

QSKILLS - 2 - LISTENING/SPEAKING

UNIT - 4 - GAME STUDIES

Name: _____ Date: _____

Match each underlined word with the correct definition.

- _____ 1. I estimate that we will make about \$1 million, but I am not sure.
- _____ 2. When they sold their house, they had a loss. They bought it for \$250,000 but sold it for \$230,000.
- _____ 3. There is a lot of demand for computer games. Many people want to buy them.
- _____ 4. To start a lemonade stand, we will need some supplies: lemons, sugar, mixing bowls, and bottles.
- _____ 5. The company made a profit this year. It sold a huge number of products.
- _____ 6. I need to calculate how much money I can spend this week. I don't have very much, and I need to make sure I don't spend more than I have.

- A. to find an answer by using mathematics
- B. the need for something among a group of people
- C. to guess the number, cost, or size of something
- D. in business, having less money than when you started
- E. money made by selling something
- F. things people need in order to do or make something

Complete the sentence. Choose A or B.

7. _____ the door. It's too cold outside.

- A. Open
- B. Don't open

8. Please _____ on the light. I can't see.

- A. you switch
- B. switch

9. To play this game, _____ a card.

- A. choose
- B. don't choose

10. _____ that! You might get hurt.

- A. You touch
- B. Do not touch

11. Please _____ the question!

- A. you answer
- B. answer

In this section, you will hear a dialogue. You will hear the dialogue twice.

Choose the best answer.

12. What is the dialogue mainly about?

- A. the rules of a sport
- B. buying a computer game system
- C. how to play a computer game
- D. the best computer games to play

13. What doesn't Uncle Dan say about playing online?

- A. You can try lots of different games.
- B. It's a good way to try a new game.
- C. It costs \$15.
- D. You have to pay every month.

14. Why is Harry unhappy?

- A. Playing online is difficult.
- B. The game's design doesn't look very exciting.
- C. The game gets more difficult as you play.
- D. People who have played the game many times before have more options.

15. Why do they think that the developers made the puzzle difficult?

- A. so players have less of a challenge
- B. so you have to work together with other people
- C. so you have to try other puzzles first
- D. so the online game can make more money

Choose the best answer.

16. Complete the imperative sentence: "_____ the dice to start."

- A. To throw
- B. Throwing
- C. Throw

17. Which of the following is a correct negative imperative sentence?

- A. Don't speak when I'm playing.
- B. Not to speak when I'm playing.
- C. No speak when I'm playing.

18. Choose the correct word: "The _____ of the game is to get as much money as possible."

- A. subject
- B. object
- C. method

Which syllable is stressed? Choose A, B, C, or D.

19. circulation

- A. circulation
- B. circulation
- C. circulation
- D. circulation

20. publicity

- A. publicity
- B. publicity

C. publicity

D. publicity

In this section, you will hear a dialogue. You will hear the dialogue twice.

Choose the best answer.

21. What does Uncle Dan say about the game system?

- A. Games for the system cost around \$70.
- B. You have the option of paying a monthly fee.
- C. There is only one way to play the Puzzle World game.
- D. He doesn't play online.

22. What does Uncle Dan say about his account?

- A. He inserts a game into the system to play.
- B. He is an experienced player.
- C. He always uses it.
- D. The game's design looks the same for all players.

23. What does Uncle Dan say that he likes?

- A. updates to the design
- B. completing a puzzle
- C. difficult puzzles
- D. the choice of puzzles

24. At the end, they decide _____ .

- A. to get a username for Harry to play
- B. to try playing the game together

- C. that Harry can play alone
- D. that Harry can't play Klotski