unable to apply what they should have learned from their textbooks."

It is true that we are moving into a world in which the ability to understand the language of computer coding is more important than the ability to read and write cursive. **This**, however, is not an excuse for the extent to which young children have become as addicted (or more so) to their mobile devices as their parents.

LeapFrog, the popular children's brand is set to unveil a product called the Leap Band; the first wearable tech catered specifically toward children. And although the wristwatch-like product is designed to get kids up and moving, it raises a question for me: How young is too young?

I read that Google is considering allowing online accounts for children under the age of 13 (though giving their parents control over how the service is used).

Because of this cross-generational addiction, this week has been designated as "Screen Free Week" in schools around the country. The week is aimed at getting every member of the family away from computer and device use for just one week and head outside.

For parents, technology is now a dilemma: Give it to their kids at a young age so they are in line with their classmates in terms of computer prowess or withhold it and allow them the gift of social skills … only time will tell, but I fear the former is gaining ground.

12. What kind of a phone does the author want her children to have first?

A) An old-type phone.

B) A modern phone.

C) Something like her parents' phone.

D) Something like her "old" phone.

Ответ: ☐

13. Which of the following statements reflects the author's views?

A) Parents shouldn't allow their children to play games on iPads.

B) Children are more attached to technology than adults.

C) Children now prefer their gadgets to outdoor games.

D) It's hard to imagine the modern life without mobile devices.

Ответ: ☐

14. What does the author remember about her childhood?

A) She didn't like to play outside.
B) She enjoyed PlayStation more than Lego.

C) She went for a walk outside whenever her parents told her.

D) She preferred to ignore her parents when she played.

Ответ: ☐

15. Teacher Kinney is worried about children's …

A) communicative skills.

B) computer skills.
C) parents' attitudes.
D) writing skills.

Ответ: ☐

16. "*This*" in paragraph 8 (This**, however, is not an excuse …) refers to …**
A) addiction to technology.

B) computer language.
C) importance of computers.
D) literacy skills.

Ответ: ☐

17. What does the author imply by asking "How young is too young"?

A) Leap Band is inappropriate for young children.

B) Technology may enter children's life too early.
C) Leap Band products suit any child.
D) Wristwatch-like products are for older children.

Ответ: ☐

18. How, according to the author, will the parents solve the technological dilemma?

A) In favour of communication skills.

B) In favour of both the computer and communication skills.
C) They will try to refrain from making the decision.
D) In favour of the computer skills.

Ответ: ☐