

UŽSIENIO KALBA (ANGLŲ)

Klausymas, skaitymas, rašymas

2018 m. valstybinio brandos egzamino užduotis
(pagrindinė sesija)

2018 m. gegužės 5 d.

TRUKMĖ

Klausymas	30 min.
Skaitymas	60 min.
Rašymas	90 min.
Iš viso	3 val.

NURODYMAI

1. Gavę užduoties sąsiuvinį ir atsakymų lapą, pasitikrinkite, ar juose nėra tuščių lapų arba kito aiškiai matomo spausdinimo broko. Pastebėję praneškite egzamino vykdytojui.
 2. **Įsitikinkite, kad atsakymų lapas pažymėtas lipduku, kurio numeris sutampa su jūsų eilės numeriu egzamino vykdymo protokole.**
 3. Atsakymus į užduoties klausimus pirmiausia galite rašyti užduoties sąsiuvinyje. Jei neabejojate dėl atsakymo, iš karto rašykite atsakymų lape. **Vertintojams bus pateikiamas tik atsakymų lapas!**
 4. Atsakymų lape rašykite **tik juodai** rašančiu tušinuku tvarkingai ir įskaitomai.
 5. Saugokite atsakymų lapą (neįplėškite ir nesulamdykite), nesinaudokite trintuku ir koregavimo priemonėmis. Sugadintuose lapuose įrašyti atsakymai nebus vertinami.
 6. Atlikdami užduotis su pasirenkamaisiais atsakymais, atsakymų lape žymėkite tik vieną atsakymo variantą. Atlikdami kitas užduotis, atsakymus įrašykite tam skirtoje atsakymų lapo vietoje. Už ribų parašyti atsakymai nebus vertinami.
 7. Atlikdami klausymo testo užduotis, nepamirškite atsakymų įrašyti į atsakymų lapą. Klausymo testo pabaigoje skirtos dvi minutės klausymo testo atsakymams perrašyti į atsakymų lapą.
 8. Jeigu atlikdami rašymo testo užduotis naudojate juodraščių, kuriam palikta vietos sąsiuvinyje, pasilikite pakankamai laiko perrašyti savo darbą į atsakymų lapą.
 9. Atlikę rašymo testo pirmąją užduotį, pasirašykite *Vardaitis Pavardaitis* arba *Vardaitė Pavardaitė*.
 10. Atsakymų lape rašykite tik jums skirtose vietose, nerašykite vertintojų įrašams skirtose vietose.
 11. Neatlikę kurios nors užduoties, nenusiminkite ir stenkitės atlikti kitas.
 12. Atsakymų lape neturi būti užrašų ar kitokių ženklų, kurie leistų identifikuoti darbo autorių.
 13. Pasibaigus egzaminui, užduoties sąsiuvinį galite pasiimti.
- Linkime sėkmės!

I. LISTENING PAPER**Duration: 30 minutes, 25 points.**

Part 1 (10 points, 1 point per item). You will hear people speaking in five different situations. For questions 1–10, choose the correct answer, **A**, **B** or **C**. There is an example (0). You will hear each situation twice. You now have 1 minute to look at the questions.

Example (0). You will hear a railway information announcement.

0. How often are the trains from London to Cambridge?

- A** every hour
B every half an hour
C every couple of minutes

00. How long does the journey take in the evening?

- A** 50 minutes – 1 hour 30 minutes
B 50 minutes – 1 hour 25 minutes
C 30 minutes – 50 minutes

Situation 1. You will hear some information about post office services.

01. What additional service is mentioned?

- A** signed delivery
B parcel weighing
C item packing

02. What is the minimum cost to send a parcel to a UK destination?

- A** £ 0.97
B £ 2.80
C £ 5.70

Situation 2. You will hear a student calling the doctor's reception.

03. Why is the student making the call?

- A** to cancel his appointment
B to get his prescription
C to find out his diagnosis

04. What does the student decide to do?

- A** to wait for an appointment
B to see the doctor immediately
C to consult the doctor on the phone

Situation 3. You will hear the weather forecast for two days in England.

05. What weather is expected for Tuesday night?

- A** dry
B wet
C thundery

06. What weather is expected for Wednesday evening?

- A** changeable
B thundery
C less rain

Situation 4. You will hear an information announcement about charity festivals.

07. What is usually planned for the summer event?

- A** art displays
B workshops
C theatre plays

08. What can people do at the winter festival?

- A** go to art shops
B watch artists at work
C express their creativity

Situation 5. You will hear a man speaking about his activities in different weather conditions.

09. What does he like doing in cold weather?

- A** staying at home
B reading books in a library
C visiting exhibitions

10. What does he like doing while it is raining?

- A** visiting an aqua park
B relaxing at home
C enjoying shopping

DO NOT FORGET TO TRANSFER YOUR ANSWERS ONTO THE ANSWER SHEET.
 YOU WILL HAVE 2 MINUTES AT THE END OF THE LISTENING TEST

Part 2 (4 points, 1 point per item). You will hear an interview with a flash mob expert. For questions 11–14, choose the correct answer, **A**, **B** or **C**. There is an example (0). You will hear the recording twice. You now have 30 seconds to look at the questions.

0. Flash mobs are mostly coordinated with the help of

- A** face-to-face arrangements.
- B** communication technologies.
- C** newspaper adverts.

11. The majority of flash mob performers are

- A** professional dancers.
- B** trained volunteers.
- C** casual bystanders.

12. The reading flash mob presented book quotations on

- A** e-reader displays.
- B** cell phone displays.
- C** wall displays.

13. The crowd around may get startled when flash mobs

- A** are being rehearsed.
- B** appear online later.
- C** break into action.

14. Some artists united to show that they support a different

- A** world view.
- B** art form.
- C** organisation.

Part 3 (5 points, 1 point per item). You will hear some people express their opinion about national identity. For questions 15–19, match the extracts that you hear with statements **A–G**. There is **one** statement that you do not need to use. There is an example (0). You will hear the recording twice. You now have 30 seconds to look at the questions.

What does each speaker emphasise?

- A** caring for nature
- B** a global national community
- C** accepting different cultures
- D** family heritage
- E** local traditions
- F** a native language
- G** being useful to the country

0. Speaker 0	A
15. Speaker 1	
16. Speaker 2	
17. Speaker 3	
18. Speaker 4	
19. Speaker 5	

Part 4 (6 points, 1 point per item). You will hear a forecast for urban growth worldwide. For questions 20–25, complete the sentences. You may write **one word only**. Write the word exactly as you hear it. There is an example (0). You will hear the recording twice. You now have 1 minute to look at the questions.

It may be hidden among all the daily (0) headlines about financial markets, but we should also be aware of a new (20) _____ in society, which will affect our future. Today, the majority of the global population live in city-type (21) _____. The expansion of cities might have some worrying consequences. For example, as cities spread into the countryside, we lose valuable (22) _____ of farmland. Cities rely heavily on rural areas to grow the natural resources urban populations need. The (23) _____ future of these metropolitan areas is dependent on “give-and-take”. In (24) _____ for rural products, cities must provide better economic, medical, and educational services. It is vital for new developing cities to have supplies that are situated (25) _____. Nature can exist without people, but no city can survive independently of nature.

NOW YOU HAVE 2 MINUTES TO TRANSFER YOUR ANSWERS ONTO THE ANSWER SHEET

Notes

II. READING PAPER

Duration: 60 minutes, 25 points.

Part 1 (4 points, 1 point per item). Read the text about visiting Geneva. For questions 26–29, choose the statement from A–F which best summarises each paragraph. There is **one** statement that you do not need to use. There is an example (0).

- A Attractive scenery around the city
- B Entertainment events
- C For science and nature lovers
- D For those interested in global affairs
- E Guided tour by bus
- F Means of getting around

Geneva: what to do while you're there

0. A

Commonly mistaken as the Swiss capital, the attractive city of Geneva sits nestled at the southern tip of Lake Geneva, surrounded by the Alps and with views of Mont Blanc. It offers skiing and snowboarding for fans of the slopes, as well as hiking, culture, and cuisine for summer visitors.

26. _____

Discover CERN (European Council for Nuclear Research), a physics laboratory that holds some of the most fascinating secrets of the universe. Also, don't forget that a visit to Geneva would not be complete without a mountain hike. Mont Salève is popular for a day trip; 20 kilometres from the city centre, it offers views of the lake and beyond into France.

27. _____

Explore the home of the United Nations at the *Palais des Nations*. Take a tour through the building, where some of the most important negotiations the world has ever seen have taken place. The *International Red Cross Museum* first opened in 1988 and underwent a significant renovation from 2011 to 2013. Explore the thought-provoking *Humanitarian Adventure*, which offers the opportunity to enter into the history of humanitarian action.

28. _____

The live music scene in Geneva is varied, from laid-back jam sessions at *Le Chat Noir* to rock and reggae at funky *L'Usine*. Join the city for the ultimate fireworks celebration to mark the end of Geneva's summer festival, which takes place during the second weekend of August. This is a grand affair that unites the city.

29. _____

Geneva has a public transport network consisting of trams, buses, boats, and trains. The whole system uses the same ticket. Public transport is free within the city for anyone who has booked a hotel. There are also free transfers to the city from the airport, making travel stress-free.

Part 2 (6 points, 1 point per item). Read the text about an incident at an exhibition at Robert Gordon University. For questions 30–35, complete the text with the words from the box below. There are **two** words that you do not need to use. There is an example (0).

cost	defend	empty	energetic	heavy	put	similar	university	visitors
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Pineapple mistaken for art

Students managed to pass off a pineapple they bought for £1 at a supermarket as a work of art, after leaving it in the middle of an exhibition at their (0) university. Ruairi Gray, a student at Robert Gordon University in Scotland, and his friend left the fruit at the *Look Again* exhibition at the university, hoping that it might be mistaken for art. When they returned four days later, they found that the pineapple had been (30) _____ inside its own glass display case. Gray, 22, told reporters: “I saw an (31) _____ art display stand and decided to leave the pineapple nearby to see if people would believe it was art. I came in later and the pineapple was already in a glass case.”

Natalie Kerr, a cultural assistant for the festival, said she wasn’t the one who included the fruit as a work of art. “It’s a bit of a mystery – the glass is pretty (32) _____ and would need two or three people to move it, so we have no idea who did it. But we decided to keep it, because it’s in line with the playful spirit of this exhibition,” she told the journalists.

The incident recalls a (33) _____ prank last year when the 17-year-old TJ Khayatan placed a pair of glasses on the floor at the San Francisco Museum of Modern Art. Apparently wanting to confirm that people would try to interpret any object as a piece of art, provided that it is in a gallery setting, he placed the glasses on the floor and walked away. Soon after, (34) _____ surrounded them and began taking pictures.

Khayatan was keen to (35) _____ modern art despite the joke. “I can agree that modern art can be a joke sometimes, but art is a way to express our creativity,” he said at the time. “Some may interpret it as a joke, while others may find great spiritual meaning in it.”

Part 3 (7 points, 1 point per item). Read the text about robots and a new industrial revolution. Seven sentences have been removed from the text. For questions 36–42, choose from sentences A–I the one which best fits each gap. There is **one** sentence that you do not need to use. There is an example (0).

Does the next industrial revolution spell the end of manufacturing jobs?

Robots have been taking our jobs since the 1960s. (0) A It comes down to the question of what a robot really is. (36) _____ For example, in the 20th century, traditional robots didn’t look human but were automated machines or robotic arms building cars in factories. Commercial 21st century robots include supermarket self-checkouts, automated guided warehouse vehicles, and even burger-flipping machines in fast-food restaurants.

Ultimately, humans haven’t become completely redundant because these robots may be very efficient, but they’re also kind of dumb. They currently do not think; they just act, in highly accurate but very

mechanical ways. (37) _____ But the need to physically supervise robotic machines is all set to change thanks to a new wave of smarter, better value robots that can adapt to multiple tasks. This change will be so significant that it will create a new industrial revolution.

This era known as 'Industry 4.0' is being driven by the same technological advances that enable the capabilities of the smartphones in our pockets. (38) _____ This combination will produce smarter robots with better sensing and communication abilities that can adapt to different tasks, and even coordinate their work to meet demand without the input of humans.

Industry 4.0 machines are flexible, collaborative, and can operate more independently, which ultimately removes the need for a highly-skilled workforce. But while these machines are getting smarter due to Artificial Intelligence, they are still not as smart as us. (39) _____ So, programmers are still necessary.

What's coming next is known as 'deep learning'. Similar to big data analysis, it involves processing large quantities of data in real time to make decisions about the best action to take. (40) _____ A perfect example of deep learning was demonstrated by Google's *AlphaGo* software, which taught itself to beat the world's greatest *Go* players.

Exactly what impact a smarter robotic workforce with the potential to operate on its own will have on the manufacturing industry is still widely disputed. (41) _____ It could well be the 22nd century before robots really have the potential to make human labour obsolete by developing not just deep learning but true artificial understanding that mimics human thinking.

Ideally, Industry 4.0 will enable human workers to achieve more in their jobs by removing repetitive tasks and giving them better robotic tools. (42) _____ Technology that has made humans redundant in the past has forced us to adapt, generally with more education.

A *So why are politicians and business leaders only now becoming so worried about robots causing mass unemployment?*

B After reviewing the data, business analysts decided to invest in the production of more powerful microchips.

C However, the majority do agree that Artificial Intelligence, as we know it from science fiction, is still in its infancy.

D In theory, this would allow us humans to focus more on business development, creativity and science, which would be much harder for any robot to do.

E Such innovations use low-cost and high-power computers, high-speed communication and Artificial Intelligence.

F The difference is that the machine learns from the data so it can improve its decision making.

G This is because today's industrial Artificial Intelligence operates at a narrow level, which gives the appearance of human intelligence exhibited by machines, but it still needs to be designed by humans.

H This means that humans are still needed to work around robots, doing the jobs machines can't, and fixing them when they break down.

I While science fiction has often portrayed robots as androids carrying out tasks in the much the same way as humans, the reality is that robots take much more specialised forms.

Part 4 (8 points, 1 point per item). Read the text about advances in gaming. For questions 43–50, complete the answers by inserting **no more than one word** from the text. There is an example (0).

The advances in gaming in the last decade

There were open-world games before 2004, but the era of *GTA V*, *Assassin's Creed*, *Far Cry*, *Skyrim* and *Witcher* has seen the level design evolve from linear experiences to playful experimental spaces. Open-world games have encouraged players to be more curious, creative and collaborative, and that's been amazing to watch.

Before the broadband era, it was difficult for small teams to get their games seen by a large number of players. But gradually we had *Xbox Live*, the *App Store* and *Steam*, and a broader audience for independent productions was created. Later, cheap or free tools, such as *Game Maker*, became accessible. All of this combined to give small studios the tools and support to make brilliant games, from the deeply personal to the deeply political.

With broadband internet, we also got the irresistible growth of online multiplayer gaming, overtaking both the sofa-based experience of traditional two-player console games and the local area network complexity of early 1990s PC titles. The arrival of friends' lists and mass online get-togethers allowed us to meet up on virtual battlefields and in simulated sports arenas to compete, or also just to chat. Games became shared social spaces and benefited the community enormously.

It used to be that games existed in a cultural ghetto kept away from other art forms. Now there are video games at the *Tate Gallery* and in the *Victoria and Albert Museum*. There are theatre companies, art collectives, television shows and movies drawing heavily from the aesthetics and structure of games. Arguably the best TV series of the last year, *Westworld*, is a commentary on the ethics of virtual violence.

It is inarguably a good thing that video games are being made and played by a wider spectrum of people than ever before. From the millions of commuters engrossed by *Candy Crush Saga* to the small communities exploring gender and identity issues through visual novels, there are more voices, more points of view and more opportunities to see heroes like you being available and controllable on screen.

In the past, if you wanted to make your own *Doom* levels, you had to be technically literate. Then along came games, such as *Minecraft* and *The Sims*, and user creativity rose to the forefront as vast communities grew up around building and sharing content. Games are no longer to be consumed and discarded; many have become universal creative workshops.

A lot of the people who make games are getting older and more thoughtful. At the same time, new people are entering the medium who understand games as a form of self-expression, rather than just as entertainment products. This has led to shifts in the storylines of games, away from saving the princess and towards more complex ideas of redemption and self-discovery. Titles such as *Bioshock* and *Valiant Hearts* have all explored dark, difficult themes while also making us feel part of the action.

This has been a decade of extraordinary creativity. What we do within games now depends on our choices. If you want to spend hours in *GTA V* just playing golf, or working out how to blow up planes, you totally can. As G. K. Chesterton once wrote, "It might reasonably be maintained that the true object of all human life is play."

But what do I really think about the last 14 years of this industry? I'll borrow the final words from my favourite game series of the decade, and perhaps of all time, *Portal*. "This was a triumph. I'm making a note here: huge success. It's hard to overstate my satisfaction."

0. *What effect did the transition from linear experiences to experimental spaces have on video game players?*

Players were encouraged to be more adventurous.

43. What impact did broadband internet have on computer games?

The games created by small studios became _____ to a broader audience.

44. What kind of social experience did broadband internet create?

Friends' lists and online multiplayer gaming _____ players by creating shared social spaces.

45. Why does the reviewer mention the fact that games can be found in art museums, theatres, and on television?

He wants to show that games have a growing influence on _____ aspects of life.

46. Why is the greater diversity of game designers and players a good thing?

According to the reviewer, this provides more opportunities for _____ different issues.

47. Compared to the past, which ability is appreciated by the gaming community?

Player _____ has become more important, because the creation and development of game content have become part of the entertainment itself.

48. What has happened to games since a new generation began designing?

There have been _____ in the themes of games.

49. What opportunities do modern video games provide?

They allow players to make _____.

50. How does the reviewer express his opinion about the last 14 years of the video game industry?

The reviewer chooses to _____ someone else's words to express his satisfaction.

