

- Học sinh không được sử dụng tài liệu và từ điển.
- Học sinh viết đáp án vào phiếu trả lời.

I. LISTENING (50 POINTS)

Part 1. Write NO MORE THAN THREE WORDS AND/OR A NUMBER for each answer. (10 points)

Council Youth Scheme Application for Funding for Group Project	
<i>Example: Name</i>	<i>Answer: Ralph Pearson</i>
Contact address	1 Drayton DR6 8AB
Telephone number	01453 586098
Name of group	Community Youth Theatre Group
Description of group	amateur theatre group (2 members) involved in drama 3
Amount of money requested	4 £.....
Description of project	to produce a short 5 play for young children
Money needed for	<ul style="list-style-type: none"> • 6 for scenery • costumes • cost of 7 • 8 • sundries
How source of funding will be credited	acknowledged in the 9 given to audience
Other organisations approached for funding (and outcome)	National Youth Services - money was 10

Part 2. Listen to part of a tutorial between two students and their tutor. The students are doing a research project to do with computer use. Listen and decide whether the following sentences are True (T) or False (F). (5 points)

1. Sami and Irene decided to do a survey about access to computer facilities because no one has investigated it before.
2. Sami and Irene had problems with the reading for their project because not much had been written about the topic.
3. Sami and Irene get the main data in their survey from observation of students.
4. The tutor suggests that one problem with the survey was limitation in the number of students involved.
5. 77% of students surveyed thought that a booking system would be the best solution.

Part 3: You will hear a talk on education. Fill in each blank with NO MORE THAN THREE WORDS taken from the recording. (10 points)

In most schools, all kinds of **1.** _____ with challenges in life is widely studied. However, things such as talent, energy, goodwill, and **2.** _____ seem to disappear. The real purpose of education, which is aimed to help us with: working and **3.** _____ The first subject is **4.** _____ since we don't fully understand how the economy works. Students should get more understanding the global economy together with other terms such as leadership, marketing and competition, cash flow, and **5.** _____. They should be taught to understand what type of people they are **6.** _____ to go out with. It is essential that they should also be taught **7.** _____ so that they can understand which job they are fit for. There must be lessons on techniques such as **8.** _____ and on kindness and forgiveness as well.

Because we fail to identify the 9. _____ of the problems, what we are now facing in education is the 10. _____.

II. LEXICO - GRAMMAR (50 POINTS)

Part 1. Choose the answer A, B, C, or D which best completes each of the following sentences. (20 points)

- I never get a _____ of sleep after watching a horror film.
A. wink B. blink C. night D. ounce
- The child sat in the middle of the floor and _____ refused to move.
A. distinctively B. decisively C. flatly D. totally
- Little did I imagine The Amazing Race would entail long-winded journeys and ups and downs _____.
A. aplenty B. inexhaustibly C. profusely D. superabundant
- Ants are social insects which form small to large _____.
A. schools B. flocks C. colonies D. packs
- Having our heart broken is an _____ part of growing up.
A. inward B. inset C. integral D. internal
- You may waste your _____ because Tom never listens to anyone.
A. breath B. iron C. impression D. nature
- I couldn't believe it when Marcy accused me of _____ in her relationship with Joe.
A. intervening B. interacting C. interfering D. intercepting
- There has been a lot of _____ surrounding the government's proposed scheme.
A. controversy B. consent C. conformity D. consequence
- The stage designed was out of this _____, but unfortunately the acting was not so impressive.
A. moon B. planet C. world D. earth
- We all have to follow the rules, and none of us is _____ the law.
A. beyond B. over C. above D. onto
- No one _____ the building until the police give permission.
A. is entering B. is to enter C. entered D. has entered
- Levels of income from the sale of handicrafts _____ increased.
A. has B. have C. had D. did
- You'd be able to get by with _____ basic knowledge of some statistical techniques.
A. the B. Ø C. a D. an
- Exercise can be classified as active or passive with the former _____ effort and the latter the use of machines or training assistants.
A. involves physical B. physics is involved C. involving physical D. physically involved
- The mountain is thought by some people _____ by the god Batara.
A. to be created B. to have created C. to have been creating D. to have been created
- _____ the zoo last night worried the zookeeper.
A. That lion escaped B. That the lion escaped
C. That the lion escaping D. The lion that escaping
- Put all the toys away _____ someone slips and falls on them.
A. provided that B. unless C. in case D. so long as
- Were she ten years younger, she _____ the beauty contest.
A. will enter B. had entered C. would enter D. would have entered
- He gripped his brother's arm lest he _____ by the mob.
A. be trampled B. was trampled
C. would be trampled D. could have been trampled
- We went by sea, but I'd rather _____ by air.
A. to have gone B. had gone C. have gone D. go

Part 2. Fill each gap with the correct form of the words in brackets. (10 points)

- The careless driver was _____ about his bad behavior, which made all the witnesses fly into a rage. (APOLOGIZE)
- The pregnant woman is looking at the collection of _____ clothes. (MATERNAL)
- My ankle is reallyand I can't walk easily. (SWELL)
- The slight _____ in his left hand was corrected by surgery. (FORM)
- We are trying to create our own computerized _____. (DATA)

6. I am sorry to have bothered you - I was under the _____ that you wanted me to call you. (APPREHEND)
7. The company has established total _____ over its rivals. (SUPREME)
8. Bard is a very good employee, and is very _____ (CONSCIENCE)
9. He achieved _____ for failing a drug test after winning an Olympic final. (NOTORIOUS)
10. Before enrolling on a course, you should first ensure that it has been _____ by an officially recognized body. (VALID)

Part 3: There are TEN mistakes in this paragraph. Write them down & give the correction. (10 points)

FAMILY HISTORY

In an age **which** technology is developed faster than ever before, many people are being attracted by the idea of looking back into the past. One way they can make this is by investigating their own family history. They can try to find out more about what their families came from and what they did. This is now a fast-growing hobby, especially in countries with a fairly short history, alike Australia and the United States.

It is one thing to spend some time going through a book on family history and to take the decision to investigate your own family's past. It is quite another to carry out the research work successfully. It is easy to set about it in a disorganizing way and cause yourself many problems that could have avoided with a little forward planning.

If your own family stories say you that you are connected with a famous character, whether hero or criminal, not to let this idea take over your research. Just treat it as an interesting possibility. A simple system for collecting and storing your information will be adequate to start with; a more complex one may only get in your way. The most important thing, though, is to get starting. Who knows what you might find?

Example: 0- which --> when

Part 4. Complete each of the following sentences with a suitable particle. (10 points)

1. Sleep deprivation means that it takes the body a greater length of time to heal itself and to shake _____ any minor ailments such as coughs and colds.
2. People should refrain from caffeine in the late evening and opt _____ a milky drink rather than cola, coffee or tea.
3. Jade has come _____ terms with the fact that she'll never become a doctor.
4. _____ a view to finding another Queen Anne table, I went to the antique fair.
5. _____ fear of saying the wrong thing, Lily kept quiet.
6. _____ hindsight, maybe you should have taken the bus, Tom!
7. Our photocopier is prone _____ breaking down.
8. Telling her father that the car he had bought her was not the right color was rather like looking a gift horse _____ the mouth.
9. Don't be so upset about losing your job. Look _____ the bright side- you will have more time to spend with the children.
10. Traditional rollerskates have been _____ for many years, but inline skates have several advantages over the older kind of design.

III. READING (50 POINTS)

Part 1. Fill each of the following numbered blanks with ONE suitable word. (10 points)

Economic benefits of vaccination

The costs of vaccination programmes are vastly outweighed by the economic benefits of reducing illness, disability and premature (1) _____, according to a modelling study. Patenaude and his team at Johns Hopkins University in Baltimore, Maryland generated estimates for the economic cost of illnesses, disability and premature death that would otherwise occur (2) _____ vaccination programmes in 94 low and middle-income countries, and compared these (3) _____ the overall cost of implementing the programmes. They focused on vaccination programmes targeting 10 infectious diseases, (4) _____ measles, yellow fever and hepatitis B.

Using a model that considered treatment costs as well as lost wages and productivity due to illness, the researchers found that the money saved through the vaccination programmes will be approximately \$682 billion for the period from 2011 to 2020 and a (5) _____ \$829 billion from 2021 to 2030. Patenaude claimed that they wanted to convert the benefits (6) _____ money so people could compare them with other types of investments a country or organisation might be making – like in education or transport or other things.

Also, the researchers (7) _____ their findings using another model, (8) _____ estimates the value of a saved life using data on people's willingness to spend money to reduce their (9) _____ of death. Using

this model, they found that the estimated value of lives saved by the vaccination programmes will be about 51 times their cost from 2011 to 2020 and 52 times their cost from 2021 to 2030. As stated by Patenaude, measles vaccination provided the highest estimated return on investment as it had a high case fatality (10) _____ and measles vaccines were extremely effective at reducing mortality in young children.

Part 2: Read the following article and decide which answer A, B, C or D best fits each gap. (10 points)

Why do we need lifelong learning?

Incentives play an important role in our decisions to learn. As we get older, the outcomes of (1) _____ in learning may not be the same as when we were younger. For example, we are less likely to be promoted as a result of training. The type of work-related training or learning we do also changes as we get older. Workers over 45 years old are more likely to participate in learning (2) _____ that relate directly to their function. So they may choose to (3) _____ those technical skills directly related to their work. By contrast, young workers are more likely to participate in training that is an investment in their future careers. Organizations also want to continually (4) _____ their skills base. Recently, business has (5) _____ this largely through a steady inflow of newly-(6) _____ young people onto the labour (7) _____. Traditionally, we have had a mix of those young people who bring new formal skills to the workplace, and a small proportion of older workers who (8) _____ their experience.

What we are seeing now is a decreasing proportion of young people entering the workforce and an increase in the proportion of older people. So, unless we change the (9) _____ of our education and learning across life, we will see a (10) _____ in formal skills in the working population.

- | | | | |
|---------------------|-----------------|---------------|--------------|
| 1. A. participation | B. contribution | C. attendance | D. activity |
| 2. A. actions | B. activities | C. acts | D. modules |
| 3. A. relearn | B. promote | C. restore | D. upgrade |
| 4. A. restart | B. renovate | C. restore | D. renew |
| 5. A. affected | B. fulfilled | C. achieved | D. succeeded |
| 6. A. educated | B. taught | C. qualified | D. graduated |
| 7. A. workforce | B. employment | C. staff | D. market |
| 8. A. donate | B. supply | C. contribute | D. sell |
| 9. A. way | B. method | C. means | D. nature |
| 10. A. decline | B. cutback | C. fall | D. lessening |

Part 3: Read the text and do the tasks followed. (10 points)

Leisure time

A. A raft of forecasts has been made in the recent decade, predicting the decline in the number of working hours coupled with a consequent increase in leisure time. It was estimated that the leisure revolution would take place by the turn of the last century with hours devoted to work railing to 25-30 per week. This reduction hit failed to materialise, but the revolution has, nonetheless, arrived.

B. Over the past 30 to 41 years, spending on leisure has witnessed a strong increase. According to the annual family expenditure survey published in 1935 by the Office for National Statistics, the average household in the United Kingdom spent more on leisure than food, housing and transport for the very first time, and the trend is also set to continue upwards well into the present century.

C. The survey, based on a sample of 6,500 households showed, that the days are long gone when the average family struggled to buy basic foods. As recently as 1969, family spending on food was approximately one third compared to 17% now. Twelve years later, there was a noticeable shift towards leisure with the percentage of household spending on leisure increasing to 9%, and that on food declining to 26%.

D. The average household income in the UK in 1999 was £460 per week before tax, and average spending was £352.20. Of the latter sum, £59.70 was spent on leisure and £58.90 on food. On holidays alone, family expenditure was 6%, while in 1969 the proportion spent on holidays was just 2%. And whereas the richest 10% lashed out 20% of their income in 1999 on leisure, the poorest spent 12%.

E. Among the professional and managerial classes, working hours have increased and, overall in the economy, record numbers of people are in employment. As people work more, the appetite for leisure activities has grown to compensate for the greater stress in life. The past 5 years alone have seen the leisure business expand by 25% with a change in emphasis to short domestic weekend breaks and long-haul short breaks to exotic destinations in place of long holidays. In the future, it is expected that people will jump from one leisure activity to another in complexes catering for everyone's needs with gyms, cinemas, cafes, restaurants, bars and internet

facilities all under one roof. The leisure complexes of today will expand to house all the leisure facilities required for the leisure age.

F. Other factors fueling demand for leisure activities are rising prosperity, increasing longevity and a more active elderly population. Hence, at the forefront of leisure spending are not just young or professional classes. The 1999 family expenditure survey showed that the 64 to 75-year-old group spend a higher proportion of their income on leisure than any other age group. The strength of the “grey pound” now means that elderly people are able to command more respect and, thus, attention in the leisure market.

G. And the future? It is anticipated that, in the years to come, leisure spending will account for between a third to a half of all household spending. Whilst it is difficult to give exact figures, the leisure industry will certainly experience a long period of sustained growth. Working hours are not expected to decrease, partly because the 24-hour society will need to be serviced; and secondly, because more people will be needed to keep the service/leisure industries running.

H. In the coming decades, the pace of change will accelerate, generating greater wealth at a faster rate than ever before. Surveys show that this is already happening in many parts of Europe. The south-east of England, for example, is now supposedly the richest area in the EEC. The “leisure pound” is one of the driving forces behind this surge. But, sadly, it does not look as if we will have the long leisure hours that we had all been promised.

Questions 1-7

The reading passage has 8 paragraphs. Choose the most suitable heading for each paragraph from the list of headings below. One of the headings has been done for you as an example. You may use **any heading more than once**. There are more headings than paragraphs, so you will not use all of them.

1. Paragraph A
2. Paragraph B
3. Paragraph C
- Example: Paragraph D Answer: iv
4. Paragraph E
5. Paragraph F
6. Paragraph G
7. Paragraph H

List of headings

i. Leisure spending goes up strongly	viii. The leisure revolution –working hours reduced to 25
ii. Decreasing unemployment	ix. The “grey pound” soars
iii. False forecasts	x. Rising expenditure
iv. Spending trends – leisure vs. food	xi. The elderly leisure market
v. More affordable food	xii. National Statisticians
vi. Leisure as an answer to stress	xiii. Work, stress, and leisure all on the up
vii. Looking forward	xiv. Money yes, leisure time no

Questions 8 - 10

Do the statements below agree with the information in the reading passage? In Boxes 8 -10, write:

YES, if the statement agrees with the information in the passage

NO, if the statement contradicts the information in the passage

NOT GIVEN, if there is no information about the statement in the passage

Example: *In recent decades, an increase in working hours was predicted.*

Answer: *No.*

8. At the turn of the last century, weekly work hours dropped to 25.
9. Spending on leisure has gone up over the past three decades.
10. 24-hour society will have a negative effect on people’s attitudes to work.

Part 4. Read an extract from an article and choose the answer A, B, C or D that fits best according to the text. (10 points)

Using video gaming in education

It has become conventional wisdom that spending too much time playing video games has a detrimental effect on children’s studies and their social development. However, some educationalists are now questioning this theory and are using video games as effective educational tools thus bridging the gap between recreational and educational activities.

Due to the sophisticated nature of today's games, teachers are able to justify the inclusion of video and online games for many pedagogical reasons. There may, for example, be sociological, psychological, and ethical implications built into the gameplay. Harvey Edwards, who teaches IT classes in London, was one such educator who decided to use video games in his lessons. To do this, he chose Minecraft, an online game in which players create and develop imaginary worlds. He was somewhat uneasy about attempting such an unconventional approach, not because of some students' unfamiliarity with the game but rather due to them not being able to make sense of what he was trying to do with it. He worried that it might interfere with his learners' focus, but he couldn't have been more surprised by the results.

Minecraft is an example of a 'sandbox game', in which gamers roam around and change a virtual world at will. Instead of having to pass through numbered levels to reach certain places, there's full access from start to finish. The original version can be adapted to control which characters and content are left in. Each student can then be allocated tasks – such as house-building, locating items or problem-solving – which they must complete within the game. Elements of more general skills can be **subtly** incorporated into the lessons, such as online politeness and safety, teamwork and resolving differences. Edwards feels that presenting such lessons in the context of a game students probably already know and enjoy enables him to connect with them at greater depth, and in more motivational ways.

Bolstered by his success, Edwards introduced his approach to another school nearby. He recalls that the first couple of sessions didn't live up to his expectations. Those who had played Minecraft before were keen for others to adopt their own style of play. Unsurprisingly, this assortment of styles and opinions as to how the game should proceed were far from harmonious. However, the sessions rapidly transformed into something more cohesive, with the learners driving the change. With minimal teacher input, they set about choosing leaders and established several teams, each with its own clearly-defined role. These teams, now party to clear common goals, willingly cooperated to ensure that their newborn world flourished, even when faced with the toughest of challenges.

'Human' inhabitants in a Minecraft 'society' are very primitive and wander around the imaginary world, waiting for guidance from players. [A] This dynamic bears a resemblance to traditional education, an observation highlighted by Martina Williams, one of the leaders of the group. [B] 'Through the game, we were no longer passive learners in the classroom, being told what and how to learn, but active participants in our own society. [C] The leaders, meanwhile, had a vision for their virtual world as a whole, encouraging everyone to play their part in achieving the group's goals. [D] Through creating their own characters and using these to build their own 'world', students will have gained some experiential understanding of societal structure and how communities work.

But not everyone is convinced by video games' potential academic value. While many progressive commentators cite extensive evidence to maintain that video games encourage collaboration and build problem-solving skills, more traditional factions continue to insist they are a distraction that do not merit inclusion in any curriculum. Even less evangelical cynics, who may **grudgingly** acknowledge games have some educational benefit, assert that this is only the case in the hands of creative educators. However, the accusation most often levelled at video games is that they detract from the social aspect of the classroom, particularly taking part in discussions. Dr Helen Conway, an educational researcher, argues that video games can be used to promote social activities. 'Students become animated talking about the game and how to improve their gameplaying and problem-solving skills,' she says. 'I find it strange, this image that many people have,' Conway says. 'Children are often totally detached from their peers when undertaking more traditional activities, like reading books, but we never suggest that books are harmful because they're a solitary experience.'

1. The first time Edwards used a game in his classes, he was _____

- A. convinced that learners would realise why he wanted them to play it.
- B. convinced that learners would see the reasons for playing it.
- C. anxious that he had chosen the wrong one for learners to play.
- D. sure that his reasons for getting learners to play it were valid.

2. The writer suggests that Minecraft is a good choice of educational game because _____

- A. any number of learners can use it simultaneously.
- B. teachers can remove any inappropriate material.
- C. gamers can create educative tasks whilst playing it.
- D. players can develop their skills in a step-by-step way.

3. Which of the following words in the fourth paragraph is used to convey a feeling of approval?

- A. keen
- B. harmonious
- C. driving
- D. newborn

4. In the fifth paragraph, the writer draws a comparison between a Minecraft ‘society’ and _____

- A. relationships within the group as they played.
- B. the way in which countries organize themselves.
- C. typical students in a school environment.
- D. how leadership operates in different situations.

5. In the sixth paragraph, the writer feels that critics of video games in education _____

- A. are unwilling to admit that using them in class has benefits.
- B. make accurate observations about teachers who use them.
- C. use flawed research to support their objections to using them.
- D. acknowledge the drawbacks of more traditional teaching methods.

6. The words ‘this image’ in the sixth paragraph refer to _____

- A. people who criticize gaming in education.
- B. students discussing a game in a group.
- C. a group of students reading individually.
- D. a solitary player absorbed in a game.

7. Where does this sentence belong to in the fifth paragraph?

“Each group member had ideas as to how their function should develop.”

- A. [A]
- B. [B]
- C. [C]
- D. [D]

8. The word ‘subtly’ in the third paragraph is closest in meaning to _____.

- A. intricately
- B. ingeniously
- C. ingenuously
- D. haphazardly

9. The word ‘grudgingly’ in the sixth paragraph is closest in meaning to _____.

- A. gleefully
- B. vivaciously
- C. genially
- D. reluctantly

10. Which of the following best describes the author's attitude towards the application of gaming into education?

- A. supportive
- B. neutral
- C. cynical
- D. satirical

Part 5. Fill in each gap in the passage with one suitable sentence from A-J (10 points)

What You Need to Know about Culture Shock

Most people who move to a foreign country or culture may experience a period of time when they feel very homesick and have a lot of stress and difficulty functioning in the new culture. This feeling is often called ‘culture shock’ and it is important to understand and learn how to cope with culture shock if you are to adapt successfully to your new home’s culture.

First of all, (1) _____. Everyone in a new situation will go through some form of culture shock, and the extent to which they do is determined by factors such as the difference between cultures, the degree to which someone is anxious to adapt to a new culture and the familiarity that person has to the new culture.(2) _____

There are four general stages of cultural adjustment, (3) _____ which stage you are in and when so that you will understand why you feel the way you do and that any difficulties you are experiencing are temporary, a process you are going through rather than a constant situation.

The first stage is usually referred to as the excitement stage or the ‘honeymoon’ stage. Upon arriving in a new environment, you’ll be interested in the new culture, everything will seem exciting, everyone will seem friendly and helpful and you’ll be overwhelmed with impressions. (4) _____.

But it isn’t long before the honeymoon stage dissolves into the second stage – sometimes called the withdrawal stage. The excitement you felt before changes to frustration as you find it difficult to cope with the problems that arise. It seems that everything is difficult, the language is hard to learn, people are unusual and unpredictable, friends are hard to make, and simple things like shopping and going to the bank are challenges. (5) _____. This is the stage which is referred to as ‘culture shock’.

Culture shock is only temporary, and at some point, if you are one of those who manage to stick it out, (6) _____. At this point, you’ll have a routine, and you’ll feel more confident functioning in the new culture. You’ll start to feel less isolated as (7) _____. Customs and traditions are clearer and easier to understand. At this stage, you’ll deal with new challenges with humor rather than anxiety.

The last stage is the ‘home’ or ‘stability’ stage –(8) _____. At this stage, you’ll function well in the new culture, adopt certain features and behaviors from your new home, and prefer certain aspects of the new culture to your own culture.

There is, in a sense, a fifth stage to this process. If you decide to return home after a long period in a new culture, (9) _____. This means that you may find aspects of your own culture ‘foreign’ because you are so used to the new culture that you have spent so long adjusting to. Reverse culture shock is usually pretty mild – you may notice things about your home culture that you had never noticed before,(10) _____. Reverse culture shock rarely lasts for very long.

- A. this is the point when people start to feel at home in the new culture.
- B. During this stage you are merely soaking up the new landscape, taking in these impressions passively, and at this stage you have little meaningful experience of the culture.
- C. and some of the ways people do things may seem odd
- D. and it is important that you are aware of these stages and can recognize
- E. you start to understand and accept the way things are done and the way people behave in your new environment
- F. it's important to know that culture shock is normal
- G. you may experience what is called 'reverse culture shock'.
- H. It is at this stage that you are likely to feel anxious and homesick, and you will probably find yourself complaining about the new culture or country.
- I. you'll transition into the third stage of cultural adjustment, the 'recovery' stage
- J. If you go, for example, to a culture that is far different from your own, you're likely to experience culture shock more sharply than those who move to a new culture knowing the language and the behavioral norms of the new culture.

IV. WRITING (50 points)

Part 1: Finish each of the following sentences in such a way that it is as similar as possible in meaning to the sentence printed before it. (5 points)

1. She was definitely displeased when I told her.
She was nothing but _____
2. Fortunately I found another job shortly afterwards.
I had the good _____
3. I hope it's not inconvenient for me to phone you so late.
I hope I'm not putting you _____
4. We only came to this restaurant because you insisted that we did so.
It was at your _____
5. Arguing with her won't get you anywhere.
It won't do _____

Part 2. For each of the sentences below, write a new sentence as similar as possible in meaning to the original one, using the word given. DO NOT CHANGE the word given. (5 points)

1. The manager promised to have the goods delivered at once. (DELAY)

2. This is none of your business! (DOESN'T)

3. I think a change would do you good? (FROM)

4. Everyone wants Pauline as an after-dinner speaker. (DEMAND)

5. Karen received a medal for her services. (RECOGNITION)

Part 3. Letter writing (15 points)

A friend has written to you asking for advice about a problem at her new school. You have had a similar problem in the past.

- Write a letter to your friend. In your letter:
- tell your friend you understand the problem
 - explain what happened to you in the past.
 - suggest a possible solution to this problem.

Write about 120 words.

Part 4: Paragraph writing (25 points)

Discuss the advantages and disadvantages of using social networking sites.

You should write at least 150 words.