

Reading Part 1
Read the text and answer the questions. Choose the correct answer for each question.

There's a reason why we love computer games

Computer games have become a major part of our entertainment world. In fact, it's estimated that in the US, more than 100 million people play computer games every week. Why is it that so many of us are drawn to the computer monitor or TV screen? A lot of history might be found in the phenomenon. Originally, computer was all about solving problems, especially in business and science. And computer engineers and designers, being computer-lovers themselves, soon began to put computers to their own use. It occurred to some of them that it might be a good idea to have the computer solve some kind of puzzle or logic problem for them.

Since the 1960s, a group of four living computer games created a genre called Simulation. In the 60s, Spacewar was well received by gamers and many others as well, which motivated the games to design more user-friendly. Combined the visual elements of the games and the imagination. Over time we got Ping, PacMan and a continually evolving string of games.

By the late 1980s, with the invention of 3D, computer games became more sophisticated. This product depended on what was going on in all the games, the players were drawn into an imaginary world. But 3D CG actually allows the user to create a more realistic and more vivid, but also more and more, such like games were made to be more visually appealing.

Since the 1990s, a group of computer programmers began creating games that allowed them to roam. These figures were still people, but they did more than look to exist. They had a kind of behavior, but it was only meant to look like what they were with more powerful computers.

We have come along a long way since then. The power of computers has multiplied and the realism of games has taken a huge leap forward. And computer games have also become more varied and, often, more fun. It's not just about the experience. There are now hundreds of options, from casual games to those that require more skill and more time to play. You can easily find a game that suits your tastes. In addition, by using many of the current titles and more, the digital games we've seen are computer games that they are for our imagination to a world of entertainment.

1. Spacewar was developed
a) as part of a computer program.
b) by computer experts to solve puzzles.
c) to be a game for computer games.
d) to be a game for computer games.
2. After Spacewar, many games appeared because
a) computer designers did.
b) it was really popular.
c) people enjoyed playing it.
d) it was a good idea.
3. 3D CG was different because
a) games were more powerful.
b) it showed the 3D effect.
c) dependence on advanced computers.
d) it was more realistic.
4. The first roaming figures
a) were very popular.
b) were very realistic.
c) were very interesting.
d) were very beautiful.
5. According to the writer, many modern computer games
a) take players into an imaginary world.
b) allow players to be part of the game.
c) are different from other games.
d) are more fun than other games.
6. One of the benefits of computer games is that
a) players learn to develop games themselves.
b) users can play more easily.
c) they are more fun than other games.
d) they are more interesting.

Reading Part 2
Read the text and choose the correct answer for each question. Choose the correct answer for each question.

Playing and learning

Throughout history, children have played to grow and learn in their imagination games. They pretend to be pirates and princesses, heroes and villains. They play with blocks and dolls, which help them to learn and to explore. Children have been playing for as long as they have been around. In fact, it is estimated that children spend about 30% of their waking hours playing. This is not surprising, as play is a natural part of a child's development. It helps them to learn about the world around them and to develop their social and emotional skills.

Recent studies have shown that children who play with toys that encourage imaginative play, such as dolls and blocks, are more likely to be successful in school. This is because play helps children to develop their problem-solving skills and their ability to work with others. It also helps them to learn about the world around them and to develop their social and emotional skills.

In the late 1980s, psychologists carried out a self-regulation study in which young children were asked to perform a number of different exercises. One of the exercises in the experiment was to play a game called 'Simon Says', which involves following a series of instructions. The children who played this game were found to be more successful in the experiment than those who did not. This suggests that play helps children to develop their self-regulation skills and their ability to follow instructions.

A child's level of self-regulation can be affected by the way they play. Children who play with toys that encourage imaginative play, such as dolls and blocks, are more likely to be successful in school. This is because play helps children to develop their problem-solving skills and their ability to work with others. It also helps them to learn about the world around them and to develop their social and emotional skills.

Children are encouraged to play with toys that encourage imaginative play, such as dolls and blocks, and to play with toys that encourage imaginative play, such as dolls and blocks. This is because play helps children to develop their problem-solving skills and their ability to work with others. It also helps them to learn about the world around them and to develop their social and emotional skills.

- A. Parents control their children's playtime.
- B. They're impressed and regulated that they're making their own rules and choices.
- C. Researcher recently reported that experiment, and found very different results.
- D. This research has been shown to have an impact on their imagination.
- E. As a result, some children who play with toys that encourage imaginative play, such as dolls and blocks, are more likely to be successful in school.
- F. This means that children who play with toys that encourage imaginative play, such as dolls and blocks, are more likely to be successful in school.
- G. By comparing these studies, we can now prove that children's ability to self-regulate has been reduced in the past few years.

Reading Part 3
Read the text and choose the correct answer for each question. Choose the correct answer for each question.

A

Read the text and choose the correct answer for each question. Choose the correct answer for each question.

B

Read the text and choose the correct answer for each question. Choose the correct answer for each question.

C

Read the text and choose the correct answer for each question. Choose the correct answer for each question.

D

Read the text and choose the correct answer for each question. Choose the correct answer for each question.

- Which text**
1. describes a person's experience?
 2. describes a person's experience?
 3. describes a person's experience?

- Which text provides the answer to the following question?**
1. Where's the best place to stop a boat?
 2. What sort of weather did someone have to cope with?
 3. What was the best place to stop a boat?
 4. What was the best place to stop a boat?

Reading Part 4
Read the text and answer the questions. Use a maximum of five words for each question.

The Panama Canal

The Panama Canal is a vital shipping route linking the Atlantic and Pacific Oceans. Opened in 1914, it was the first artificial waterway to connect the two oceans, and it has since become one of the most important shipping routes in the world. The canal is 81 kilometers long and is 32 meters deep. It is a marvel of engineering and a testament to human ingenuity.

The canal was built by a French company, the Compagnie Générale Transatlantique, which was founded in 1846. The company was led by Ferdinand de Lesseps, who had been successful in building the Suez Canal in Egypt. He believed that a similar canal could be built in Panama, and he set out to convince the French government and investors that this was a good idea.

In 1850, the French government agreed to finance the canal, and the construction began. However, the project was plagued by a series of problems, including a lack of funds, a cholera epidemic, and a lack of progress. In 1855, the French government abandoned the project, and the canal was sold to the United States.

The United States took over the project in 1904, and the canal was completed in 1914. It was a major achievement for the United States, and it has since become one of the most important shipping routes in the world. The canal is a testament to human ingenuity and a symbol of the power of the United States.

1. What part of the canal was the most difficult to build?
2. What was the main reason for the canal's success?
3. What did the canal do for the world?
4. What made the canal of Panama one of the most important?
5. What important public development occurred in the 19th century?
6. How long did it take to build the canal?
7. What happened to the French company?