

A. schools B. years C. credits D. students

Question 16: How long does it generally take students to complete the education at Manhattan Comp? A. Two years and a half B. Four years
C. Ten weeks D. From six months to two years

Question 17: Which statement is NOT true, according to the passage?

- A. Visitors to Manhattan Comp are required to go through certain security procedure.
B. The schooling experience at Manhattan Comp is likely to change the students' lives for the better.
C. Many students at Manhattan Comp have never had any formal schooling before.
D. All of the students at Manhattan Comp are seventeen or above.

Question 18: What can be inferred about Manhattan Comp from the passage?

- A. It plays down the importance of extra-curricular activities.
B. It has recently been equipped with state-of-the-art facilities.
C. Its principal is well-liked among the students for his amiability.
D. Its students are required to work part-time while pursuing their studies there.

TEST 7 TỔNG HỢP ĐỌC ĐIỀN ĐỌC HIỂU TỪ ĐỀ THI CHÍNH THỨC CÁC NĂM 2016-2020

1. Read the following passage and mark the letter A, B, C, or D to indicate the correct word or phrase that best fits each the numbered blanks. (Đề chính thức 2018 mã đề 404)

Taking piano lessons and solving math puzzles on a computer significantly improve specific math skills of elementary schoolchildren, according to a new study. The results, (1)_____ were published in the journal Neurological Research, are the latest in a series that links musical training to the development of higher brain functions.

Researchers worked with 135 second-grade students at a school in Los Angeles after (2)_____ a pilot study with 102 students. Children that were given four months of piano training as well as time playing (3) _____ newly designed computer software scored 27 percent higher on math and fraction tests than other children.

Piano instruction is thought to enhance the brain's "hard wiring" for spatial-temporal reasoning, or the ability to visualise and transform objects in space and time, says Professor Gordon Shaw, who led the study. At the same time, the computer game allows children to solve geometric and math puzzles that boost their ability to (4)_____ shapes in their mind.

The findings are significant (5)_____ a grasp of proportional math and fractions is a prerequisite to math at higher levels, and children who do not master these areas of math cannot understand more advanced math that is critical to high-tech fields.

(Adapted from by Joyce S.

Cain)

- Question 1:** A. whose B. which C. that D. who
Question 2: A. conducting B. carrying C. composing D. concerning
Question 3: A. for B. of C. at D. with
Question 4: A. manipulate B. accumulate C. stimulate D. accommodate