

ЗАДАНИЯ ЗАКЛЮЧИТЕЛЬНОГО ЭТАПА
ОЛИМПИАДЫ «Я – БАКАЛАВР»
ДЛЯ ОБУЧАЮЩИХСЯ 5-11 КЛАССОВ
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ПО АНГЛИЙСКОМУ ЯЗЫКУ

КЛАСС 11

ШИФР 1011A92

Task 1 Listening 9

Вы услышите 3 истории. Определите, какие из приведённых ниже утверждений соответствуют содержанию историй (1 – True), какие не соответствуют (2 – False) и о чем в историях не упоминается (3 – Not stated). В поле ответа впишите одну цифру, которая соответствует номеру ответа. Вы услышите запись дважды.

1. The guy at the supermarket felt like he had done a good deed.
2. The woman and her two friends went to the concert using the free tickets.
3. There was a note in the car explaining that the person needed the car for an emergency.
4. The detective in charge of the case found a valid reason for the poisoning.
5. The guy at the supermarket reminded the elderly woman of her deceased son.
6. The old woman didn't make many purchases.
7. The guy in the second story was rushed to the hospital by helicopter.
8. The car was returned by the police.
9. The old woman had a photo of her son.
10. The guy from Japan was poisoned while he was doing sports.

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|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 2 | 1 | 2 | 1 | 2 | 3 | 2 | 3 | 3 |

Task 2 Writing

Предложите свои варианты завершения каждой истории.

11. Story 1:

When she got home though, she found accidentally a ^{small sheet of} paper with a phone number attached to the note. She called accordingly to this number and found out that the person, who had borrowed her car, was a man living next to her house. Moreover, she was a ~~the~~ guitarist of the group, whose tickets were given to the woman. She was shocked.

12. Story 2: - They worked out that the guy had eaten too much exotic fruit that are popular in this place. Unfortunately, he didn't know that he was allergic to these fruit. So, he was poisoned by himself.

13. Story 3:

.. But then the cashier asked the man to pay for his

and his mother purchases. The old woman told the cashier that her son would pay for her. So, when the man ^{text} said "goodbye, mom" he was determined as her son. After all, he had to pay for himself and for his mother.

Task 3 Reading

Прочтите текст и выберите правильные ответы на вопросы.

The gadget generation

Children today would find it hard to imagine life without mobile phones, iPods, computer games and the Internet, and there are very few who aren't technically literate and skilled at using them. Technology has advanced rapidly, particularly over the last decade, and gadgets and gizmos will have an ever-increasing influence on children's lives. A survey of young people between the ages of eight and 18 in America showed that the average time children spend using electronic gadgets has risen dramatically, to around seven hours and 38 minutes a day. And some are consuming up to 10 hours' electronic content a day, because they use more than one gadget at the same time.

Technology has without question improved the quality of children's lives. Children's television can be informative as well as entertaining, and in schools, computers are increasingly used as an aid to learning. Educational software frequently offers children the chance to work together, take turns, discuss and solve problems, and all computer games help to improve motor skills and hand-eye co-ordination. Computers and the Internet offer children a sense of empowerment, and provide them with the tools and information needed to solve problems or find things out. Texting, emailing and blogging all drive children to be more experimental with the written word. A recent British survey showed that children who use technology are much more confident about their writing skills. Technology also has a social role. Over 25% of British eight to eleven-year-olds who have a computer are members of an online social network like Facebook or Bebo. They make new friends and chat online, and consider this important, although it can also have downsides. Furthermore, good computer skills are essential in today's job market, so the more confident children are with computers, the greater the advantage they will have when looking for a job.

Despite these considerable advantages, the press contains almost daily reports of the negative effects that technology has on children. There is a widely held opinion that technology makes children lazy. While this isn't technically true, it can reduce or replace the opportunity for physical activity for some children. But is there an even darker side? Dr. Susan Greenfield believes so. She thinks that spending too long in cyberspace can actually alter the chemistry of the brain. As some children spend between six to nine hours daily staring at a screen, she thinks that their minds are developing differently. The more we play games, the more we are focused on the process and the thrill of attaining the goal. When we win at something, a chemical called dopamine is released in the brain, which makes you feel happy and so becomes addictive. What does not count here is the meaning and content - what does the game mean? Who are the characters in the game and why are they there? This is another level of understanding and reasoning that the brain needs and which is omitted in many computer games. Or Greenfield is concerned that if we don't do enough of the right type of thinking, our brains could become less able to function on all levels.

Doctors also feel that the safe, ordered, two-dimensional computer world does not help children operate in the messy, emotional, three-dimensional real world. Dealing and challenges, helps children to develop their own sense of self and identity. Computer games cannot help children with everyday reality and can actually hinder their ability to deal with it. Many children have seemingly become addicted to their computers and their cyberworld, and this has led to the first technology rehab clinic being set up in Britain. The clinic not only controls computer access for child addicts, but also offers psychological help to improve these children's confidence and face-to-face verbal skills. The message from psychologists seems to be clear. While banning computer games is clearly not an option, too much of anything is not a good thing. But how much is too much and who decides? Psychologists say that two hours of gadget time a day is more than

Task 4 Vocabulary $6 \times 2 = 12$

Заполните пропуски (20 - 29), вписав в каждый пропуск подходящие по смыслу фразовые глаголы.

20. + She's come up with some amazing scheme to double her income.
 21. - We're working to make up the list of possible suspects.
 22. + Our dishwasher broke down just a month after the guarantee had expired.
 23. + They turned off the electricity last week.
 24. + What if their plan doesn't work out?
 25. + In a flash, the prince turned into a frog.
 26. - More research on the subject needs to be gone on.
 27. + That tiny radiator doesn't give off much heat.
 28. - She's determined that her students will not be caught up with plagiarism.
 29. - I got on with her tantrums for 30 years.
have been getting on

Task 5 Grammar 8

Найдите ошибки в предложениях. Запишите в таблицу исправленный вариант.

30. Political and economic crises is frequent for Africa.
 31. She has done a lot of researches lately.
 32. The police is investigating the robbery.
 33. Two weeks are not too much waiting for something you really want.
 34. This species have green and white spots.
 35. The train is leaving in five minutes.
 36. Have you ever been in the UK?
 37. Let's have a snack while we'll be watching the movie.
 38. I wonder how much does it cost?
 39. He hardly ever does homework, doesn't he?

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| 30 | Political and economic crises are frequent for Africa. |
| 31 | She has done a lot of research lately. |
| 32 | The police are investigating the robbery. |
| 33 | Two weeks is a little period for waiting something... |
| 34 | These species have green and white spots. |
| 35 | The train leaves in five minutes. |
| 36 | Have you ever been in the United Kingdom? |
| 37 | Let's have a snack while watching a movie. |
| 38 | I wonder of the price how much it costs. |
| 39 | He has hardly ever done his homework, hasn't he? |

Task 6 Country study $3 \times 2 = 6$

Соотнесите правителей (A-H) с описанием периода их правления (40-45). Два имени вам не понадобятся.

- A. William I (1066-1087)
 B. Queen Victoria (1837-1901)
 C. Queen Elizabeth I (1558-1603)
 D. James I (1603-1625)

Alex was a frank guy: he genuinely wanted to become a student of the Ivy League. Of course, he loved his grandmother, but the idea of making his dream come true was stronger. Under no circumstances would Alex betray his wish. So, he decided to call his grandmother and tell her about his plans.

- Hi, granny! How are you doing?

- Hello, Alex. I'm fine... fine. What about you?

- I don't know how to say... Actually, I'm going to win a scholarship for education. You know, ~~that's~~ this is what I'm aspire to, so, I need to study hard and prepare for the exams.

- I understand. Don't worry about me. So everything you want and you'll achieve your objectives!

After a short conversation with his granny, Alex felt himself over the moon: he was so thrilled by the idea of his future studies that he told all his friends about it.

For the whole week Alex had been talking about the scholarship. When it was a day of the exam, that determined whether you'd be awarded a scholarship or not, Alex found out that he didn't know how to answer to any of the questions. Consequently, he handed in a clear piece of paper without any word written.

He spent too much time pondering about his future success and, as a result, he wasn't able to ~~achieve~~ ~~his goal~~ gain his goal. All in all, don't count your chickens before they hatch.

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