

**SỞ GIÁO DỤC VÀ ĐÀO TẠO
VĨNH PHÚC**

ĐỀ MINH HỌA
(Đề thi có 10 trang)

**KỲ THI CHỌN HỌC SINH GIỎI LỚP 9 THCS
NĂM HỌC 2024-2025**

ĐỀ THI MÔN: TIẾNG ANH

Thời gian làm bài: 150 phút, không kể thời gian phát đề

PART A. LISTENING

Section 1

1. AND 105763
2. Earth Science
3. Lavender
4. 566341
5. Training
6. Philosophy
7. TV room
8. online reservation system
9. (student) number
10. Email

Section 2

11. B
12. A
13. C
14. C
15. B

Section 3

16. creative
17. Economics
18. (the) enthusiasm
19. uncle
20. (games) tester
21. Jungle
22. research
23. adventure
24. (very) satisfying
25. challenging

PART B. LEXICO-GRAMMAR

Section 1. Choose the correct option marked A, B, C, or D to complete the following sentences. Write your answers in corresponding numbered boxes.

1. A
2. A
3. D
4. B
5. C
6. A
7. C
8. D
9. C
10. C

- 11. B
- 12. A
- 13. A
- 14. C
- 15. B
- 16. A
- 17. D
- 18. A
- 19. C
- 20. D

Section 2. Supply the correct form of the word in brackets. Write your answers in corresponding numbered boxes.

- 21. discovery
- 22. environmental
- 23. economize
- 24. satisfaction
- 25. production
- 26. preview
- 27. unattended
- 28. interpretation
- 29. philosophy
- 30. entrepreneurial

Section 3. Choose the underlined part that needs correction in each of the following questions, then correct them. Write your answers in corresponding numbered boxes.

- 31. D → the
- 32. B → is
- 33. A → wrote
- 34. B → consisting
- 35. C → presence
- 36. B → smaller and more compact
- 37. B → at which
- 38. D →laid
- 39. A → communicable
- 40. D → amicable

PART C. READING

Section 1. Read the following passage and decide which answer (A, B, C, or D) best fits each gap. Write your answers in corresponding numbered boxes.

- 1. B
- 2. C
- 3. D
- 4. B
- 5. A
- 6. B
- 7. D
- 8. C
- 9. D
- 10. B

Section 2. Read the following passage and think of a word which best fits each space. Use only ONE word for each space. Write your answers in corresponding numbered boxes.

11. so
12. who/ that
13. being
14. which
15. keep
16. setting
17. flame
18. although
19. sensitive
20. most

Section 3.

21. B
22. C
23. A
24. A
25. C
26. D
27. C
28. B
29. C
30. D

Section 4.

31. vii
32. i
33. iv
34. ix
35. viii
36. v
37. FALSE
38. TRUE
39. NOT GIVEN
40. TRUE

PART D. WRITING

Section 1. Rewrite the sentences with the given word(s) or beginning in such a way that their meanings remain unchanged.

1. Thomas spoke so quickly that I found **it** difficult to understand him.
2. The match **has been put off** until next weekend.
3. I've got **no intention of speaking** to Louis again.
4. The market was closing, so **there was no point (in)** going there.
5. He was **green with envy** when he saw his brother's new car.
6. Sad **though/ as it is**, unemployment is unlikely to go down this year.
7. Paper **is believed to have been invented** by the Chinese in 105 A.D.
8. I'd **rather you hadn't written** that letter.
9. Rather **than take the thing back to the shop**, he decided to repair it himself.
10. It can't **have been Mrs. Elton** you saw because she's in Bristol.

Section 2. Write an essay of about 250 words on the following topic.

In many parts of our country, fast food is becoming cheaper and more available.

Do you think the advantages of this development outweigh the disadvantages?

----- THE END -----

AUDIOSCRIPTS

Part 1.

WOMAN: Hi, how can I help you?

STUDENT: I'd like to register to use the library, please.

WOMAN: Okay, that's fine. Now, can I have some details from you? What's your name and student ID number?

STUDENT: Simon Anderson. That's A-N-D-E-R-S-O-N.

WOMAN: And ID number?

STUDENT: Uh, hold on. Let me look. It's A-N-D-105-763.

WOMAN: A-N-D-105-769.

STUDENT: No, it's A-N-D-105-763.

WOMAN: Thank you. And what course are you studying, Simon?

STUDENT: Geography.

WOMAN: Is that in the Faculty of Environmental Science or Earth Science?

STUDENT: It's in the Earth Science Faculty.

WOMAN: Right. Now, are you living in University halls of residence?

STUDENT: No, I'm in private accommodation. Do you need my address?

WOMAN: Yes, please.

STUDENT: It's flat 3, 24 lavender gardens, London, SW12, 3-A-G.

WOMAN: Can you spell the street name for me?

STUDENT: Yes. It's L-A-V-E-N-D-E-R-Gardons.

WOMAN: And do you have a contact telephone number?

STUDENT: Is my mobile number okay?

WOMAN: Yes, that's fine.

STUDENT: Just let me find my phone. Hmm. Right. The number is 079, 885, 6341.

WOMAN: Let me just check that. 079, 885, 6341. So, Simon, did you have a tour of the library facilities during your induction?

STUDENT: Unfortunately, I missed it. Could you give me a quick tour now?

WOMAN: I can't give you a tour now, I'm afraid. I have to stay here at the help desk. But I can show you places on this map of the library.

STUDENT: That would be helpful, thanks.

WOMAN: Okay. So, we're here at the help desk next to the service desk where you go to borrow and return books. The maximum number of books you can borrow at any one time is 10.

STUDENT: Yes, I see.

WOMAN: Opposite the service desk is the training room, which is used by library staff to give demonstrations of the computer systems to staff and students. But the entrance is round the other side.

STUDENT: Is the training room beside the quiet room?

WOMAN: Yes, that's right. With the entrance round the front too. It's important to remember that all mobile phones must be switched off in this room.

STUDENT: Of course. And what about books? Where can I find the books for my course?

WOMAN: Good question. You're studying geographies. So, if you walk past the service desk, turn right. No, sorry. Turn left and continue on past the philosophy section. You'll find the geography section. The copying facilities are on the left. Now, one more important thing is the group study room and the booking system. If you're working on a project with other students and you want to discuss things with each other, you can go to the room

in the corner at the opposite end of the library from the copiers. That's the group study room. It's between the sociology section and the **TV room**. The group study room must be booked 48 hours in advance.

STUDENT: Right. Thanks. Can I keep this map?

WOMAN: Actually, this is the last one I have. But I can make a copy for you.

STUDENT: That would be great. Thanks.

WOMAN: Oh, I should also explain how you book the group study room.

STUDENT: Oh, yes. So, how do I do that?

WOMAN: You can only book this room using the **online reservation system**, the same one you used to reserve books that are currently on loan.

STUDENT: I thought it was called the online catalog system.

WOMAN: No, that's for searching for things in the library. The reservation system is what you use to make a room booking.

STUDENT: And can I access that from outside the library?

WOMAN: Yes, via the library website. You will need to enter the name and **student number** of each student in the group too. So make sure you have these to hand when you make the booking. But all this is explained on the homepage of the website. Once you've made your reservation request, you'll receive a confirmation **email** from the library to say whether your booking has been successful or not. If not, you can try to arrange another time.

STUDENT: Well, that sounds fairly easy.

WOMAN: Yes, you'll be fine. It's all quite straightforward, really.

STUDENT: Thanks.

Part 2.

INTERVIEWER: Most of us have an interest of one kind or another, whether it's keeping an unusual pet, collecting stamps or gardening. Simon is interested in learning about other people's hobbies, both ordinary peoples and those of celebrities. Why is this Simon?

SIMON: Well, the thing is, if you tell me that the bloke sitting opposite me in the train is a teacher or engineer or whatever, I might be able to guess what sort of things he can do, what he's good at. But really, I haven't the faintest idea what he's really like. You know, what makes him tick. Whereas, if you tell me he's a stamp collector or a leading light of the local drama society, you've pretty much drawn a map of his personality for me.

INTERVIEWER: You think people reveal their souls through their hobbies?

SIMON: Absolutely. One of the things you can see straight away, for example, is whether people are happier in company or whether they prefer solitude. So, if they enjoy, let's say, being an acquire, it's often as much the belonging to a group with shared goals as about the singing.

INTERVIEWER: And is the same true for people who like curling up with a good book or knitting jumpers? It's not so much the activity itself, but the fact they want to get away.

SIMON: Escape from the world for a bit. Yes, be on their own. Usually in the fresh air, actually. Look at Jarvis Cocker from the band Pulp. He likes nothing more than being out bird watching. Or Brian May. He used to be with a band Queen, but he spends hours looking at the night sky through his telescope, being on his own. Other famous people fly kites or model aeroplanes. I suppose it's a release from the tension of being in the public eye all the time.

INTERVIEWER: And what about actors? I suppose they need activities to occupy them while they're filming.

SIMON: There's a lot of hanging around, yes. You get to see some very glamorous film stars doing crosswords or Sudoku, or knitting quietly by themselves to pass the time. What seems to be the most popular at the moment, though, is to bring along board games and play them together. They all seem to take it very seriously and are all determined to win. Maybe it takes their minds off the acting and makes them less nervous.

INTERVIEWER: What else do people's hobbies tell you?

SIMON: Well, whether you are intellectual or creative or practical. For example, the Dalai Lama will spend ages repairing an old film projector which has no instructions. Or with his head under a car bonnet. Or taking clocks to bits and putting them back together. He's completely in his element.

INTERVIEWER: You wouldn't really expect that of a Nobel Peace Prize winner, would you?

SIMON: Not really. And rock star Bill Wyman of the Rolling Stones is also interesting. He goes around with his metal detector. So far he's found about 300 old coins and even a couple of Roman necklaces. But it's not the

actual treasure itself that motivates him. I don't think he even keeps it. He's just fascinated by the process of archaeology. I've heard that a friend is trying to get him to photograph the things he finds so he can publish a book about his findings one day.

INTERVIEWER: Let's hope he does.

SIMON: But perhaps the most interesting thing is the hobbies of leaders and presidents and so on. The ex-Japanese Prime Minister, Koizumi, is fanatical about Elvis Presley. No, really. He has released a CD with his favourite Elvis tunes on and used to sing Elvis songs at karaoke. Even when he was on official visits to the discomfort of his advisors, one imagines. The late North Korean leader Kim Jong-il collected movies and was so mad about them he even kidnapped an actress once so that she would make movies for him. These interests completely take over their lives.

INTERVIEWER: What does that tell us about our leaders?

SIMON: Probably that they have very addictive personalities. Still, it's better than doing nothing I suppose. Although we are difficult to live with. I say we because I'm as bad. I follow a rather indifferent football club around the country and it drives my wife mad. The thing is you'd be surprised how many otherwise normal people have a really weird compulsion. Buying rare books, bungee jumping, you name it, somebody will do it.

Part 3.

Woman: I'm here today to talk to you about working in computer gaming, I'd certainly recommend it as a career. Not because it's glamorous — it has that reputation among some people, I believe — nor because it's a well-paid job — generally it isn't — but rather because it's **creative**. And that's the factor that, all things being equal, correlates most highly with job satisfaction.

People get jobs in the computer games industry after degrees in all sorts of subjects. Of course, if you've done a course in graphic design, that'll stand you in good stead but it's certainly not essential. I myself graduated in **economics** and colleagues of mine did history, engineering and English. The degree itself is less important than **the enthusiasm** someone brings to the job. It goes without saying that everyone who joins the industry has themselves enjoyed playing games. My parents always told me I spent far too much time on them, so much so that they suggested I put it to good use and apply for work in the industry. My **uncle** sent me the name of someone he knew at a major games company, so I decided to apply there first.

I was lucky enough to get taken on. I didn't have the skills to become a technical programmer of course and started as a **game tester**. That taught me a huge amount and after six months I was able to do something more demanding.

At first I was assigned to one of the games the company was then in the process of developing. You may well know it — it's called **Jungle** — it turned out to be a big seller. Later I worked on a game called Motor Show — that's less widely known but it has a devoted niche following. Anyway, I learnt a lot working on these two contrasting products.

After six months I moved on. I was given a position in the **research** department. I had applied for something in the marketing department but didn't get that. I was disappointed at the time but now feel it worked out for the best.

There are, of course, many different types of computer games. The company I work for specialises in sports games — skateboarding, motor racing, that sort of thing. However, it's also dabbled in old-fashioned arcade games and it does some **adventure** games too. Those are the ones I personally most enjoy working on — though each type of game has its own attractions, of course.

Anyway, I'd certainly recommend a career in computer games. I'd say mine has been **very satisfying**. Not as financially rewarding as some of you might like but that's not the main thing is it? When preparing for this talk I asked some of my colleagues how they would sum up their careers. The most common word they used was **challenging** but I don't feel that that puts a positive enough slant on a career in computer games. Anyway, let me now take any questions.