

Part 4

– 10 questions –

Read the text. Choose the right words and write them on the lines.

Swans



Example Swans are the largest birds in the duck

1 family. There are six different kinds swans
which have white bodies, but in a few parts of the world there are
black swans too. Swans are clever and remember people who have
2 kind or unkind to them! A frightened
3 really angry swan can break a man's leg
4 its strong wings!

Swans live on rivers and lakes. But in the winter months, some
might live near the sea because salt water is usually a little
5 than river water. Swans don't usually fly
6 very far from the place they build their
nests. It takes between 35 and 42 days for a baby swan, which
7 called a 'cygnet', to break open its egg!
8 A baby swan can be grey white. Wild swans
usually live for about seven years, but some live a lot longer. A swan
9 eats underwater plants. It finds these by its
long neck deep into the water and its tail up into the air! Swans might
10 eat small frogs and insects.

1	of	up	off
2	be	been	being
3	or	because	while
4	out	at	with
5	warm	warmer	warmest
6	who	if	where
7	are	is	was
8	not	nowhere	no
9	puts	put	putting
10	ever	also	yet

Part 5

– 7 questions –

Look at the picture and read the story. Write some words to complete the sentences about the story. You can use 1, 2, 3 or 4 words.

Katy and Michael's app



Katy and Michael both enjoy playing computer games. Last summer they talked a lot about designing online games and apps, as well. In the future, they both want to be designers like their father.

In the autumn, they decided to design an app to help kids choose comics or story books. They agreed about something important. Children must enjoy using the app. It mustn't be boring.

'Well, we could make something appear on the screen each time they choose a book,' Michael said.

'OK! What about a really strange creature that hops across the screen, or perhaps we could show rain that changes into a rainbow?'

'Brilliant!' said Michael. 'Shall we ask Dad about this?' 'Yes, let's ask him now,' said Katy.

Their father loved the idea. 'Here's an amazing program,' he said. 'You can use it to make your app. And don't worry. I can help.'

Last month Katy and Michael's app appeared online for the first time! A journalist who wrote for a computer magazine called them about it.

'I'd like to write about you in the magazine. Which do you enjoy most, now?' he asked. 'Designing apps or playing games?'

'Designing apps!' Katy and Michael answered.

'OK! And I'll need a photo of you. Can we come round and take one?'

'You don't have to do that!' Katy laughed. 'We'll text you one!'

Examples

Katy and Michael are very interested in making online games and apps...

The children would like to be designers in the future, like their father.

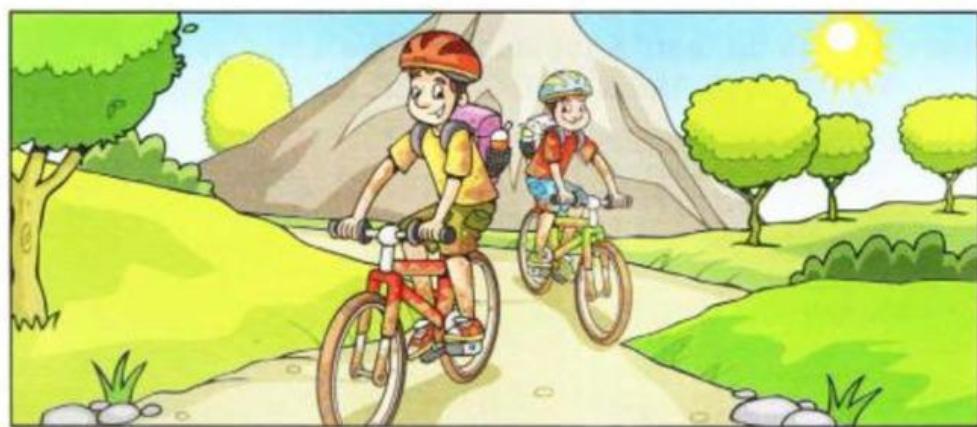
Questions

- 1 They wanted to design an app which helped children choose stories and to read.
- 2 They didn't want the app to be
- 3 Katy and Michael wanted the app to show something funny like a that moves or a rainbow.
- 4 They decided to tell about their idea.
- 5 The children used to design their app.
- 6 A journalist who worked phoned them when he heard about their app.
- 7 The children now think is more fun than playing computer games.

Part 6

– 5 questions –

Read the diary and write the missing words. Write one word on each line.



Example

We tried to cycle up Fairgreen Hill

but soon got off and pushed our bikes up the hill instead!

- 1 We really thirsty at the top because it
- 2 was a hot day so we all the lemonade
- 3 and water we had with us. Then we ate two huge sandwiches and on the ground and chatted for about an hour. Cycling back down was much easier. But I went too fast when we cycled back down and now I've got a problem with one
- 4 my wheels.
- 5 I'll fix tomorrow.