

LISTENING



Task 1. Listen to the text. Mark the following statements as true or false.

- 1) Karen thinks that the results of ambitions are fame, money and popularity.
- 2) In her childhood Karen dreamed about becoming a doctor.
- 3) Karen is a schoolgirl at the moment.
- 4) Karen is sure about her future occupation.
- 5) Karen believes that people can be happy if they do something they really like.

Task 2 Listen to the text. Read and choose the correct answer.

- 1) What does the text talk about?
A Hip-hop music.
B Hip-hop culture.
C Rap music.
D Clothes based on hip-hop styles.
- 2) Where did hip-hop culture first appear?
A In New York City's Bronx.
B In the city of London.
C In York.
D The text doesn't say.

3) Which of the following was NOT among the early expressions of hip-hop culture?

- A Break dancing.
- B Spray-painted graffiti.
- C Colourful hair.
- D Rap music.

4) What are the four major clothing items associated with hip-hop styles?

- A Baseball caps, T-shirts, baggy jeans, and sneakers.
- B Hats, jerseys, baggy jeans, and sneakers.
- C Sneakers, jerseys, baseball caps and baggy jeans.
- D Baseball caps, jerseys, leather trousers, and sneakers.

5) What colours are preferable in rap clothes?

- A Black.
- B Red.
- C Bright.
- D It doesn't matter.

Task 3 Listen to the text. Fill in the blanks in the sentences below.

FAST FACTS ON CHILDREN AND THE INTERNET

1) Three-quarters (75 %) of youth between the ages from 9 to 14 have a _____ at home and one-fifth of the older ones, aged 13 to 14, have a PC in their own bedroom.

2) 59 % of 9–14-year-olds say that they do nothing else while they're _____

3) Among 9–14-year-olds who go online, 25 % seek _____ on sport and music, followed by science (21 %), movies (17 %) and celebrities (14 %).

4) Girls' online activities include sending _____ (53 %), exploring (53 %), listening to music (46 %), participating in chat rooms (33 %) and using instant messaging/ICQ (I Seek You) (22 %).

5) Boys' online activities include exploring (53 %), playing online _____ on their own (50 %), sending e-mails (42 %), listening to music (38 %), playing online games with other players (35 %) and downloading music (29 %).