



SUBIECTELE

LA LIMBA ENGLEZĂ

Choose the correct answer *a, b, c* or *d*.

Partea I: CITIT

My dad was a professional basketball player in Germany, as his father had been before him, and I went to watch many of his games when I was a kid. You might think that seeing so many matches would give me a love of the sport, but it actually had the opposite effect. I loved telling my friends how good my dad was, of course, especially when he won a game, but I used to take a book with me to read instead of watching.

Starting secondary school, I was still two years away from being a teenager but was already two meters tall. Seeing my height, my sports teacher asked if I'd be interested in training with the basketball team. Even though I enjoyed the session, I thought I'd need to develop my skills before I took part in a real match, but the teacher had more confidence in me than I did. It took me a while to agree, but a few weeks later I found myself playing against a team from another school. Mum and Dad coming to watch didn't really help - it made me more nervous. But it was ok in the end!

1. What does the writer say about his childhood?

- a) He had a great interest in basketball.
- b) He enjoyed watching his father play basketball.
- c) He knew he wanted to become a basketball player.
- d) He felt proud of his father's success at basketball.

2. How did the writer feel before his first match at secondary school?

- a) He wasn't happy about his teacher's attitude.
- b) He wasn't sure that he would do well.
- c) He was delighted to be part of the team.
- d) He was pleased that his parents were there.

I joined the National Youth Challenge (NYC) last year because I knew they went camping and sailing and taught skills like public speaking, and these were things I'd never done before. In the NYC you can do different activities to challenge yourself and you're always learning something. There are different levels, from beginner to advanced, run by adult volunteers called 'leaders'. When you complete each level you get a certificate.

When I first joined, my leader suggested that my first challenge should be helping to organise activities at a local children's club for two hours a week. I wasn't sure it was a good idea; I'd joined that same club when I was eight and I'd found it really difficult to make friends. I was quite shy then and all the other children already had their own friendship groups, so I'd stopped going after a couple of weeks. I decided to take up the challenge though, but only because I wanted my NYC certificate.

3. What was the main reason why the writer joined the NYC?

- a) to try new experiences
- b) to improve some of his skills
- c) to reach the advanced level
- d) to become volunteer leader

4. Why didn't the writer want to start helping at children's club?

- a) He didn't like the children there.
- b) None of his friends worked there.
- c) His memories of going there weren't very positive.
- d) He felt he was too shy to do a good job there.

In the early 1980s, kids in Britain were beginning to realise that computers weren't just boring play things for their parents. They could be made to amaze and to entertain. These moments of inspiration would eventually see the UK outperform many other countries in the global video-games market.

Arcade video games, which you could pay to play in public amusement arcades, were nothing new, but you could play only what you were given. Home computers presented kids with an exciting alternative and an opportunity for experimenting with games, allowing them to develop their own ideas and impress their friends. By 1981, there were machines which were affordable and able to run games with basic graphics. The games may look laughably easy to video-games players today, but back then they represented a formidable achievement.

5. What point does the writer make in the first paragraph?

- a) Most older people in Britain did not take computer programming seriously.
- b) Young people in the UK did not initially understand the potential of computers.
- c) British adults used to be unwilling to let younger people use their computers.
- d) People in the UK were slower to take up video gaming than people elsewhere.

6. What positive impact of home computers is described in the second paragraph?

- a) People could be more creative with video games.
- b) People no longer spent money in amusement arcades.
- c) People did not worry about what others thought of their games.
- d) People could play video games for the first time.

Partea a II-a: GRAMATICĂ ȘI VOCABULAR

7. There is ____ furniture in this hotel room! I can't move around!

- a) too many
- b) too much
- c) many
- d) a lot

8. The officer ____ you twice today.

- a) has called
- b) has been calling
- c) is calling
- d) calls

9. That's the girl ____ aunt lives in America.

- a) whose
- b) who
- c) who's
- d) which

10. This time tomorrow he ____ to Jamaica.

- a) will have been travelling
- b) will be travelling
- c) will have travelled
- d) travels

11. Lt. Brown wishes he ____ be deployed as soon as possible.

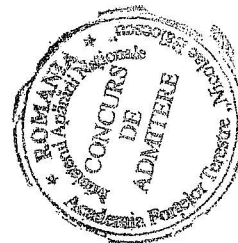
- a) should
- b) may
- c) could
- d) can

12. If you had watered the plants regularly, they ____ dying now.

- a) won't be
- b) wouldn't be
- c) weren't
- d) hadn't been

13. ____ the weather was fine, I opened all the windows.

- a) Because of
- b) For
- c) As
- d) Since that



14. He may come but, ____ the other hand, he may be too busy.
 a) in
 b) by
 c) for
 d) on
15. On which TV channel will the documentary about African elephants be ____ ?
 a) broadcast
 b) shot
 c) filmed
 d) produced
16. During the latest NATO Summit in Madrid, the participants ____ the issue of European security.
 a) referred
 b) put
 c) raised
 d) brought
17. He wants to get a better ____ and earn more money.
 a) employment
 b) work
 c) trade
 d) job
18. He was ____ by an aunt after his parents' death.
 a) grown up
 b) grown out
 c) brought out
 d) brought up



NOTĂ: Toți itemii sunt obligatorii. Pentru fiecare item corect rezolvat se acordă 0,5 puncte. Se alocă 1 punct din oficiu.

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