

Фразовая связность

You are going to read an article. Match two halves of the sentences below. There is one extra ending you do not need to choose. The beginnings of the sentences below follow the same order as the full sentences in the original text.

Write out the number and the corresponding letter.

Example: 16 – M

1	When we have serious problems to solve, we often turn for advice not to	to turn to our friends.	A
2	It happens not because we mistrust our	because we feel that they do not care.	B
3	It happens not	have to comfort our parents.	C
4	In most cases the parents care, and they will	a different generation, and that for this reason they will give advice inapplicable to our difficult situation.	D
5	But still we prefer	parents become uncharacteristically tactful, reasonable and caring when their child is in trouble, and as a result in difficult situations they prove to be our most reliable friends.	E
6	We feel that our parents belong to	our parents, but to our friends.	F
7	Also we do not	upsetting.	G
8	They may become unhappy, and then instead of solving the problems we will	to discuss your problems with everyone they know, and this is the last thing you want.	H
9	If your parents are worried they may begin	parents.	I
10	The disadvantages are obvious, but there are also advantages: most	want to worry our parents.	J
		do their best to help us.	K

You are going to read an essay. Choose a word from the list to complete each gap (1-10). Change its form where necessary to make a word / a group of words that fits in the gap. Different aspects of form change are possible: active or passive voice; indicative, imperative or subjunctive mood; finite or non-finite forms (infinitive, gerund, participle); tense for finite forms or aspect for non-finite forms; full or bare infinitive, etc.

Each verb can be used only once.

Write out the number of the gap and the form of the verb (example: 0. was delivered)

become	make
call	send
have	show
know	spend
lack	want

Julia and Michael, the two main characters of the novel "Theatre" by William Somerset Maugham, are very busy people. They 1. _____ a theatre of their own where Julia is the leading actress and Michael is the director and the producer. They are together for 25 years, and they have a son 2. _____ Roger who is just 16. His parents have enough money 3. _____ him to the most prestigious England private school, and they can afford sending him to Oxford or Cambridge after school. They do not want him 4. _____ an actor, because they 5. _____ how difficult their profession is and how great is the competition. Roger, in fact, does not want to become an actor either. He is not as bright as his mother or as handsome as his father, and he understands that he 6. _____ the qualities which would enable him 7. _____ a career in the theatre. He is just an ordinary boy with good brain who does not know what he 8. _____ to do with his life. Like most teenagers, he is critical of his parents, he is unhappy because they 9. _____ very little time with him and are not interested in his problems. Also he does not believe them when they 10. _____ some interest in him, because, in his opinion, they are playing both on the stage and in real life. Will ever the boy become happy? Will he ever forgive his parents?

ЧТЕНИЕ И ПИСЬМО

1. You are going to read an article. Answer the questions that follow. Decide whether each statement is *True* or *False* and provide your arguments drawn from the text to justify your choice.

Write out your answers in your answer sheet.

Example. 11-False because <quotation from the text>

Mind-altering media

Our brains respond to our environment. The tools we use to amuse ourselves change the way we think and act. But are today's media good or bad for our minds? To find out we investigated four sources of modern entertainment.

TV can be a source of education and enlightenment. You can learn a lot from documentaries and even from soaps or gameshows. Indeed, IQ scores have been rising since TV started invading our homes in the 1950s. However, watching too much TV has obvious drawbacks. Studies have shown a direct correlation between the time spent watching TV and falling educational standards. The more time children and teenagers spend gaping at the screen, the higher the risk they will suffer from insomnia, attention deficit disorders and learning difficulties. What's more, young TV addicts are much more likely to become physically and verbally aggressive. A study carried out over 17 years at Columbia University found that 14-year-olds who watch over three hours of TV per day go on to commit five times as many violent acts as those who watch it less than one hour a day.

Unlike TV, video games offer an interactive experience: gamers not only observe acts of violence, they perform them. This often leads to claims that video games cause violence in real life. However, it remains unclear whether playing violent games makes you aggressive, or whether aggressive people are attracted to violent games. On the one hand, were there a clear link between games and violence, the rate of violent crime in the USA should be rising. But in fact it is falling. On the other hand, studies in Japan and the USA have shown that violent games increase the likelihood of children and teens becoming involved in fighting or bullying. On the plus side, playing video games improves our speed of reaction and our spatial awareness. Modern games have complex plots that require sophisticated problem-solving. As a result, gamers can see things more quickly, assimilate more data, and multitask more successfully.

The effects the Internet may have on our minds are hard to measure because it is such a vast and varied resource. So much depends on how you use it. Curiously, although surfing the net is usually a solitary activity, many features of the Internet, like social networking sites, actually help us become more sociable. What's more, it has been found that using the Internet can keep you young, mentally at least. Older people who regularly search the web were found to be stimulating the parts of the brain that control decision-making and complex reasoning. Potentially, this could help slow down the physiological ageing of the brain.

Some people claim that texting is leading to a decline in literacy skills, while others argue that mobile phones, like the Internet, help people become more sociable and communicate in new ways. However, whether mobiles affect our brains or not, they suddenly appear to be changing our thumbs. Apparently, the digital natives who grow up with text messages and game pads are developing stronger and bigger thumbs and are using them, and not their index finger to ring doorbells or to point. In Japan this generation is called "the thumb tribe". There seems little doubt that modern media and technology do affect us. However, it would be simplistic to state categorically the effects are entirely good or bad. Like many things in life, it depends on how you use them and clearly it is better in moderation than in excess.

1. With the appearance of TV people have become more intelligent.
2. Video games help people communicate.
3. Quicker reaction is one of the benefits of video games.
4. Using the Internet influences brain activity.
5. The representatives of “the thumb tribe” generation have a low literacy level.

2. How far do you agree with the statement?

Mass media have a positive effect on the society.

Express your opinion about the issue providing two arguments (one from the text above, the other of your own) and two examples (one from the text above, the other of your own).

Do not quote the text: a copied sequence of 4 words and more is considered a quotation.

Your essay **must contain**

1. The introduction
2. Two paragraphs of the body
3. The conclusion

Write 170-200 words.