

GENERAL REVISION - LEVEL 7

INGLÉS - Nivel 8

1) READING COMPREHENSION

A) Read the text carefully. Then, tick the option (A, B, or C) which best answers the questions below.



Video games have existed for about 50 years, but until the late 1970s most of them were inside large and heavy metal casings, so **you** normally found them in amusement arcades. Technology has come a long way since then, of course, and now fans of video games can play them at home, using only a small console and their television set. There are also lots of hand-held video games that people can play

anywhere.

The names of games systems such as Game Boy, PlayStation and Xbox have become well-known, especially to parents whose children prepare optimistic lists of birthday and Christmas presents **they** would like to receive.

There have been some real classics in the history of video games, all of **which** were very popular when they first came out but now might seem a bit boring in comparison with 21st-century games.

For example there was 'Space Invaders', from the early 1980s. It came in various forms but the basic idea was usually the same: the player controlled a spaceship that could fire bullets to try to destroy the alien spaceships that moved down the screen. Space Invaders introduced various features that later became common in other video games, such as the 'high score' that other players could then try to beat.

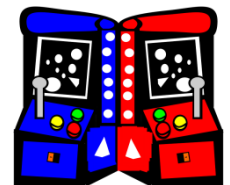
Another classic was 'Pac-Man'. This took place in a maze where the player controlled a small shape that looked a bit like a tennis ball with a mouth. The idea of the game was to move this shape around the maze, 'eating' the small dots in its path and trying to avoid the four 'ghosts' that were its enemies.

A negative side to video and computer games is that they appear to be addictive for some people, becoming an unhealthy alternative to socializing and physical exercise. There is also a belief that the most violent games encourage the people who play them to be violent in real life.

On the positive side, some studies have suggested that electronic games help people to think clearly and make quick decisions. They could even help with language learning, for example in the way that non-native speakers of English quite often play games containing characters who only speak in English.

1. Before the 1970's people didn't have video games at home because

- a- video games were big and heavy
- b- you could play video games anywhere
- c- you could only see video games in amusement arcades



2. How are the classics video games considered when they are compared to the modern games?

- a- they are not violent
- b- they are not interesting or exciting
- c- they are not quick

3. What feature did Space Invaders have that was also used for other games?

- a- A spaceship that could fire bullets
- b- A spaceship that moved down the screen
- c- The 'high score' that other player could try to beat.



4. It has been proved that

- a- Violent games make violent people
- b- Games help people to use their brains and choose quickly
- c- Non-native speakers learn English faster if they play games

B) What do these words refer to in the text?

5. you (line 2)	
6. they (line 8)	
7. which (line 10)	

C) Choose the statement which best summarizes the main idea in the text.

- A - Video games have a negative influence on children.
- B - Video games have changed a lot over the years but they still have fans.
- C - Video games have been the best presents for children.

2) KEY WORD TRANSFORMATION

Complete the second sentence so that it has a similar meaning to the first sentence. Use the key word in CAPITALS on the right. Do not change the word in CAPITALS on the right.

- | | |
|---|------------------|
| 1- John didn't want to go to work so he said he was ill.
John _____ ill so as not to go to work. | PRETENDED |
| 2- Claire wants to go to the cinema.
Claire _____ the cinema. | FEELS |
| 3- It's not necessary to bring your books to the class.
You _____ your books to the class. | TO |
| 4- I don't have enough money to afford a new car.
If _____ buy a new car. | HAD |
| 5- Cindy became a doctor in 2008.
Cindy _____ ten years. | BEEN |

3) FILL IN THE BLANKS

Use **only one word** in each blank. Use each word **once**.

SCOTTISH HOSTS is an organization _____ (1) matches visitors from abroad with host families in Scotland. Many of our customers are studying English at language schools in Edinburgh, but we _____ (2) have host families anywhere in Scotland. Our host families are all Scottish. They all have a spare room for their guests and everybody _____ (3) to share the living room the kitchen and the bathroom. This is a great way for visitors from abroad to experience a new culture if they like _____ (4) their English. Here are **some tips** for visitors:



- You _____ (5) carry wrapped gifts in your hand luggage on the plane. It's not allowed. Put them in your suitcase and if a package isn't _____ (6), explain to the authorities that it doesn't belong to you.
- If you _____ (7) to the Scottish islands, bring some cash. It can be difficult to find a bank.
- Bring a gift for your host family. _____ (8) typical from your country would be a good idea.
- When you are offered some food, say something nice about the food. 'this is _____ (9) delicious' and if you are full, say 'no' _____ (10)
- Don't forget to buy some typical Scottish things to take home with you. You will find the usual things like postcards and mugs.

FOR MORE INFORMATION ABOUT OUR ORGANIZATION, please e-mail us at info@scottishexperience.com

4) READING COMPREHENSION

A) Read the text carefully. Then, tick the option (A, B, or C) which best answers the questions below.

AN UNUSUAL PASSENGER

One of the regular passengers on a bus route in the city of Plymouth in the south-west of England is a bit unusual – he's a black and white cat called Casper. Casper has made a habit of getting on the number 3 bus outside the house of his owner, Susan Finden, in the district of St Budeaux, making the five-mile trip to the city centre, and then coming straight back on the same bus. Casper waits at the bus stop, gets on the bus when it arrives, then jumps onto an empty seat and watches the world go by.



Mrs Finden didn't understand why Casper kept disappearing for just over an hour almost every day until one of the bus drivers told her what was happening.

- 10 At first she was worried what would happen if one of the drivers let Casper out at the wrong stop, perhaps a long way from home, but most of the drivers like to have him on the bus and know where they should let him out. And if the driver doesn't know where Casper lives, there's always a passenger who does. It also seems Casper knows which the right stop is, although he isn't able to ring the bell when the bus approaches it.
- 15 Mrs Finden thinks the reason for Casper's unusual habit is because he enjoys being near lots of people and also because he 'loves big vehicles like lorries and buses'. She got Casper from a home for abandoned cats in 2002 and thinks maybe he lived somewhere with lots of traffic, which is why he isn't scared of loud motor vehicles now.

- The other passengers all get on well with Casper and don't seem to be jealous of the fact that,
- 20 unlike them, he doesn't have to pay a fare. A woman who works for the bus company, Karen Baxter, jokes that the reason Casper doesn't pay is that he is about twelve years old, which is about sixty-five in human years, and therefore if he were a human he would be able to get a senior citizens' bus pass for free travel.

1. One of the regular passengers ...

- a) is Susan Finden
- b) is a cat called Casper
- c) lives in the city centre

2. The passenger...

- a) gets on the bus in the city centre
- b) gets off the bus in the city centre
- c) goes to the city centre and back, without getting off the bus

3. It is not really dangerous because...

- a) one of the bus drivers said what was happening
- b) there are no wrong stops
- c) the driver, sometimes a passenger, or Casper knows the right stop

4. The other passengers...

- a) have a good relationship with Casper
- b) consider Casper must pay a fare
- c) think Casper should get a bus pass

B) What do these words refer to in the text?

5. her (line 9)	
6. it (line 14)	
7. them (line 19)	

C) Choose the statement which best summarizes the main idea in the text.

- A – Casper, an unusual passenger, enjoys going for a ride on a bus every day.
- B – Susan Finden found out Casper used to live somewhere with lots of traffic.
- C – Casper will get a senior citizens' bus pass for free travel.

5) KEY WORD TRANSFORMATION

Complete the second sentence so that it has a similar meaning to the first sentence. Use the key word in CAPITALS on the right. Do not change the word in CAPITALS on the right.

- 1) Paul started working at 8 am, now it is 4 pm and he has just finished. FOR**

How many hours _____ ?.

- 2) Peter is happy because the concert is free. HAVE TO**

Peter is happy _____ .

- 3) I need help to do this job because I can't finish it. OFFERED**

Susan _____ it for me.

- 4) I will go to the party. I need Paul's invitation so I can go to the party. IF**

If Paul _____ go.

- 5) I don't think it is a good idea for Paul to buy the small house. SHOULD**

I think Paul _____ the bigger one.

5) FILL IN THE BLANKS

Use only one word in each blank. Use each word once.



This is the story of a man who goes fishing every night. His wife always says he _____⁽¹⁾ go alone because it is _____⁽²⁾ dangerous but he says he enjoys the silence. And although he has to ride past the cemetery, he is never _____⁽³⁾. He says that if you pray, nothing _____⁽⁴⁾ happen to you.

One night, he was so tired that he _____⁽⁵⁾ asleep while fishing. When he woke up it was 2 am. He took his bike and rode home. Suddenly he _____⁽⁶⁾ a boy who was crying. He stopped to ask him why he was there alone in the dark. The boy replied that he was lost and asked him for a lift. The fisherman agreed and the boy sat on the rear of his bike. The fisherman rode _____⁽⁷⁾ a long time losing the sense of time. He was tired and did not know where he was riding to. Eventually, he got to the cemetery gates. When he turned round, the boy was not on the bike. Terrified he went _____⁽⁸⁾.

After some time, he heard the story of a boy who was killed in the place where he was fishing. The next morning he lit a candle for the poor boy's soul.

Two days later he _____⁽⁹⁾ fishing again. On the ride home he met the same boy at the gate of the cemetery. The boy stood there with a big happy smile on his _____⁽¹⁰⁾. This time the fisherman felt happy.

KEY**1-A)**

1. a
2. b
3. c
4. b

1-B)

5. you (line 2)	The reader
6. which(line 10)	The classics
7. its (line 18)	The shape

1-C)

B – Video games have changed a lot over the years but they still have fans.

2)

- | | |
|--|------------------|
| 1- John didn't want to go to work so he said he was ill.
John pretended to be ill so as not to go to work. | PRETENDED |
| 2- Claire wants to go to the cinema.
Claire feels like going to the cinema. | FEELS |
| 3- It's not necessary to bring your books to the class.
You don't need to bring your books to the class. | TO |
| 4- I don't have enough money to afford a new car.
If I had the money I would buy a new car. | HAD |
| 5- Cindy became a doctor in 2008.
Cindy has been a doctor for ten years. | BEEN |

3)

- 1-That 2- also 3- has/ needs 4- practicing 5- mustn't / can't 6-yours
7-travel / go 8- something 9-Really / very 10- gently / politely

4-A)

1. b
2. c
3. c
4. a

4-B)

5. her (line 8)	Mrs. Finden
6. it (line 13)	The right stop
7. them (line 19)	The other <u>passengers</u>

4-C)

A - Casper, an unusual passenger, enjoys going for a ride on a bus every day.

5)

- 1) How many hours has Paul worked for?
- 2) Peter is happy because he doesn't have to pay/buy a ticket for the concert.
- 3) Susan offered to finish/do it for me.
- 4) If Paul invites me to the party, I will go.
- 5) I think Paul should buy the bigger one.

6)

- | | |
|-----------------------|------------------|
| 1. shouldn't | 6. saw/found/met |
| 2. too/very/extremely | 7. for |
| 3. scared/afraid | 8. home |
| 4. will | 9. went |
| 5. fell | 10. face |