Listen to the text and answer the questions

- 1. What is the headmaster's name?
- **A)** Mrs Bolton
- B) Mr Bolton
- C) Mr Ward
- **D)** Mrs Ward
- 2. What do the headmaster and the woman want to discuss?
- A) The pupils' progress at school
- B) The trip
- C) The lessons
- D) The timetable
- 3. How long does the Bluebell Line Railway run for?
- A) Less than 34 km B) 34 km
- **C)** More than 40 km **D)** 40 km
- 4. When is the Bluebell Line Railway open?
- A) In winter
- B) All the year round
- C) Only in summer
- **D)** From April to the end of autumn
- 5. What are Grime's Graves?
- A) Tombs B) Craters C) Canyons D) Caverns
- 6. When did Grime's Graves appear?
- **A)** In 1865 **B)** In 1899
- **C)** In 1973 **D)** Several thousand years ago
- 7. Where does the headmaster suggest going to?
- A) Tower of London and Dover Castle
- B) Bluebell Line Railway and Fairground Museum
- C) Grime's Graves and Fairground Museum
- D) Bluebell Line Railway and Dover Castle
- 8. What does the woman not like about going to the Fairground Museum? It's
- A) closed in spring
- B) opened all the year round
- C) for kids
- **D)** opened only in winter

- 9. Where did they decide to go after all? To
- A) Tower of London B) Fairground Museum
- **C)** Grime's Graves **D)** Dover Castle
- 10. Which is not the reason in favour of the trip to Dover Castle?
- A) It's close to school
- B) They can go there in spring
- C) There's a discount
- **D)** The castle was built 5,000 years ago

Read the text. For each space choose the correct answer

People often worry about the effects of new technology. Not surprisingly, video games are no ... (11). They are frequently ... (12) for a range of social problems, while the benefits they can provide are seldom mentioned. In fact, video games are entertaining with new ways of playing which ... (13) to a wider ... (14); they can be educational, enabling children (and adults) to ... (15) in innovative learning. It is often thought that people who play computer games are lonely souls, rarely at ... (16) in the company of others. However, while that may have been the case when gaming was ... (17) a single-player activity, this is far less so now. The games industry, responding to the needs of an increasingly diverse audience, is bringing out products that not only offer, but actually ... (18) on collaboration, interaction and teamwork. This collaboration may be with a group of people gathered around the same computer or online, with players from all corners of the world joining in. The solitary pursuits of the past have been almost completely replaced by interactive environments that are so socially rich that winning the games may become ... (19) to collaboration,

networking and self-discovery. Indeed, it can be argued that these multiplayer games, far from keeping people ... (20) actually help to bring people together.

- 11. A) example B) exclamation
 - **C)** exception **D)** contradiction
- 12. A) blamedB) accusedC) absolvedD) found faults
- 13. A) appeal B) repel
 - **C)** addressed **D)** interesting
- 14. A) societyB) eyewitnessesD) audience
- 15. A) intend B) exclude C) introduce D) engage
- 16. A) easeB) relaxationC) quietnessD) inspiration
- 17. A) not B) predominantly C) at random D) accidentally
- 18. A) unite B) depend C) suggest D) include
- 19. A) firstB) secondaryD) example
- 20. A) aloofB) absorbedD) interested

Fill the blanks with the correct choice

- 21. I have never witnessed anything like this before. ... has my sister.
- A) EitherB) NeitherC) TooD) So
- 22. This street ... be very dark until the new lights were installed.
- A) used B) used to C) was used D) got used

23. We saw the man ... the house.

A) to leave

B) was living

C) left

D) leave

24. If he lived in London, he ... better English.

A) speaksB) would speakC) spokeD) had spoken

25. Every man, woman and child ... invited.

A) is B) are C) been D) have

26. My sister reminded me ... late for the ceremony

ceremony.

A) don't be B) not be C) not to be D) not being

27. Some sea creatures live in the most ...

places.

A) likeableB) likelyC) unlikelyD) disliking

28. Do you remember ... me about the lost pen?

A) ask B) asking C) to ask D) asked

29. If they ... to post the letter, we might have got

it in time.

A) forgotB) didn't forgetC) won't forgetD) hadn't forgotten

30. I would rather he ... there.A) wentB) goesC) will goD) to go

Find the odd word

31. A) To stare B) To watch C) To glance D) To stammer

32. A) To laughC) To giggleB) To smileD) To gargle33. A) To botherB) To utter

C) To whisper **D)** To shout

34. A) To deal **B)** To crawl

C) To roam **D)** To jog

35. A) To cry **B)** To sob **C)** To wipe **D)** To weep

36. A) To swim B) To dig C) To sail D) To float

37. A) To sneeze **B)** To cough

C) To vomit **D)** To vary

38. A) To grateB) To raiseC) To minceD) To scramble

39. A) To boil B) To browse C) To delete D) To load B) To growl

C) To grab **D)** To bray

Who are these characters created by?

41. Jane Eyre

A) Emily Brontë
B) Charlotte Brontë
C) Joanne Rowling
D) Jane Austen

42. Ebenezer Scrooge

A) Charles DickensB) Rudyard KiplingC) Daniel DefoeD) Walter Scott

43. Miss Marple

A) Anne BrontëB) Daphne du MaurierC) Agatha ChristieD) Virginia Woolf

44. Ivanhoe

A) Walter ScottB) Jonathan SwiftC) George Orwell

D) James Aldridge

45. Scarlet O'Hara

A) Harriet Beecher Stowe

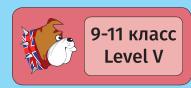
B) Harper Lee

C) Joyce Carol Oates **D)** Margaret Mitchell

МЕЖДУНАРОДНЫЙ ИГРОВОЙ КОНКУРС ПО АНГЛИЙСКОМУ ЯЗЫКУ

> BRITISH BULLDOG 14.12.2022





Для выполнения заданий отводится 45 минут. На каждый вопрос необходимо выбрать один из четырех предложенных вариантов ответа.

Будьте внимательны и аккуратны при заполнении бланков ответов: любые помарки или исправления могут привести к некорректному распознаванию информации.

Итоги конкурса будут подведены в марте 2023 года, а правильные ответы на вопросы будут опубликованы на сайте www.runodog.ru в конце января.

Желаем удачи!