

## Unit Test 5 **Standard ★★**

### A Grammar

Find the errors in the sentences and correct them.

- 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.

\_\_\_\_\_

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### B Grammar

Complete the sentences using the comparative or superlative form of the words in brackets.

- 1 Lisa ran \_\_\_\_\_ than the other people in the competition. (quickly)

- 2 Of the three English tests, this was the \_\_\_\_\_. (hard)

- 3 Sarah performed the \_\_\_\_\_ in the talent show. (good)

- 4 Who was the \_\_\_\_\_ person to finish the quiz? (slow)

- 5 Juan is very good at swimming. He swims \_\_\_\_\_ than everyone else in our class. (fast)

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**C Vocabulary****Match the definitions to the words in the box.**

mouth pattern sight stare sweet tongue voice

- 1 the soft part inside your mouth that moves when you talk or eat \_\_\_\_\_
- 2 to look at somebody or something for a long time \_\_\_\_\_
- 3 the sounds that you make when you speak or sing \_\_\_\_\_
- 4 the ability to see \_\_\_\_\_
- 5 containing or tasting of sugar \_\_\_\_\_
- 6 shapes and colours on something \_\_\_\_\_
- 7 the part of your face below your nose that you use for speaking \_\_\_\_\_

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**D Vocabulary****Complete the sentences with the words in the box.**

avoid balance beats dislike solve worry

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

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## 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. It never ends! Well, I have an answer for everyone: there's good and bad in gaming – so why don't we focus on the positives and forget the negatives?

Let me start with a story about my family. 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 at 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.  
 C ☐ She wants everyone to spend more time with their families.

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**Read the blog post again. Are the sentences true (T), false (F) or doesn't the post say (DS)?**

- 1 Isobel gives six examples of things people disagree about. \_\_\_\_\_
- 2 At first, Isobel thought board games were a lot of fun. \_\_\_\_\_
- 3 Her dad found a computer game that helped her play chess better. \_\_\_\_\_
- 4 She can play computer games on her own for one hour each day. \_\_\_\_\_
- 5 The rule means that she spends more time in her room. \_\_\_\_\_

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## F Listening



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

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



Listen again. Complete the answers to the questions.

- What does the boy spend most of his money on?  
He spends most of his money on \_\_\_\_\_.
- What four free-time activities does the boy mention?  
He mentions playing computer games, \_\_\_\_\_, \_\_\_\_\_ and meeting friends.
- What are the boy's feelings about junk food?  
He \_\_\_\_\_ it but he \_\_\_\_\_ it all the time.
- What are the boy's feelings about going to university?  
He's not looking \_\_\_\_\_ to it because he's \_\_\_\_\_.

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## G Use of English

Complete the dialogue with the words in the box.

- Tim OK, whose turn to <sup>1</sup> \_\_\_ the dice?  
 Marta Mine. A six. What do we have to do now?  
 Tim I'm not sure. Let's <sup>2</sup> \_\_\_ the rules.  
 Marta OK. Tim, you need to move your <sup>3</sup> \_\_\_ clockwise around the board.  
 Tim OK, here I go.  
 Marta Hard <sup>4</sup> \_\_\_. That's not a good place to land on.  
 Tim That's not <sup>5</sup> \_\_\_!  
 Marta <sup>6</sup> \_\_\_ luck on your next turn.

- A luck  
 B roll  
 C Better  
 D check  
 E fair  
 F counter

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