

You will hear three different extracts. For questions 1–6, choose the answer (A, B or C) which fits best according to what you hear. There are two questions for each extract.

In the exam, write your answers on the separate answer sheet.

Extract One

You hear part of a discussion programme in which two artists are talking about their work.

- 1 What do they agree about inspiration?
 - A An artist must know where it comes from.
 - B Non-artists are unlikely to understand it.
 - C Not all artists are willing to talk about it.

- 2 In his latest work, the man is exploring whether
 - A holiday brochures are actually works of art.
 - B the visual material in holiday brochures is effective.
 - C we are misled by the image projected in holiday brochures.

Extract Two

You hear two club DJs talking about their work.

- 3 What did the man dislike about his previous job as a radio DJ?
 - A He lacked the necessary background knowledge.
 - B He didn't have one of the key skills required.
 - C He often disagreed with the management.

- 4 What do they agree about being a club DJ?
 - A It's difficult to make enough money to live well.
 - B It's best not to play music you don't like personally.
 - C You have to be responsive to the needs of the audience.

Extract Three

You hear part of an interview with the owner of a new cake shop.

- 5 What does she say about cake making?
- A It's always been her dream to do it professionally.
 - B It appealed to her because it calls for a range of skills.
 - C It was something she learnt to do as part of her first job.
- 6 How does she feel about her new business?
- A confident in her own judgement
 - B relieved that she followed expert advice
 - C concerned that its early success will not last

Part 2

You will hear a man called Paul Osborne giving a careers talk about his work as a computer game designer. For questions 7–14, complete the sentences with a word or short phrase.

In the exam, write your answers on the separate answer sheet.

COMPUTER GAME DESIGNER

Paul says that people often think that he's a game (7) rather than a designer.

As part of his degree, Paul did a course in (8)
which has proved the most useful in his career.

In his first job, Paul was designing (9) most of the time.

Paul worked on what are known as (10) in his first job.

Paul mentions a game with the name (11)
as the one he's enjoyed working on most.

Paul uses the word (12) to describe what multi-players
in a game can create for themselves.

Paul says that achieving the correct (13) is the biggest challenge
when designing a game.

Paul feels that (14) is the most important personal
quality that a game designer needs.

Part 3

You will hear an interview with an archaeologist called Julian Radwinter. For questions 15–20, choose the answer (A, B, C or D) which fits best according to what you hear.

15 Julian attributes his interest in archaeology as a teenager to

- A a wish to please his father.
- B his natural sense of curiosity.
- C a need to earn some spare cash.
- D his dissatisfaction with life on a farm.

16 What aspect of archaeology still excites Julian today?

- A the methodical nature of much of the work
- B the satisfaction of solving long-standing mysteries
- C the opportunity to use sophisticated equipment to date objects
- D the process of building up a theory around a few known facts

17 Julian feels that the public perception of archaeology

- A fails to acknowledge its scientific value.
- B has been negatively influenced by fictional accounts.
- C underestimates the gradual nature of the research process.
- D has tended to concentrate on the physical hardships involved.

18 How does Julian feel about his current research post?

- A He regrets having relatively few opportunities to travel.
- B He wishes his colleagues would take it more seriously.
- C He admits that the problems can get him down.
- D He suggests that it is relatively cost effective.

19 What does Julian hope to show as a result of his current research?

- A population levels in England in different periods
- B the length of time certain villages have existed
- C how wider trends affected local communities
- D the range of ancient agricultural methods

20 Julian's project on humour in archaeology aims to

- A celebrate an otherwise unrecorded aspect of archaeologists' lives.
- B compare archaeological findings with anecdotal evidence.
- C create a database of jokes connected with archaeology.
- D make archaeological reports more widely accessible.

Part 4

You will hear five short extracts in which college students are talking about being a member of a club.

In the exam, write your answers on the separate answer sheet.

TASK ONE

For questions 21–25, choose from the list (A–H) what made each speaker decide to join the club.

- | | |
|-------------------------------------|-----------------------------------|
| A the advice of a friend | |
| B seeing an advertisement | Speaker 1 <input type="text"/> 21 |
| C wanting to meet people | Speaker 2 <input type="text"/> 22 |
| D a desire to try something new | Speaker 3 <input type="text"/> 23 |
| E hoping to learn a skill | Speaker 4 <input type="text"/> 24 |
| F a need for exercise | Speaker 5 <input type="text"/> 25 |
| G wishing to please someone else | |
| H going along with a group decision | |

TASK TWO

For questions 26–30, choose from the list (A–H) the main disadvantage of being a club member which each speaker mentions.

- | | |
|------------------------------------|-----------------------------------|
| A the cost | Speaker 1 <input type="text"/> 26 |
| B the regular commitment | Speaker 2 <input type="text"/> 27 |
| C the attitude of other members | Speaker 3 <input type="text"/> 28 |
| D the location | Speaker 4 <input type="text"/> 29 |
| E the way it's organised | Speaker 5 <input type="text"/> 30 |
| F the level of challenge | |
| G the timing of sessions | |
| H the lack of feedback on progress | |