

INSPECTORATUL ȘCOLAR JUDEȚEAN GALAȚI
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CLASA a X-a, SECȚIUNEA A
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NOTĂ: Toate subiectele sunt obligatorii.
Timp de lucru - 3 ore

SUBIECTULA A – USE OF ENGLISH (40 points)

I. Read the text below and choose the correct word for each space. For each question, mark the correct letter A, B, C, or D on your answer sheet. **(10 points)**

Going to the theatre brings back happy memories, as it (1)..... me of my very first performance on stage, (2)..... was thirty years ago. Parts of that particular night are so vivid that I can still picture myself as though it were yesterday. The excitement amongst the actors, the (3)..... applause and the party after the opening night are memories which will remain with me for (4)

I don't know how we managed to do so well. The rehearsals were far from satisfactory because we thought that we could just have two rehearsals a week (5).....in fact we needed more. The background (6).....to the last act weren't ready until an hour before the beginning of the play despite the set builder's best (7)..... . The director was not satisfied (8).....anything and he didn't even want to show up on the first night. Admittedly, I wouldn't have wanted to either. (9)..... the night finally arrived, we were all a bit worried. I remember glancing through the curtain ten minutes before the start and being amazed (10)..... the sight of a full house. Finally, it was time for the curtain to go up. In the end, we proved the director wrong and everything went like clockwork.

1	A. recognises	B. reminds	C. recalls	D. memorises
2	A. which	B. when	C. where	D. who
3	A. onlookers'	B. viewers'	C. audience's	D. spectators'
4	A. life	B. ages	C. a while	D. time
5	A. where	B. when	C. which	D. whenever
6	A. images	B. visions	C. scenes	D. sights
7	A. attempts	B. efforts	C. trials	D. tries
8	A. by	B. in	C. at	D. with
9	A. when	B. after	C. while	D. until
10	A. in	B. at	C. on	D. for

II. Fill in each gap in the following text with only ONE word which fits the meaning of the text.**(10 points)**

Variation in English

When foreign learners of English first come to the British Isles, they are usually surprised, and often dismayed, to discover (1) ... little they understand of the English they hear. For (2) ... thing, people seem to speak faster (3) ... expected. Also, the English that most British or Irish people speak seems

to be different in (4) ... ways from the English the visitor has learnt. While it is probably differences of pronunciation that (5) ... immediately strike them, learners may also notice differences of grammar and vocabulary.

Their reactions (6) ... this experience will vary. They may conclude that most of the English, Welsh, Scottish and Irish people that they hear do not – or even cannot – speak English correctly. In this they would find that many native speakers agree (7) ... them. They might even be told that, since learners of English (8) ... a foreign or second language (9)... usually studied English in a formal way, they (10).....know better than native speakers what is 'correct'.

III. Read the sentences and use the word given in brackets to form a word that fits in the gap in the same line. **(10 points)**

1. Playing _____ (**ENERGY**) sports helps in weight management.
2. It is _____ (**ADVISE**) to fasten your seat-belts before take-off.
3. She claimed _____ (**EMPLOY**) benefits for over six months.
4. Tax _____ (**EVADE**) is one of the biggest problems that face the new country.
5. When teaching children, you have to adopt an _____ (**IMAGINE**) approach.
6. The _____ (**MANAGE**) course is being paid for by the company.
7. We need to find new ways of lowering the crime rate since _____ (**PRISON**) is no longer such a deterrent.
8. Emma is a thin woman of medium _____ (**HIGH**) at 1.65metres.
9. The police searched the house _____ (**SYSTEM**).
10. He reacted to the crime in shock and _____ (**BELIEVE**).

IV. Complete the second sentence so that it means the same as the first. You must use between two and five words, including the word given. **(5x2=10 points)**

1. A friend is looking after my cat while I'm away. **CARE**
My cat.....by a friend while I'm away.
2. You can try to open the safe with that key, but it won't work. **POINT**
There's the safe with that key.
3. The accused refused to answer questions without his lawyer. **INSISTED**
The accused present before answering any questions.
4. Mary went to the airport early because she did not want to miss her plane. **THAT**
Mary went to the airport early.....miss her plane.
5. The match couldn't take place because of a heavy snowstorm. **PREVENTED**
A heavy snowstormplace.

SUBIECTUL B – INTEGRATED SKILLS.....(60 points)

I. You are going to read an article about the video games industry. For questions 1-5, choose the answer (A, B, C or D) which you think fits best according to the text. **(5x2=10 points)**

Initially populated by computer scientists and the self-taught, the video game design industry used not to offer many routes into its midst. Often, perhaps unfairly, viewed as just a hobby for young enthusiasts, the video games industry is now being taken seriously. Surprised?

Industry experts aren't.

It's not easy though. Video game spin-offs that rapidly follow any new movie require dozens of team members and months of incredible skill, perseverance and intricacies. As with almost every industry, it's tricky to get into - but it is expanding. Jim Donnelly, a spokesman for an online games magazine says: 'It's certainly very difficult to make much headway within big companies, or to influence any of the really big mainstream games. But the truth is, the industry needs game designers more than ever. Not just director-level people who orchestrate an entire game, but the lower-level people who design systems and individual set pieces.'

So how can you get into such a competitive industry? Although many companies prefer people to have a degree in computer science, Jim disagrees. 'There is only one route: make games. The tools are there. You won't get a job if you haven't made something, and you won't get anywhere independently if you are not making stuff. Game design is less a job than it is a way of life. Like any creative endeavour it must be done to be real.' Another industry expert, John Field, sees other options. 'There's a lot to be said for "just doing it", but it's really more complicated than that. There are lots of people who want to work **line18**

in games, but few who measure up to the requirements of the industry these days; even fewer who have the creative talent, technical know-how, vision and entrepreneurial ability to really contribute to the ever-changing face of an evolving medium.'

Can you do it on your own? 'Perhaps, but it's pretty tricky,' says John. 'However, a good postgraduate course in games can help, plus provide a year or two of top-level support and guidance. Most games designers start their careers as programmers, or artists, progressing their way up the ladder. They are interested in all forms of entertainment media, plus have a healthy appetite for all areas of the arts and contemporary culture. They may or may not have spent a few years in the working world post-graduation, but have realised that 'games' is going to be their "thing". They are not merely fans, but are fascinated by the future possibilities of games, and are aware of the increasing breadth and diversity of the form. And finally, connections can help. This is often overlooked, but in order to get ahead in games - as in many other areas - you need to network.'

The childish stereotype of the adolescent boy glued to his games console has long been replaced by the more accurate perception of a grown-up medium, grabbing our attention. Families frequently get involved on interactive consoles. Smart phones introduce a wealth of new games through apps, as well as social media. John believes there is plenty of room for expansion. 'Games have become pervasive play-things for increasingly large audiences. They are also a great way to learn things and I see this already big area as an expanding array of possibilities and opportunities.'

1.What is the writer's main point about the video games industry in the first paragraph?

A It is reasonable to consider making a living in this field.

- B Young people's contributions to it should be appreciated.
- C It offers a relatively limited number of career options.
- D Specialists in this area have failed to value its potential.

2.What does Jim tell us about the video games industry?

- A It can be hard to decide which idea will prove successful.
- B Many designers are required to take charge of each large project.
- C It is worth recognising the value of having a long-term strategy.
- D There is room for people with different degrees of responsibility.

3. What does 'that' refer to in *line 18*?

- A getting a degree in computer science.
- B making games.
- C being independent.
- D seeing other options.

4.What opinion does John express in the third paragraph?

- A It is a mistake to believe that the jobs people do in the industry are easy.
- B Many people lack the qualities needed to do effective work in the industry.
- C The industry could benefit from people who have a strong desire to work in it.
- D The industry is changing too rapidly for people to keep up with it.

5.In the final paragraph, we are told that

- A video games have not been effectively exploited as learning tools.
- B young people are being offered more demanding games to play.
- C people used to misunderstand the true nature of video games.
- D other technologies have forced the games industry to compete.

II. An English-language magazine called *Technology Today* is preparing a special edition on technological innovations of recent years such as new gadgets, applications for mobile phones or computer software. You decide to send in a *review* recommending something you have found useful, briefly describing what it can do, and analysing the reasons why it has become popular. Write your **review. (200-220 words)** **(50 points)**