

**ŽUPANIJSKO NATJECANJE IZ ENGLESKOGA JEZIKA**  
**za 2. razred srednjih škola**

**ŠKOLSKA GODINA 2016. / 2017.**

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**TEST**

**Zaokruži broj (1 ili 2) liste u kojoj se natječeš:**

- 1**    Lista 2.A: gimnazije
- 2**    Lista 2.B: ostale srednje škole

**Zaporka:**

(prepiši dobivenu riječ)

**TEST**

<b>Slušanje s razumijevanjem:</b>	<b>10 bodova</b>
<b>Čitanje s razumijevanjem:</b>	<b>20 bodova</b>
<b>Uporaba jezika:</b>	<b>70 bodova</b>
<b>Ukupno:</b>	<b>100 bodova</b>

## Task 1: LISTENING COMPREHENSION

### Task 1: My Job Delivering Newspapers

You will hear a recording about delivering newspapers. Listen carefully to the instructions. For questions 1-10, complete the sentences using no more than one word or a number for each gap. You will hear the exact words or numbers that you need to use. You do not need to change them. The answers will occur in the same order as the questions. You will hear the recording twice.

The task begins with an example (0).

After you hear the recording for the second time, you have 1 minute to check your answers and transfer them to the separate Answer Sheet.

- (0) The speaker was 12 years old when she got a job delivering newspapers.
- (1) She managed to find the job by looking in a nearby \_\_\_\_\_ .
- (2) She normally had to leave the house at \_\_\_\_\_ in the morning.
- (3) The speaker says that the \_\_\_\_\_ was the hardest thing about the job.
- (4) She says that \_\_\_\_\_ was the most difficult day of the week for her.
- (5) The thing that she liked the most was the \_\_\_\_\_ .
- (6) The speaker generally delivered the newspapers by \_\_\_\_\_.
- (7) She describes her boss as being \_\_\_\_\_ .
- (8) The speaker says that she \_\_\_\_\_ most of the money that she made.
- (9) She gave up her paper round because of her \_\_\_\_\_ .
- (10) The speaker says that the main benefit of her job was \_\_\_\_\_ .

(10 points)

### Tasks 2-3: READING COMPREHENSION

#### Task 2: Long Train Journeys

Read the following texts on people's experiences of long train journeys. For questions 1-12 on the next page, choose one of the people A-F. Some choices will be required more than once. Write the corresponding letter A-F on the Answer Sheet.

The task begins with an example (0).

Remember to write your answers on the separate Answer Sheet.

<b>A Andrew</b>	<b>B Belinda</b>
My boss is constantly on at me to get stuff done for work and to plan ahead, which is all very well in principle, but I prefer to look at my paperback. I'm a firm believer that it's important to give your mind something to do. As a result, the journey absolutely flies by most of the time. The only downside of my long commute is that I'm nearly always famished by the time I get home, but that's not a major problem and I usually sort myself something out pretty quickly.	I have to catch the train to school and back every day. I make sure that I take a novel with me, usually whatever we happen to be studying at school, but I'm invariably drowsy and frequently nod off. Sometimes, I might join in a bit of banter with my peers, but on the whole it's pretty dull. I could get the coach, although the ticket is rather expensive. I hate the fact that I have to lug all my books with me. My bag can be quite heavy at times. Still, it's the last year that I'll have to do it.
<b>C Claire</b>	<b>D Donald</b>
Irrespective of the time of year, I'm always up at daybreak to get down to the station. I'm totally exhausted by the time I get back and the first thing that I do is have a nap. I have to say that being tired all the time doesn't bother me too much; unlike the rather dear fare I get charged. I must say that I really don't know how some people manage. These days, if you want a decent job you have to be prepared to travel.	I normally go over what we've been discussing in the office so that I know what I have to do. If I find myself at a loose end, I just put my feet up and gaze at the scenery zooming by and decide which film I'm going to watch when I return. I used to have to get up very early in the morning, but now that I've got a new position I can have a lie-in if I want to, which is something that I enjoy doing once in a while.
<b>E Elaine</b>	<b>F Frank</b>
It's always something of a challenge to enliven a tiring journey, so I like to get stuck into a sudoku or crossword to keep awake. I'm totally oblivious to the fantastic countryside that I travel through, which amazes many of my friends when I tell them about it. The other thing that I really love doing if I have the chance is to catch up on one of my favourite series. It's surprising how much you can fit in if you're organised. Most of the people I know waste their time on the train.	I'm actually doing an online master's at the moment. It's amazing how much work you can do on the train if you manage to shut out all the distractions around you, such as people ceaselessly chatting on the phone, which I have to admit can get on my nerves at times. If it's not packed, I might even pace up and down a bit to give my eyes a rest from staring at the screen. I also like to think about what I'm going to eat when I get home. I normally just grab a takeaway near the station.

Which person:

- |    |  |                             |
|----|--|-----------------------------|
| 0  | gets annoyed by other passengers from time to time?          | <u>      <i>F</i>      </u> |
| 1  | often ends up having a snooze while travelling?              | <u>                    </u> |
| 2  | considers their ticket to be on the expensive side?          | <u>                    </u> |
| 3  | enjoys remaining alert by doing brainteasers?                | <u>                    </u> |
| 4  | frequently becomes hungry on their journey?                  | <u>                    </u> |
| 5  | has a chat with fellow travellers every now and then?        | <u>                    </u> |
| 6  | is used to rising very early so they don't miss their train? | <u>                    </u> |
| 7  | occasionally resorts to staring out of the window?           | <u>                    </u> |
| 8  | likes to pass the time with their head in a book?            | <u>                    </u> |
| 9  | sometimes takes the chance to stretch their legs?            | <u>                    </u> |
| 10 | takes advantage of the opportunity to study?                 | <u>                    </u> |
| 11 | utilises the time in order to prepare for their job?         | <u>                    </u> |
| 12 | watches programmes they have missed?                         | <u>                    </u> |

**(12 points)**

### Task 3: Video Games

Read the following article on video games. Choose which of the sentences A-J from the box on the next page best fits into the numbered gaps 1-8. There are two extra sentences which do not fit any of the gaps. The task begins with an example (0).

Remember to write your answers on the separate Answer Sheet.

Computer games are an unavoidable feature of modern life, especially among the younger population. **0...K.....** Here is a short summary of some of the key arguments involved in an argument that just won't go away.

Those who defend the influence of video games argue that they can actually have a positive impact on learning. **1.....** Thus, the argument goes that not only do video games promote play but also the acquisition of vital skills for dealing with intellectual tasks in the classroom.

It has also been argued that they can have a beneficial influence on our emotional well-being. **2.....** Consequently, some people suffering from adverse mental states have shown signs of improvement, at least according to the research.

There are claims that there might even be a number of physical benefits to be gained from indulging in this pastime. **3.....** The jury is still out on this one, however, as no conclusive evidence has been offered.

Those defending the video game industry have also pointed to alleged social benefits. **4.....** These are social skills that are much sought after in the modern workplace. Thus, playing computer or console games in this way could actually boost players' employment prospects.

However, there are two sides to every coin and many, if not all, of the above views have been vigorously challenged by opponents of the gaming industry. **5.....** One study has shown that

playing such games over long periods leads to a need to be in control and to make all the decisions. This cannot be replicated in a school environment and, as a consequence, many children are failing to reach their full potential, as they are unable to adapt to the differences between the world of video games and the classroom, where authority is held by the teacher.

There is also plenty of scepticism regarding the physical benefits of playing PC or console games. **6.....** It therefore comes as no surprise to learn that ophthalmologists are among the most vocal of those who strongly advise parents to limit the contact their kids have with these games.

There is also an increasing body of evidence that suggests that there is a direct causal relationship between certain games and violence. In fact, a lot of research has been conducted in this area. **7.....** This flies in the face of all often-repeated claims that what we are talking about is simply an innocuous form of escapism.

Finally, video games' strongest opponents argue that they are highly addictive in a similar way to drugs like tobacco. **8.....** Such an inability to get away from games can even have an adverse effect on health, and life-threatening sleep deprivation and malnutrition have been reported in certain extreme cases in which gamers have gone too far. There have even been cases in which parents who have developed a compulsion have ended up neglecting their own children.

- A.** Certain studies indicate computer games can reduce levels of despondency and low self-esteem.
- B.** Co-ordination, dexterity and reflexes are all said to be enhanced by participating in video games.
- C.** Disturbingly, it is most often friends and relatives who are on the receiving end of such behaviour.
- D.** For instance, it is argued that any educational benefits are outweighed by the negatives of gaming.
- E.** Human eyes are not designed for staring at bright, flashing screens for hours and hours on end.
- F.** In fact, it seems that gamers and non-gamers spend equal amounts of time doing physical exercise.
- G.** Multi-player games may actually involve relatively large amounts of communication and teamwork.
- H.** Their time-consuming nature can ultimately compromise players' careers and relationships.
- I.** These are clearly seated in a range of socio-economic factors that can have a significant impact.
- J.** This is because users often use logical thinking and problem-solving in order to progress.
- K.** ~~The pros and cons of this activity have been repeatedly debated up and down the country.~~

**(8 points)**

<b>Tasks 4-8: ENGLISH IN USE</b>
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**Task 4: Gap Filling**

For questions 1-10, find one word which is appropriate for all three gaps in each of the following sets of sentences.

The task begins with an example (0).

Remember to write your answers on the separate Answer Sheet.

- (0) It's unbelievable how much cafés charge for a coffee these days.  
 My phone's not working. I need to charge my battery right away.  
 The accused appeared in court on a charge of armed robbery.

- (1) Dave says he really finds it hard to \_\_\_\_\_ stressful situations.  
 I can't open the drawer! I think the \_\_\_\_\_ might be broken.  
 Make sure you \_\_\_\_\_ that puppy gently. It's absolutely tiny!

- (2) Dave and Jim really \_\_\_\_\_ me with their behaviour.  
 I'm not feeling too well. I must have picked up a stomach \_\_\_\_\_.  
 Paul let out a yell when he saw a great big \_\_\_\_\_ crawling across the floor.

- (3) I'm not going back to that shop. They tried to \_\_\_\_\_ me off!  
 Pete's trousers have a big \_\_\_\_\_ at the back. How embarrassing!  
 Do you know how to \_\_\_\_\_ a DVD onto the hard drive of a computer?

- (4) I prefer real Turkish coffee to that \_\_\_\_\_ stuff you buy in supermarkets.  
 Sally gave me a ring the \_\_\_\_\_ she found out what had happened.  
 The problem with modern technology is that people expect \_\_\_\_\_ responses.

- (5) Our kitchen has been badly flooded because of a burst \_\_\_\_\_.  
 Dan's grandfather slowly filled his \_\_\_\_\_ with tobacco and lit it.  
 A \_\_\_\_\_ is a musical instrument that you play by blowing into it.

(6) Jill had to \_\_\_\_\_ all weekend to complete her essay in time.

Anne went into \_\_\_\_\_ at nine o'clock and gave birth eight hours later.

There's a lack of skilled workers on the \_\_\_\_\_ market these days.

(7) After walking all day, at long \_\_\_\_\_ I was able to put my feet up.

In the old days, craftsmen built things to \_\_\_\_\_. Not like now.

I'm warning you! You haven't heard the \_\_\_\_\_ of this.

(8) A \_\_\_\_\_ is a tiny piece of material with an integrated circuit on it.

We all decided to \_\_\_\_\_ in and buy Mike a leaving present.

Be careful! You don't want to fall and \_\_\_\_\_ a tooth, do you?

(9) I like to have a hot \_\_\_\_\_ of tea and a slice of toast in the morning.

The police have caught that guy that tried to \_\_\_\_\_ me last week.

Scammers always manage to trick some poor \_\_\_\_\_ out of their money.

(10) We really need to get to the \_\_\_\_\_ of the problem as soon as possible.

I had to \_\_\_\_\_ around in my bag for five minutes before I found my keys.

Jane wasn't looking where she was going and stumbled over a tree \_\_\_\_\_ .

**(10 points)**

### Task 5: Steampunk

Read the following text. In most of the lines 1-15, there is one extra word. Identify the extra words which are either incorrect grammatically or do not fit in with the text's meaning. Remember that some lines are correct.

If a line is correct, put a tick (✓) in the appropriate place on the answer sheet. If there is an extra word in the line, write the extra word in the appropriate place on the answer sheet.

The task begins with two examples, (0) and (00).

Remember to write your answers on the separate Answer Sheet.

only

✓

(0)	Steampunk is an artistic movement which only is a sub-genre of science fiction.
(00)	The first use of the term can be traced back to the 1980s, although examples of
(1)	the genre can also be found out much earlier. It often features alternative
(2)	histories or future worlds in which way steam power is the world's principal
(3)	technology. For example, there are works which include computers that are as
(4)	driven by steam instead of their utilising modern power sources. This lends the
(5)	genre a distinctive Victorian feel, and why its fans have been known to dress up
(6)	in a combination of Victorian fashion with the anachronistic industrial
(7)	accessories. In fact, this movement is rather very much influenced by the works
(8)	of various nineteenth-century sci-fi writers such as by HG Wells and Jules
(9)	Verne. As a result, those commentators sometimes describe it as Neo-
(10)	Victorianism. Post-apocalyptic societies are another typical theme of steampunk
(11)	writers. Though the origins of steampunk lie in its emergence before as a literary
(12)	movement, it has expanded far beyond this original narrow scope and now
(13)	which encompasses other art forms, including music and even lifestyles. Design
(14)	is another area that has been influenced by the trend, with creations that making
(15)	use of materials that were very popular in the nineteenth century like brass too.

(15 points)

**Task 6: The Great Storm of 1987**

**For questions 1-15, read the text below and choose the answer (A, B, C or D) that best fits each numbered space.**

**The task begins with an example (0).**

**Remember to write your answers on the separate Answer Sheet.**

The Great Storm of 1987 was a wind of hurricane (0) B that struck the UK during the night of 15-16 October. At the beginning of the week, the official weather (1) \_\_\_\_\_ in the UK was that there might be bad weather later on in the week. However, the meteorological office suggested that the country would avoid a (2) \_\_\_\_\_ storm, and went on to say that if there was any bad weather, it would (3) \_\_\_\_\_ harmlessly past the southern coast. The French, on the other hand, knew what was taking place out in the Atlantic and so (4) \_\_\_\_\_ a weather warning. A woman even phoned the BBC to ask if what the French were saying was true, only for her concerns to be (5) \_\_\_\_\_. As most people in the south of England turned in for the night, they had little idea of what was (6) \_\_\_\_\_ out to sea.

The storm hit the country with winds (7) \_\_\_\_\_ up to 216 km per hour. 15 million trees were (8) \_\_\_\_\_, paralysing the country as transport was halted. In many places, the electricity (9) \_\_\_\_\_ was brought down, and a million people were left without electricity. Many cars and buildings were (10) \_\_\_\_\_ beneath the weight of uprooted trees, and there were 22 fatalities. All in all, 2 billion pounds worth of damage was (11) \_\_\_\_\_.

The Met Office came in (12) \_\_\_\_\_ particularly strong criticism from many quarters for its failure to indicate that such a strong storm was on its (13) \_\_\_\_\_. As a result, an enquiry was (14) \_\_\_\_\_ by the authorities. This (15) \_\_\_\_\_ that several reforms be implemented to improve early-warning systems.

- |                   |               |             |               |
|-------------------|---------------|-------------|---------------|
| (0) A energy      | B force       | C might     | D power       |
| (1) A expectation | B likelihood  | C forecast  | D prediction  |
| (2) A harsh       | B severe      | C tough     | D stern       |
| (3) A drift       | B avoid       | C flow      | D miss        |
| (4) A spread      | B issued      | C affirmed  | D stated      |
| (5) A declined    | B discharged  | C denied    | D dismissed   |
| (6) A brewing     | B formulating | C preparing | D originating |
| (7) A achieving   | B extending   | C attaining | D reaching    |
| (8) A flooded     | B felled      | C blown     | D wrecked     |
| (9) A grid        | B framework   | C net       | D web         |
| (10) A crashed    | B trampled    | C stamped   | D flattened   |
| (11) A caused     | B affected    | C involved  | D made        |
| (12) A against    | B to          | C for       | D with        |
| (13) A route      | B passage     | C course    | D way         |
| (14) A activated  | B prompted    | C launched  | D introduced  |
| (15) A advocated  | B commended   | C endorsed  | D encouraged  |

(15 points)

### Task 7: Making Friends in a New Country

Read the text below and think of the word that best fits each space. Use **ONLY ONE** word each time. Write your choice on the Answer Sheet.

The task begins with an example (0).

Remember to write your answers on the separate Answer Sheet.

One of the biggest challenges for those who choose (0) to live and work abroad is meeting new people. Of course, the work environment itself offers (1) \_\_\_\_\_ plenty of opportunities to establish friendships. However, in certain cultures it is (2) \_\_\_\_\_ that unusual for people to keep their professional and social lives apart. In such cases, it will almost certainly be necessary to seek (3) \_\_\_\_\_ friendships in places other than the workplace.

Some people that I have spoken to claim that the answer is to join a club of some sort or (4) \_\_\_\_\_. This need not be anything special, and a simple gym will often do (5) \_\_\_\_\_ trick. Nevertheless, activities that are (6) \_\_\_\_\_ a more interactive nature, such as dancing, will generate better opportunities to get to know people. In this (7) \_\_\_\_\_ and age, ample information about such clubs can be found on the net.

However, it is not enough just to meet people (8) \_\_\_\_\_ you are to develop friendships. In any foreign country, it undoubtedly (9) \_\_\_\_\_ off to learn a bit of the language, but also something about that country's culture and history. Similarly, it is essential that you adopt a positive attitude towards the culture of the place (10) \_\_\_\_\_ you are living. This means respecting the way in which things are done, no matter (11) \_\_\_\_\_ irrational it might seem to you. Being critical of the host culture, even with regard to minor things, might (12) \_\_\_\_\_ to you appearing boorish or even offending people.

You would also do (13) \_\_\_\_\_ to remember that friendships don't develop overnight. Bearing this in (14) \_\_\_\_\_, you might need to demonstrate some patience. A little touch of courage might (15) \_\_\_\_\_ in handy too, especially when speaking a foreign language.

**(15 points)**

**Task 8: Gorillas**

Read the following text. Use the word given in **CAPITALS** at the end of the line to form a new word that fits in the same line.

The task begins with an example (0).

Remember to write your answers on the separate Answer Sheet.

Gorillas are apes that live in the (0) CENTRAL part of Africa. Generally speaking, they are (1) \_\_\_\_\_ and their diet consists of leaves. These primates are critically (2) \_\_\_\_\_ in the wild. The main reason for this is habitat (3) \_\_\_\_\_. Other threats include poaching and (4) \_\_\_\_\_ infections like Ebola. It is believed that thousands of gorillas have been wiped out in recent (5) \_\_\_\_\_ of Ebola.

Gorillas are social animals that live in bands comprising an adult male, several females and their (6) \_\_\_\_\_. The adult male is known as a silverback because of the colour of the hair on his back after he has reached (7) \_\_\_\_\_. In the wild a gorilla's average (8) \_\_\_\_\_ is forty years.

Perhaps the most famous scientific study of gorillas in the wild was conducted by the American (9) \_\_\_\_\_ Diane Fossey. Her work challenged many of our (10) \_\_\_\_\_ of these primates. For instance, she demonstrated that their reputation for violence was completely (11) \_\_\_\_\_. In fact, gorillas behave (11) \_\_\_\_\_ unless their band is threatened. The (13) \_\_\_\_\_ that she gained led her to several important conclusions. Above all, she was passionately opposed to the (14) \_\_\_\_\_ of gorillas in zoos. She considered such treatment to be (15) \_\_\_\_\_.

- (0) CENTRE  
(1) HERB  
(2) DANGER  
(3) DESTROY  
(4) VIRUS  
(5) BREAK  
  
(6) SPRING  
  
(7) MATURE  
(8) LIFE  
  
(9) ZOO  
(10) PERCEIVE  
  
(11) FOUND  
(12) PEACE  
(13) SIGHT  
  
(14) PRISON  
(15) ETHICS

(15 points)

**THIS IS THE END OF THE TEST**