

**PROBĂ SCRISĂ DE VERIFICARE A CUNOȘTINTELOR DE LIMBA ENGLEZĂ
PENTRU ADMITEREA ÎN CLASA A IX-A CU PREDARE ÎN REGIM BILINGV ÎN ANUL ȘCOLAR 2024-
2025**

VARIANTA 1

- Toate subiectele sunt obligatorii. Se acordă 10 (zece) puncte din oficiu.
- Timpul de lucru efectiv este de 1 oră.
- **ATENȚIE!** Transcrieți răspunsurile pe foaia de răspuns (answer sheet)!

SUBIECTUL I

5 puncte

Read the following text. Five sentences have been removed from the extract. Choose from sentences A-F the one which fits each gap (1-5). There is one extra sentence which you do not need to use.

- A. Furthermore, since students are placed in teams, being penalized in this way affects the whole team.
B. In addition, games sometimes offer a very detailed breakdown of a player's performance.
C. However, what's unique about gamification is that its purpose is to educate as well as entertain.
D. Few people in the trials complained that the games were not as exciting as the ones they played outside school.
E. Consequently, learning about a new topic immediately feels more exciting.
F. As a result, we know that the challenge of overcoming an obstacle, and the thrill of doing so, are at the heart of what makes games so addictive.

Everyone is familiar with the idea that teenagers spend a lot of their time studying or playing computer games. But what would it be like if those two activities were combined so that we could learn by playing? It sounds like a dream come true, but in fact, it is a serious trend in education, where gamification means using elements of game design in order to make learning more engaging.

It's true that most games have some educational value. Traditional board games teach about teamwork, increase brain function and reduce stress. Video games promote technology exploration, teach important life skills, and help students develop patience through repetition. **(1)** _____. The expectation is that it can do both, and that learning becomes more effective because it's entertaining.

One aspect of games that makes them suitable for educational purposes is that they usually contain elements of problem-solving. Years of research go into developing a game, and this research has often focused primarily on how to keep players coming back for more. **(2)** _____. Now educators are applying the same principles in order to make students feel equally enthusiastic in the classroom.

Another basic principle of games is that we get some kind of reward for doing well, often in the form of points. Adapting this to the classroom environment gives students a greater sense of satisfaction than simply having a teacher say, 'Well done'. **(3)** _____. Software developers believe that they can transfer that close analysis to a different kind of assessment. They hope that, in a similar way, students can be persuaded to explore their own learning style as a way to spot problem areas and make improvements.

Kahoot is a learning platform based on a game. Teachers set multiple-choice questions on their particular subject, and answer options can be in the form of audio clips, images or even YouTube videos. **(4)** _____. *Kahoot* particularly lends itself to subjects like maths and geography, as well as learning and testing vocabulary. Students get points for correct answers, and bonus points for answering quickly. Watching their point total grow is very motivating for them, but perhaps the biggest advantage is that it makes lessons seem more like fun than hard work.

Similarly, *Classcraft* allows students to thoroughly enjoy themselves while learning. The platform applies the principles of gamification to classroom management. Each student creates their own

avatar. If they follow the rules, they score points and they can obtain special powers. For example, they might earn the right to listen to music in class. If they break the rules, they have points taken away. (5) _____. For example, if one student is late handing in homework, all their team members will suffer because of their actions. Students are therefore motivated by a sense of responsibility to others, as well as by their own individual success.

SUBIECTUL II

10 puncte

Complete the second sentence so that it has a similar meaning to the first sentence, using the word given in brackets. Do not change the word given. Use between 2 and 5 words, including the word given.

1. Sarah talks about the famous actor she knows all the time! **(ALWAYS)** → Sarah is _____ the famous actor she knows!
2. I went jogging for an hour, so I was hot and tired. **(BEEN)** → I was hot and tired because I _____ for an hour.
3. It was during my walk in the park that the idea came to me. **(WHILE)** → The idea came to me _____ walk in the park.
4. Did you cycle to work every day when you lived in the countryside? **(USE)** → Did _____ to work every day when you lived in the countryside?
5. 'Why aren't you leaving this Saturday?', they asked me. **(WAS)** → They asked me why _____ Saturday.
6. She interviewed the explorer and then wrote her article. **(HAD)** → She wrote her article _____ the explorer.
7. I didn't know your career plans and I didn't advise you. **(WOULD)** → If I had known your career plans, I _____ you.
8. The chemistry professor made the students do the experiment again. **(WERE)** → The students _____ the experiment again.
9. It's possible that they fired him for dishonesty. **(MAY)** → He _____ for dishonesty.
10. I tried on two pairs of shoes, but I didn't like either of them. **(NEITHER)** → I tried on two pairs of shoes, _____ liked.

SUBIECTUL III

10 puncte

Complete the gaps in the text below with one word that best fits each space. There is one example.

For anyone (0) *who* doesn't know, *TikTok* (1) _____ an app that lets users make short videos and then share them online. *TikTok* has only been (2) _____ existence for a short time. Nevertheless, it has already become incredibly successful. So much so, (3) _____ fact, that the number of times people (4) _____ downloaded the app now measures in the billions. Up to now, the majority of *TikTok* users have (5) _____ teenagers. Statistics suggest, however, that these teenagers keep using it into (6) _____ twenties. In other words, they have (7) _____ grown out of it as we might expect. Users say that they enjoy seeing (8) _____ creative others can be with their videos and they also enjoy making their own. Social media have been about keeping in touch with others or belonging to a community from the beginning. Many people think that *TikTok* is part of a general shift towards entertainment. Some are even saying (9) _____ the way we use social media has changed (10) _____ good.

SUBIECTUL IV

15 puncte

For questions 1 – 15, read the text below and decide which word (A, B, C or D) best fits each space. There is an example at the beginning (0).

We should all do our part to (0) *B* the planet. I am the laziest person I know, but I can still have a positive impact (1) _____ the earth's future. For years, I never bothered to turn (2) _____ the lights when I wasn't using them, and I never (3) _____ my computer. However, when I saw a documentary about electricity being wasted, I decided it was time I (4) _____ on my energy use! Letting my hair dry naturally instead (5) _____ using a hairdryer was my first step in (6) _____ energy. Controlling water (7) _____ is another thing I can do without too (8) _____ effort. I used to run the washing machine for (9) _____ a couple of shirts, but now I (10) _____ doing it unless I have a full load of dirty clothes.

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Also, I turn off the (11) _ when I brush my teeth, and I have showers instead of baths, so I don't have to (12) _ as much water. Being lazy is also an advantage when it (13) _ to food. I never shop for food unless my fridge is empty, so I make every trip to the supermarket count! And I'm going to start growing my own vegetables. I think I'll enjoy (14) _ tiny plants for weeks and, when they're ready, I'll only have to reach for them! It (15) _ to be lazy, believe me. The less I do, the more I help the environment!

0	A. prevent	B. protect	C. plant	D. protest
1	A. to	B. in	C. on	D. of
2	A. of	B. off	C. on	D. in
3	A. unplugged	B. untied	C. unpacked	D. unwrapped
4	A. heated up	B. dried up	C. brought down	D. cut down
5	A. of	B. off	C. in	D. about
6	A. conserving	B. preserving	C. disposing	D. keeping
7	A. disposal	B. usage	C. storage	D. protection
8	A. enough	B. more	C. much	D. many
9	A. just	B. already	C. even	D. yet
10	A. prevent	B. refuse	C. ignore	D. avoid
11	A. tub	B. tap	C. sink	D. basin
12	A. dry up	B. give off	C. heat up	D. wipe out
13	A. comes	B. goes	C. gets	D. reaches
14	A. restoring	B. protecting	C. revitalising	D. nurturing
15	A. costs	B. rewards	C. pays	D. takes

SUBIECTUL V

10 puncte

Read the text and use the words given in capitals to form words that fit in the numbered gaps. The words are given in the order in which you need to use them. There is an example at the beginning.

<p>Pink Panthers is the nickname (0) GIVEN by Interpol to a(n) (1) _ international network of jewel thieves. Although it can't be said with any (2) _, the network is believed to have around sixty members. The gang first earned their nickname in 2003, following the (3) _ of a £500,000 diamond from a jeweller's in central London. (4) _ enough, the thieves hid the diamond in a jar of face cream, as seen in the film <i>The return of the Pink Panther</i>. In May 2005, a total of £1 million in jewellery was stolen from another diamond specialist in London. That robbery is said to be the (5) _ of just three gang members. The shop owner had already lost £23 million in jewellery in 2002, and, (6) _, he was robbed again in 2007 and 2009. However, it would be (7) _ to say that the gang only robs London jewellers. They have gained (8) _ stealing jewels all over Europe, in Las Vegas and even in Japan! It would also be (9) _ to say that they are 'just' jewel thieves. In 2008, they also pulled off the largest art robbery in European history in Zurich, Switzerland!</p> <p>While no one doubts that their behaviour is (10) _, Pink Panthers have admirers who describe their crimes as 'artistry'!</p>	<p>(0) GIVE (1) LEGAL (2) CERTAIN (3) THIEF (4) FUN</p> <p>(5) RESPONSIBLE (6) LUCK</p> <p>(7) TRUE (8) NOTORIOUS (9) ACCURATE</p> <p>(10) ACCEPTABLE</p>
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SUBIECTUL VI

10 puncte

Read the text below and look carefully at each line. Some lines are correct and some contain a word which should not be there. If the line is correct put a tick (✓). If the line contains a word which should not be there, write the word beside it. There are two examples (0, 00).

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(0)The majority of computer hackers are criminals. When they hack into a	0. ✓
(00) computer or a network, they intend to do harm. These black hat hackers, such as	00. such
(1) they are called, can steal people's identities, block access to another files,	1. __
(2) or spread malware. Some one of them turn to hacking as a way to show off	2. __
(3) their skills. White hat hackers, on the other hand, have an entirely	3. __
(4) different motivation. Businesses like any banks hire them to break into their	4. __
(5) network in order not to test their security systems. The lessons learnt prevent	5. __
(6) others from easily gaining access to confidential information. In other words,	6. __
(7) banks would rather employ their own hackers than to fall victim to true criminals!	7. __
(8) Grey hat hackers are many people who hack computers for sport and then decide	8. __
(9) to make money from it. They enjoy the intellectual challenge and the thrill of	9. __
(10) illegality. Often, they are so satisfied with simply letting a business know that	10. __
it's been hacked. Sometimes, they demand money as payment for their 'services'.	

- **ATENȚIE ! Puteți scrie rezolvările pe foaia cu subiecte, dar răspunsurile se transcriu pe foaia de răspuns tipizată. Nu vor fi luate în considerare răspunsurile scrise pe foaia cu subiecte!**

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BILETUL NR. 52

Discuss the role of sports and fitness in promoting health and well-being.

- How can we encourage more people to engage in physical activity?
- What are some of the barriers that prevent people from doing so?

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BAREM DE EVALUARE ȘI NOTARE

I. CONTENT – 20 puncte

1. Content coverage and relevance of ideas to the topic - 10 puncte
2. Lexical/grammatical range and appropriacy/accuracy - 10 puncte

II. ORGANIZATION – 4 puncte

1. Structure: introduction/ body (emphasizing key points)/ conclusion (summarizing) – 2 puncte
2. Coherence (logical organisation/ cohesion (cohesive devices) – 2 puncte

III. DELIVERY – 6 puncte

1. Pronunciation (sounds, weak forms, stress, intonation etc) – 1 punct
2. Flow of ideas – 2 puncte
3. Interaction – 3 puncte

TOTAL: 30 PUNCTE