

Name ..... Class ..... N°.....

### Reading comprehension (12marks)

Underline the appropriate alternative [1mark]

The text is about:

- ❖ A school girl who wins her battle to wear trousers.
- ❖ How school uniforms can be an obstacle.
- ❖ Fighting for equal access to education for both boys and girls

2. Fill in the table with informations from the text : [1mark]

Cause	Result
The school staff were unhappy with the new reform	.....
.....	It's not just to forbid trousers at school

3. Pick out details from the text showing that the statements below are False: [2marks]

A. All parents approved of allowing girls to wear trousers instead of skirts at school.

.....

B. After the reform, pupils were obliged to wear trousers only.

.....

4. Complete the following paragraph with words from the first paragraph. [4marks]

**Before** Jo's fight for trousers

.....

5. Find in the text words or phrases meaning nearly the same as: [2marks]

A. destroy completely (paragraph 1) = .....

B. rival (paragraph 2) = .....

6. What do the underlined words in the text refer to? [2 marks]

A. the online enemies (paragraph 1) refers to .....

B. They (paragraph 2) refers to .....

## Language (6marks)

1- Put the bracketed words in the right form or tense [3marks]

There is no doubt that the internet offers huge benefits for both children and adults. Children now have mountains of information (easy).....available and can therefore learn so much more about the world than they could in the past. The internet (use) ..... by children for both educational purposes and enjoyment .

However, there is a point at which the internet becomes (harm)..... for children. It encourages them to spend hours inside the house (stare) .....at a screen. A study by Microsoft showed that “the average PC (own) .....spends more than seven hours a week at the internet” and that “20% of families have two or more home computers”. They also found that “people spend (much).....time with their computer than most other domestic activities, such as cooking eating at home, or reading”. This shows that now computers are used at the expense of other activities, some of which are essential to be healthy.

2-Circle the right alternative: [3marks]

The text next generation of computer games will offer a workout for more than just our thumbs. Perhaps fearing a backlash over the obesity crisis, [manufacturers/ gamers/ fans] are working on “healthy” software. Nintendo has unveiled a range that will operate with its [handholding/ handhold/handheld] Ds console and the Wii machine that plugs onto a television. One system consists of a platform – a Wii balance Board. This allows [winners/users/funders] to weigh themselves and get a Body Mass Index rating to establish [since /unless/whether] they are a healthy weight. Players can then take part [in/with/of] up to forty different exercises, such as jogging or yoga poses, and tasks designed to improve balance. The product, which will be available, next year, builds on the Wii Play game which allows players to play (actual/virtual/initial] tennis, baseball and golf.

### *Writings*

Develop the notes below into coherent sentences. **Do not change the orders** of the words add the missing articles prepositions and put the right tense of the words. [2marks]

1- Brain drain/movement/ skilled / talented/ persons/ developing/ countries/ developed/ ones.

.....  
.....

2- iPods / technological / devices/ can/ be/use/ listen / music.

.....  
.....



Violence on screen isn't harmful to anyone. But when virtual reality and real life collide an innocent game can end in tragedy. A young Russian man has been charged with murder after an internet game jumped off the screen onto the street. It's thought he killed an Internet gaming rival after they met face to face in the city of *Ufah*, Russia. It all started when two clans – the *COO-CLOCKS*, made up of mostly students, and the so-called *Planatanium* with more experienced gamers of over thirty – started fighting to wipe out each other on screen. Just days before the New Year, the *Planatanium* team “Killed “a *coo-clocks* warrior, a score that ratcheted up the gaming rivalry an intensity that *the online enemies* agreed to meet literally face to face.

Their confrontation in the city of *Ufah* turned tragic when the suspect beat a member of the *Planatanium* team so severely, the thirty-three-year-old Albert died from his injuries on the way to hospital. “I think *they* have confused the game and reality. And after we buried him on December 31, They continued to threaten us,” Albert's sister Albina says. The alleged murderer has shown no regret for the killing and hasn't justified himself. Twenty-two-year-old student just calmly explained why he killed his opponent. On the web each of the clans had its own hierarchy and rules. “Beat everything that moves and everything that doesn't move- move and beat! –This is one of the rules of the *COO-clocks – clan*. In this case the rule applied to real people in real life. Members of the *Coo-clocks-clan* continue to harass the family of the murdered man, threatening to kill his sister, who hasn't turned on the computer for days.

In an unrelated case another gamer in his Twenties came to *Moscow* from *Ukraine* to meet his rival. The confrontation ended in with The *Moscow* man being beaten to death. And a 20-year-old from *Petrosavosdsk* killed his grandmother after she interrupted his game calling him to eat. However, internet experts say these cases shouldn't be lumped together just because some people can't handle the situation. “Not many talk about the benefits of internet games for disabled people who don't have a chance to communicate with others like themselves or able-bodied people. Nobody mentions the benefits the internet can offer in education,” says Aleksandr Kuzemenko of a computer game magazine. With more and more people logging on to get their fix of virtual reality the experts say incidents like these are rare, and want it to stay that way.

Russia Today (adapted)

January 17,2008