

Английский язык, 9—11 классы

Бланк ответов (ANSWER SHEET)

Трободинский

ШИФР

172201

Вариант № _____

Всего: _____ (макс.-55 балл)

535

Listening

Reading

Use of English

Part 1

Part 2

1	become a member	+
2	three months	+
3	flight reservations	+
4	800 ft	+
5	first class service	+
6	traffic	+
7	wealthy	+
8	areas	+
9	fifty thousand	+
10	a big risk	+

11	B	+
12	A	+
13	A	+
14	C	+
15	A	+
16	B	+
17	A	+
18	C	+
19	B	+
20	C	+
21	B	+
22	A	+
23	F	+
24	G	+
25	E	+

26	which	+
27	V	+
28	for	+
29	itself	+
30	he	+
31	V	+
32	was	+
33	himself	+
34	V	+
35	and	+

36	of	+
37	from	+
38	to	+
39	with	+
40	V	+
41	have been able to finish	+
42	even though I had missed	+
43	earned a fortune by	-
44	would always find	-
45	have a tendency to	+

43

Apart from revolutionizing ~~the~~ technology and science, the invention of a computer changed the entertainment industry completely. ~~Computer games are now currently competing~~ In terms of popularity, Computer games are currently competing with films and books especially among the children. The addiction to computer games has already become a problem of our society, and the way to solve it must be proposed.

To find ~~the way to solve~~ ^{a solution to} this problem, ~~we should analyze~~ the aspects it affects should be analyzed. First of all, after spending hours playing computer games, a young person has no time to study. Obviously, the lack of time leads to a decline ~~in~~ ⁱⁿ grades at school. Secondly, fulfilling all their needs by playing, a young person stops finding communication with their peers necessary. In some cases, young gamers can have no social life at all. Finally, sitting at the table for ~~hours~~ ^{hours} ~~can~~ develops ~~problems~~ with spine and ~~looking at the monitor~~ ^{looking at the monitor} ruins eyesight. Overall, the addiction to computer games affects your child's life badly in ~~any way~~ ^{every way} possible.

Despite the fact that forbidding children to play computer games seems to be ~~the~~ the most obvious solution to the problem of addiction, I do not find it appropriate. A young person will find a way to play computer games if they want to. Instead of it, I propose to ~~replace~~ ^{replace} computer games with communication. By establishing clubs of interests ~~and~~ ^{for children} encouraging them to communicate by giving special ~~assignments~~ ^{tasks} at school, we will make them forget about computer games.

To sum up, an addiction to computer games can be ~~really a~~ ^{really a} problem ~~to~~ a major problem for children. To solve it, we should encourage them to communicate with each other more.

/ 266 words

K₁ - 3

K₂ - 2

K₃ - 2

K₄ - 2

K₅ - 2

105

(Stolobov V.V.) / SPML
/ Toporov K.B. / JS -

Английский язык, 9—11 классы
Бланк ответов (ANSWER SHEET)

ШИФР

117613

Вариант № _____

485

Всего: _____ (макс.-55 балл)

Listening

Reading

Use of English

Part 1

Part 2

1	become a member	+
2	3 months	+
3	flight reservations	+
4	800 dollars	+
5	first-class service	+
6	traffic	+
7	wealthy	+
8	areas	+
9	50.000	+
10	worth it	-

11	B	+
12	A	+
13	D	+
14	C	+
15	A	+
16	B	+
17	D	+
18	C	+
19	B	+
20	B	-
21	D	-
22	A	+
23	F	+
24	E	+
25	E	+

26	which	+
27	✓	+
28	for	+
29	itself	+
30	he	+
31	✓	+
32	was	+
33	himself	+
34	✓	+
35	and	+

36	of	+
37	from	+
38	to	+
39	with	+
40	✓	+
41	have been able to finish	+
42	even I missed the	-
43	had a fortune in	-
44	could not get used to	-
45	have a tendency to	+

39

Modern

Computer games madness.

Today's level of technology is fully capable of replacing the real world with an artificial one. The world which seems to be extremely appealing to young people. Thus, the majority of the youth prefers spending time playing computer games rather than doing anything else. Eventually, the problem of the growing level of a game addiction has become a vital issue.

To start with, school the quality of education is the first thing to suffer from this problem. Due to spending most of the time in front of a computer, students have to deal with the lack of time to get prepared for the lessons. Moreover, an ^{too} entertaining nature of computer games makes them uninterested in the educational learning process, what inevitably leads to bad grades at school. It

Besides, it is much more convenient to get together with friends during a game session, than meet with each other to have a face-to-face communication. However, computer games are unable to substitute a meeting in a real world. They would never. That is why, computer games addicts usually have no experience of making new acquaintances, having a poor social life.

Thirdly, teenagers & ~~suffer~~ would suffer from the absence of practical skills in the near future, because & during playing computer games provide a very limited range of skills, which are useless most of the time. less

I strongly believe, that the only way ^{the} humanity can overcome this problem is by encouraging young generations to have a diverse social life, involving it in volunteer programs, sports competitions. Undoubtedly, In other words, there is no use trying to forbid computer games, that is why we should replace them with a great number of other activities.

260

K1 - 2

K2 - 2

K3 - 2

K4 - 2

K5 - 1

90

(Мурова И.И.) К.И.И.И.
/ Торохов К.В. /

призер

Английский язык, 9—11 классы

Бланк ответов (ANSWER SHEET)

ШИФР

115971

Вариант № _____

Всего: 48 (макс.-55 балл)

Listening

Reading

Use of English

Part 1

Part 2

1	become a member	+
2	3 months	+
3	flight reservations	+
4	800 dollars	+
5	first class service	+
6	traffic	+
7	wealthy	+
8	areas	+
9	50,000	+
10	risky	-

11	D	-
12	A	+
13	P	+
14	C	+
15	A	+
16	B	+
17	D	+
18	C	+
19	B	+
20	B	-
21	D	-
22	A	+
23	F	T
24	G	+
25	E	+

26	which	+
27	✓	+
28	for	+
29	itself	+
30	he	+
31	✓	+
32	was	+
33	himself	+
34	✓	+
35	and	+

36	of	+
37	from	+
38	to	+
39	with	+
40	✓	+
41	have been able to finish	+
42	even though I missed	-
43	made a fortune	-
44	was not used to	-
45	have a tendency to	+

38/45

Writing: pre - 3
DT - 2
el - 2
T - 2
Opp - 1

Толд

Computer games are detrimental to the health and well-being of children. The addiction to gadgets has become more prominent than ever due to the development of extremely futuristic and realistic games. In order to be able to help the youth overcome their addictions, we must comprehend the negative effects.

Firstly, young people waste a lot of time on games. They squander their potential by sitting behind a screen all day. This leads to bad grades because very little time is dedicated to education.

Secondly, playing on the computer for the majority of the day means an insufficient amount of social interactions. Children are ceasing to communicate in real life, which will bring extreme difficulties in the future.

Thirdly, sitting in one spot for a prolonged period can be extremely harmful. The downsides include: posture issues, muscle inactivity, decreased blood flow, back pain. A variety of physical problems appear due to this addiction.

Adults are fully responsible for their children. Therefore, they should hold their kids accountable by educating them on the damage computer games can inflict on both their mental and physical health. This can be done by having serious talks, signing them up for various activities, spending more time together outside. All of these actions can strongly help the youth forget about electronic devices.

In conclusion, this modern day addiction is highly destructive for all future generations. There are many measures that ~~the adults can~~ ^{would} ~~the older~~ could ~~generation can~~ take, which ~~will~~ ^{would} lead to a prosperous and bright world.

(Никола У.У.) УШГ
Тернов К.Б. / JS -

Кружок

Английский язык, 9—11 классы

Бланк ответов (ANSWER SHEET)

ШИФР

111 076

Вариант № _____

465

Всего: _____ (макс.-55 балл)

Listening

Reading

Use of English

Part 1

Part 2

1	become a member	+
2	3 months	+
3	flight reservations	+
4	800 dollars	+
5	first class service	+
6	traffic	+
7	wealthy	+
8	areas	+
9	50 000	+
10	a big risk	+

11	B	+
12	A	+
13	D	+
14	C	+
15	A	+
16	B	+
17	D	+
18	C	+
19	B	+
20	B	-
21	D	-
22	A	+
23	F	+
24	G	+
25	E	+

26	which	+
27	✓	+
28	for	+
29	✓	-
30	he	+
31	✓	+
32	was	+
33	himself	+
34	and	-
35	and	+

36	of	+
37	from	+
38	to	+
39	with	+
40	✓	+
41	be able to finish	-
42	even though I had missed	+
43	made a fortune from	+
44	didn't get used to	+
45	have a tendency to	+

40

Nowadays, a lot of children spend most of their time playing computer games. It has become a major problem and lots of parents are concerned about their kids' addiction and methods helping youngsters to overcome it.

To start with, computer games can be very obssing. Kids forget about learning new and interesting things, hobbies. They don't have time to do their homework which is why they start getting bad grades at school. Moreover, children playing video games don't seem to be interested in socialising either. They won't talk to people of their age or play outside because they are so ^{too} obsessed with their computers. This leads to another problems; kids' health. Sitting at the computer more and more time eventually ² badly reflects on childrens' health. This might cause serious problems in the future when ^{the} youngsters will grow up.

So, how we can help kids to overcome computer games addiction? This can be done in two ways. Firstly, parents can spend more time with their kids. A family can go to different interesting locations every day, like cinemas, theatres and other. Spending time together will help them to know something fun with their parents. Secondly, children might attend to different after-school activities like, swimming, dancing and many other. This will show kids that are many interesting things outside of their computer.

In conclusion, I can say that computer addiction of kids is a very serious problem, but it can be solved in different ways.

242a.

K₁ - 1

K₂ - 2

K₃ - 1

K₄ - 0

K₅ - 2

65

(Медведев) Устав
/ Торопов К.В. / В -

прислать

Английский язык, 9—11 классы
Бланк ответов (ANSWER SHEET)

425

ШИФР

116488

Вариант № _____

Всего: _____ (макс.-55 балл)

Listening

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Reading

11	B+
12	A+
13	D+
14	C+
15	A+
16	B+
17	D+
18	C+
19	B+
20	C+
21	B+
22	A+
23	F+
24	E-
25	G-

Use of English

Part 1

26	which+
27	one-
28	for+
29	by-
30	he+
31	v+
32	was+
33	had-
34	v+
35	and+

Part 2

36	of	+
37	from	+
38	to	+
39	with	+
40	v	+
41	have been able to finish	+
42	even ^{though} I had missed	+
43	got fortune by	-
44	used to find	-
45	have a tendency to	+

36

1. become a member +
2. 3 monthes +
3. flight reservations +
1. 800 dollars +
5. first-class service +
3. traffic +
1. wealthy Californians
3. areas +
3. 7000 -
0. all you can fly service -

Essay

Our current life is full of technologies and gadgets. Of course it is a huge progress in compared with life thirty years ago. But with this progress we also have got some problems. More and more young people spend most of their time playing computer games. How can we help children to overcome this addiction?

First of all, we have to understand the influence of computer games on kids. Because of addiction children begin to forget about their main duty to study. By spending all time in computer games they get bad grades at school and have no social life because they have no time for it. Another problem is deterioration of the health: kids sitting in chairs, looking at the monitors for hours without going out.

To overcome this addiction we can instill interest in sport activities. Kids need to understand that real life is better than computer games and technologies can be used in much better ways. Maybe parents should be more strict and set a concrete time that children can play. It is also important to show bright sight of technologies, how they can be used to help people. It can help someone to choose future profession.

All in all, progress is a great thing, but everything should be kept in a balance. Kids should spend more time ~~day~~ outside. And we all have to remember that we live in reality, in the present and not in 'computer games'.

235 cr.

- K1-2
 - K2-1
 - K3-1
 - K4-1
 - K5-1
- 6-0

(Pucobu u.u.) USTAG
/ Topocob K.B. / B -