**TIẾNG ANH 10 FRIENDS GLOBAL**

**UNIT 3: ON SCREEN**

**READING TEST**

**Exercise 1: Read Hiro Takamura’ s article about his experience with Fortnight. Then answer some questions below. (2,5 points)**

I remember when I discovered Fortnite, I was very bored, surfing the Internet and started googling random stuff. Truth be told, I wanted to find an addictive videogame to kill my time so my search words were something like “MMORPG”, "Addictive pc games you can't stop playing”, and so on.

What I found first was a game called "Playing Unknown Battleground" (also known as PUBG). It seemed pretty interesting and realistic, but it just didn't convince me because of the game I found. Yes, you are right. I’m talking about Fortnite.

I just fell in love with it. Firstly, Fortnite graphic effects are inspiring. The cartoon style is very funny and hilarious. Secondly, the game replayability is fantastic. It is much faster and more enjoyable than PUBG. Battles or "matches" are really dynamic and when you least expect it, you are playing a second round and trying to be the last man standing.

All in all, it's been months since I've been playing Fortnite and I'm planning to be a professional player and fight against the strongest people all over the world.

1. How did Hiro discover Fortnite?

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2. Did he find Fortnite instantly?

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3. Which are the features the author loves about Fortnite?

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4. Did he download PUBG?

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5. What is he planning to do?

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**Exercise 2: Choose the word or phrase among A, B, C or D that best fits the blank space in the following passage. (2,5 points)**

Cartoon films have very few limits. If you can draw something, you can (1) \_\_\_\_\_\_\_\_ it move on the cinema screen. The use of new ideas and advanced computer programs means that cartoons are becoming exciting again for people of (2) \_\_\_\_\_\_\_\_ ages. By the end of the 1970s, the cinema world had decided that cartoons were only for children. But soon (3) \_\_\_\_\_\_\_\_, one or two directors had some original new ideas. They proved that it was possible to make films in which both adults and children could share the fun. However, not (4) \_\_\_\_\_\_\_\_ cartoon film was successful. The Black Cauldron, for example, failed, mainly because it was too frightening for children and too childish for adults. Directors learn from this (5) \_\_\_\_\_\_\_\_, and the film companies began to make large amounts of money again.

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| --- | --- | --- | --- | --- |
|  | 1. get | 1. cause | 1. wish | 1. make |
|  | 1. more | 1. other | 1. all | 1. these |
|  | 1. afterwards | 1. later | 1. next | 1. then |
|  | 1. every | 1. both | 1. any | 1. each |
|  | 1. damage | 1. crime | 1. mistake | 1. foul |

**Exercise 3: Read the passage and write the answer True or False. (2,5 points)**

Modem cinema audiences expect to see plenty of thrilling scenes in actions films. These scenes, which are known as “stunts”, are usually performed by stuntmen who are specially trained to do dangerous things safely. Anyone can crash a car, but if you are shooting a film, you have to be extremely precise, sometimes stopping right in front of the camera and the film crew.

At an early stage of the production, an expert stuntman is called in to work out the action scenes and form a team. He is the only person who can go against the wishes of the director although he will usually only do this in the interests of safety.

Many famous actors like to do the dangerous parts themselves, which produces better shots, since stuntmen don’t have to work in for the actors. Actors like to become involved in all the important aspects of the characters they are playing, but without the recent progress in safety equipment, insurance companies would never let them take the risk. To do their own stunts, actors need to be good athletes, but they must also be sensible and know their limits. If they were to be hurt, the film would come to a sudden halt.

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| **Questions** | **Answers** |
| 1. “Stunts” are risky and breath-taking scenes in action films. ­­­ |  |
| 2. All the stunts are performed by sophisticated stuntmen. |  |
| 3 A stuntman has a duty to follow all the instructions from the director in action scenes. |  |
| 4. Insurance companies aren’t willing to let famous actors perform stunts without safety equipment. |  |
| 5. If an actor were to be hurt, the film would continue with a stuntman replacing him. |  |

**Exercise 4: Read the text and complete the summary with ONE or TWO WORDS ONLY. (2,5 points)**

Many people assume that video games have a negative effect on young people. A lot of time in front of a screen is bad for the mind and the body, and combat games cause concern because they contain violence. Newspapers often express the same opinion. However, according to a report in American Psychologist, playing video games can be good for children’s education, health and social skills. Video games can actually improve certain mental skills. Combat games, for example, teach players to think in three dimensions. This helps children with science, technology, engineering and maths. Other types of video game can have other positive effects. In 2013, research showed that children who play role-playing games get better grades at school than those who don’t play them. Other research showed that playing any video game improves children’s creativity. Quick and simple games like Angry Birds can improve players’ mood and prevent them from feeling anxious. The report also says that video games teach children how to react well to failure because players continually fail and try again. This makes them emotionally strong in real life. Video games can improve social skills too, the report says. More than 70% of gamers play with a friend, and many take part in online games, like Farmville, with millions of other people. The players learn how to lead a group, work together and make decisions. Overall, the report accepts that some video games can have negative effects, but reminds us that they can have benefits too.

**Summary**

Video games are (1)\_\_\_\_\_\_\_\_\_ to have a negative effect on young people because they are time-consuming and violent. However, a (2)\_\_\_\_\_\_\_\_\_\_ shows that video games can actually improve certain mental skills. Video games helps children with science, technology, engineering and maths. Different types of video game can result in various positive effects. In (3)\_\_\_\_\_\_\_\_\_\_\_, research showed that playing video games can help children improve schoolwork, (4)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, mood, social skills and leadership. Overall, the report accepts that some video games can have negative effects, but reminds us that they can have (5)\_\_\_\_\_\_\_\_\_\_\_ too.

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| --- | --- | --- |
| **Answers** | 1. | 2. |
| 3. | 4. | 5. |

**🍀THE END🍀**

**ANSWERS**

**Ex 1:**

1. Hiro discovered Fortnite while he was surfing the Internet.

2. No, he didn’t. He first found “PUBG”.

3. He loves the graphic effects and game replayability.

4. No, he didn’t.

5. He is planning to be a professional player and fight against the strongest people all over the world.

**Ex 2:**

1D 2C 3A 4A 5C

**Ex 3:**

1T 2F 3F 4T 5F

**Ex 4:**

1. believed/ thought/ assumed

2. report/ research

3. 2013

4. creativity

5. benefits