Menchia Secondary School	English Test 2 February 2017	Teacher : Miss Ben Abdallah Fatma
Name:		Class: 4 <sup>th</sup> Arts 1

I- LANGUAGE: (12 marks)

## 1)Supply the right tense or form of the bracketed words: (4 marks)

A British firm has developed a new product to help us save money. The product is a wristband that gives us an
(electricity) shock if we spend too much money. The wristband is called Pavlok. It is
linked to our bank account. It knows how much money we have in the bank. If we go (shop)
and there is not enough money in our bank account, the wristband delivers a 255-volt
electric shock to (we) wrist. This warns us not to overspend. The company is called
Intelligent Environments. It wants (work) with banks to help customers with their
money. So far, no banks in Britain (say) they would offer the Pavlok to their
customers. They could start doing this in the future. The Pavlok wristband is part of the Internet of Things. This
is the idea that everything in our life (to connect) to the Internet. The CEO of
Intelligent Environments, David Webber, said people liked the idea of the Pavlok. (Shop)
would rather get a small shock in the store from the wristband than get a big one
later when they see their credit card bill. Mr Webber said the Pavlok would be great for people who cannot
stop <b>(spend)</b> because they have no willpower or their willpower is weak. He added
that many young people suffer from the "ostrich effect". This is when people stick their heads in the sand and
buy things rather than look at how much money they have in their bank.

## 2) Fill in the blanks with words from the box: (4 marks)

## 3) Circle the correct alternative: (4 marks)

beauty bias is not new.

A new report says that playing simple card games can help stroke patients with their recovery just as much as virtual reality gaming. Canadian researchers conducted a test on 141 patients to determine whether (games/gaming/game) or more traditional games was better at treating stroke sufferers.

They found that playing cards, games like dominoes, and even throwing a paper ball into a basket improved
(patient's/patients'/patients) motor skills. They said playing bingo or using a Wii games console also aided
(recovery/recover/recovering) from a stroke. The researchers reported that (unless/whether/if) the type of
task used for the rehabilitation of motor skills is intensive, repetitive and gets the hands and arms moving, it
will help those recovering (from/into/about) a stroke. A stroke happens when the blood supply to part of the
brain is cut off. It can lead to death if not treated quickly. (Follow/Following/Followed) a stroke, sufferers can
experience a number of physical changes such as drooping face muscles, slurred speech and a loss of strength
in the arms and legs. The researchers said it wasn't (unclear/clearly/clear) whether virtual reality gaming or
traditional games helped sufferers more. Researcher Dr Gustavo Saposnik said: "We all like technology and
have the tendency to think that new technology is (worse/better/further) than old-fashioned strategies, but
sometimes that's not the case. In this study, we found that simple recreational activities that can be
implemented anywhere may be as effective as technology."
II-WRITING: (8 marks)

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11 W/C111VG. (0 WWW M8)			
"Can you imagine a world where robots replace humans in the workplace?"			
Write a 12-line article to be published in your school magazine in which you express your point of view and			
support it with sound arguments and examples.			