

## OLIMPIADA NAȚIONALĂ DE LIMBA ENGLEZĂ

8 februarie 2025

Etapă locală

CLASA a X-a - SECȚIUNEA A

Toate subiectele sunt obligatorii. Nu se acordă puncte din oficiu. Timpul efectiv de lucru este de 3 ore.

## SUBIECTUL A – USE OF ENGLISH (40 points)

## I. Fill in the gaps with ONE word to fit the context

(10 points)

You must have heard of many ghost stories, but have you heard of this (1) \_\_\_\_\_ from Japan? The story goes like this; one moonlit night, a man was walking home along the river (2) \_\_\_\_\_ he saw a woman crying on the bridge. He could not see her (3) \_\_\_\_\_ because she was sitting with her back (4) \_\_\_\_\_ him. However, he could see that she was crying (5) \_\_\_\_\_ hysterically that her whole body was shaking. The man felt sorry for her. When he went up to comfort her, she suddenly (6) \_\_\_\_\_ around. To his horror, the man saw that she had no eyes, no nose and no mouth (7) \_\_\_\_\_ her face! For a while the man stood frozen. Then he turned and ran away as fast as he could until he came to the nearest inn. Once inside, he began to stammer out what he had seen, for he was trembling (8) \_\_\_\_\_ fear. The proprietor of the inn, who had been bending down to clean the tables, straightened (9) \_\_\_\_\_ and asked him, "Did she look (10) \_\_\_\_\_ this?" His face, too, was egg-like. The man fainted!

## II. Use the word given in brackets to form a word that fits in each sentence.

(10 points)

The issue of how to use e-mail effectively and (1) \_\_\_\_\_ (PROFESSION) in the work environment, without appearing too informal is, (3) \_\_\_\_\_ (DOUBT) something of a minefield. According to one leading staff (3) \_\_\_\_\_ (RECRUIT) agency, the key is to think before you send. Be friendly, but not too (4) \_\_\_\_\_ (FAMILY), and keep your messages short. Avoid (5) \_\_\_\_\_ (ABBREVIATE) unless you are sure the person you are writing to will understand them, and always put a (6) \_\_\_\_\_ (HEAD) in the subject box so that the recipient knows how to (7) \_\_\_\_\_ (PRIORITY) what they receive. Finally, do remember to add the (8) \_\_\_\_\_ (ATTACH) you promised, but take great care when sending and forwarding them. There is every (9) \_\_\_\_\_ (LIKE) to send things to the wrong person, sometimes with (10) \_\_\_\_\_ (DISASTER) consequences.

## III. Complete the second sentence using the word in bold. Use two to five words including the word given.

(10 points)

- Jeremy does not usually give up on challenges. **like**  
It .....to give up on challenges.
- He was the most interesting person I had ever come across! **interesting**  
I had ..... person before!
- The coach expects the team to be at the meeting point on time. **expected**  
The team ..... at the meeting point on time.
- My parents are going to pay someone to paint the house next week. **painted**  
My parents are going ..... next week.
- I'm sure Phoebe hasn't won the gold medal! **can't**  
Phoebe ..... the gold medal!
- You can borrow my car if you promise to bring it back by 5.00 p.m. **as**  
You can borrow my car ..... to bring it back by 5.00 p.m.
- The whale wouldn't have been saved if the students hadn't helped. **for**  
The whale wouldn't have been saved ..... help.
- Both students were unhappy with the results. **was**  
Neither ..... with the results.
- It would be a good idea to visit your grandparents this evening. **to**  
You ..... this evening.
- I don't think he will have a problem finding it. **should**  
He ..... finding it.

## III. Translate the following text into English.

(10 points)

Dacă ar fi intrat bunica în odaia fetițelor și-ar fi pus ochelarii și, fără să atingă cu degetul nici șifonierul, nici cele două dulăpioare de lângă paturile de nuc, ar fi văzut că pic de praf nu-i nicăieri, nici muște, și-ar fi oftat cu ușurare; ar fi simțit mirosul de podele ceruite îmbinându-se cu aroma de răcoare păstrată doar în tihna caselor bătrâne unde ierneză mere și gutui și ar fi clătinat din cap cu bunătațe și cu duioșie.

## SUBIECTUL B – INTEGRATED SKILLS (60 points)

## I. Complete the gaps 1-5 with sentences A – F. There is one extra sentence that you do not need to use.

(10 points)

The first day at a new school is never easy. You're wearing new clothes but you're not sure if the astronaut helmet matches your kilt. Your teacher hovers above the floor, waiting for the final latecomers to arrive. A missing classmate eventually turns up twenty minutes late: she'd been trapped in a cloud of bubbles. Welcome to school life - in Second Life.

Second Life - the online 3D computer game - in which more than five million players worldwide create a virtual society - is being used to teach teenage pupils as part of "Schome": a project set up by Peter Twining, director of the centre for curriculum and teaching studies at the Open University. The main aims of Schome (School + Home) are to overcome the problems within the current education system and to develop a better way of learning for the 21<sup>st</sup> century.

Initially, Dr Twining and his colleagues spent six months trying to get young people to suggest creative ideas for new education systems, but the results were disappointing. Then they realised that the virtual world of Second Life offers a better way to test new designs and ideas **(1)** \_\_\_\_\_. In a traditional classroom, everyone knows what the rules are, what the teachers and pupils are supposed to do. But in a school in a virtual world you can challenge the established rules, and students can control what they do in a way that would be too expensive or difficult in reality.

Schome Park is a private island in Teen Second Life, which is restricted to those under the age of eighteen. In a conventional workshop the kids turn up and wait to be told what to do; but in workshops in Schome Park, the kids might come in, stay for a while to see if they're interested in the subject, and if not, fly off **(2)** \_\_\_\_\_. They're not just skipping lessons, they're busy: creating school buildings and scripting scenarios for other workshops and activities. As a result, the classes are quite unusual: Archaeology classes which take place on a recreation of *Hadrian's Wall* \*, Physics experiments to calculate the value of gravity within Second Life, and Philosophy seminars set in a Japanese Zen garden.

In Schome Park nobody knows who you really are. You can change the appearance of your avatar - the character you play in the world - **(3)** \_\_\_\_\_. This anonymity means that the students are less worried about making mistakes and so feel free to be more creative, and this, in turn, builds their confidence. 'I have never met any of these children in real life', says Dr Twining. 'All I know is their avatar. My guess is those children are projecting themselves as something they're really not. And that's very liberating.'

Reaction from the pupils has been overwhelmingly positive. They have discovered that learning isn't just a teacher talking at a class; that clear communication is vital **(4)** \_\_\_\_\_; and that teamwork is essential. They can also run experiments that in real life would be impossible, for example with giant pendulums. One SParker wrote 'Everyone has their own ideas and contributions and Schome Park allows everyone to make these contributions with confidence. Scripting and building both encourage you to think through problems and to try new ways of doing things.'

And that is just what Schome is: a new way of testing ideas for a new type of education. And **(5)** \_\_\_\_\_ may well be what we'll all be doing in the real world tomorrow.

*\* Hadrian's Wall is a 117-kilometre fortification built by the Romans in what is now the north of England.*

- A. and learn how to build their confidence by leading discussions
- B. whenever you want
- C. before introducing them to the real world
- D. what they are trying out in the virtual world today
- E. when you don't have facial expressions to help you
- F. without waiting for permission

**II. Starting from the text above, answer the following announcement. Write your review in 200-220 words. (50 points)**

**Reviews wanted - A video game which teaches you real world skills**

**Have you recently played an instructive computer game simulating real life? In your review of the game you should include:**

- a brief description of the game
- what you learned while playing
- how useful it is
- **whether you would recommend it to people your age and why**

**The most relevant reviews will be posted on our website for World Education Day.**