

Unit Test 5 **Basic** ★

A Grammar

Correct the underlined errors in the sentences.

1 Could Alex finishes his homework tomorrow evening?

2 My mum can't to sing when she was a teenager!

3 When Sophie was eleven, she can speak four languages.

4 Could you watching TV till late when you are young?

5 I'm afraid I couldn't gone to the cinema next Friday.

/ 10

B Grammar

Match the sentence halves.

- 1 Lisa ran more quickly
- 2 Of the three English tests,
- 3 Sarah performed the
- 4 Amy's brother was the
- 5 Juan is very good at swimming. He swims

- A this was the hardest.
- B slowest person to finish the quiz.
- C than the other people in the competition.
- D faster than everyone else.
- E best in the talent show.

/ 5

C Vocabulary

Choose the correct words to match the definitions.

- 1 the soft part inside your mouth that moves when you talk or eat
A ☐ voice B ☐ pattern C ☐ tongue
- 2 to look at somebody or something for a long time
A ☐ sight B ☐ stare C ☐ sweet
- 3 the sounds that you make when you speak or sing
A ☐ hearing B ☐ touch C ☐ voice
- 4 the ability to see
A ☐ stare B ☐ sight C ☐ soft
- 5 containing or tasting of sugar
A ☐ sweet B ☐ nose C ☐ smooth
- 6 shapes and colours on something
A ☐ pattern B ☐ touch C ☐ ears
- 7 the part of your face below your nose that you use for speaking
A ☐ voice B ☐ mouth C ☐ ears

/ 7

D Vocabulary

Choose the correct words to complete the sentences.

- 1 My favourite kinds of games are the ones where you **solve / balance** problems.
- 2 Sue **dislikes / beats** her brother at every computer game she plays.
- 3 It's difficult for some teenagers to **balance / compete** gaming with getting enough sleep.
- 4 My parents **avoid / dislike** it when I play fighting games.
- 5 Do you **worry / collect** that we spend too much time on our phones?
- 6 We try to **avoid / solve** computer games. We prefer to do outdoor activities.

/ 6

E Reading

Gaming: the Good and ... the Good!

by Isobel Simpson

I read so many articles in which people disagree about gaming: computer games are bad for you; board games are boring; phone games are addictive; we play too many games; gaming is good for you; gaming makes you smart. Well, why don't we focus on the positives and forget about the negatives?

My dad really wanted me to play board games, but I found most of them boring. Not only that, I always lost! Chess is a good example. Dad taught me when I was quite young, but I couldn't ever beat him. But I found a great computer game that helped me play chess better. After a few months, I was able to compete with him more equally. Sometimes I even won, which made it much more fun! I think that's a positive experience of both board games and computer games. I learned from one to become better in another.

We have a rule in our house. We can play computer games for two hours a day. But one hour must be spent playing with at least one other member of the family. It's a great rule because it means that we often play together. We buy games which are good for playing in a group. The result is that we spend time together having fun as a family. Sometimes, we spend the whole two hours playing games together.

So my advice is, take the positive aspects of gaming and make them work for you!

Read the blog post. What is the writer's main point?

- A ☐ She thinks there are positive things in all kinds of games.
B ☐ She believes that computer games are more fun than board games.

/ 1

Read the blog post again. Complete the answers to the questions.

- 1 How many examples does Isobel give of things people disagree about?
She gives _____ examples.
- 2 What two problems did she have with playing board games?
She thought they were _____ and she always lost.
- 3 How did she start to beat her dad at chess sometimes?
She found a _____ game. It helped her play better.
- 4 How many hours can she spend playing computer games alone each day?
She can play for _____ hour each day.
- 5 Why does she like the rule about computer games in her house?
The rule means that the family often play together in a _____.

/ 5

F Listening



Listen to a survey. What three topics does the survey focus on?

- A ☐ education, lifestyle, science
B ☐ free time, health, education



Listen again. Choose the correct answers.

- 1 What does the boy spend most of his money on?
A ☐ computer games B ☐ sports
- 2 What four free-time activities does the boy mention?
A ☐ playing computer games, watching sport, watching TV and meeting friends
B ☐ playing computer games, doing sport, watching TV and meeting friends
- 3 What are the boy's feelings about junk food?
A ☐ He likes it. B ☐ He doesn't like it.
- 4 What are the boy's feelings about going to university?
A ☐ He's not looking forward to it because he's shy.
B ☐ He's looking forward to it because he wants more friends.

/ 10

G Use of English

Choose the correct words to complete the dialogue.

- Tim OK, whose turn to ¹ **roll / deal** the dice?
Marta Mine. A six. What do we have to do now?
Tim I'm not sure. Let's ² **start / check** the rules.
Marta OK. Tim, you need to move your ³ **counter / dice** clockwise around the board.
Tim OK, here I go.
Marta Hard ⁴ **luck / rules**. That's not a good place to land on.
Tim That's not ⁵ **fair / instructions**!
Marta ⁵ **Do / Better** luck on your next turn.

/ 6