Partici	pant	Numb	er:	

Total \_\_\_\_\_\_/ 15 points

#### Olympiáda v anglickom jazyku, 35. ročník, okresné kolo 2024/2025, kategória 1A – úlohy

#### GRAMMAR

Read the following article. Complete the text by putting the verbs in brackets into their correct forms.

Rebecca Miles - Wildlife Presenter Rebecca Miles 1. \_\_\_\_\_\_ (always love) animals. When she 2. \_\_\_\_\_ (be) a child, she liked watching documentaries, TV programmes about real people and events. She also enjoyed **3.** \_\_\_\_\_\_ (go) to the local zoo with her grandparents. Her father was an environmentalist, someone who 4. \_\_\_\_\_\_ (work) to protect the natural world, and she and her mother often \_\_\_\_\_ (go) on trips with him, travelling to Africa and other parts of the world. She vividly recalls the excitement of her first safari, when she **6.** \_\_\_\_\_\_ (see) a herd of elephants up close. Rebecca studied zoology at university and 7. \_\_\_\_\_ (begin) her career at a wildlife centre in Zambia. She worked with chimpanzees and studied how they live. She was also interested in learning more about big cats like mountain lions. She 8. \_\_\_\_\_\_ (make) her first TV programme when she was 27. It was a documentary about tigers. While she 9. \_\_\_\_\_ (film) the documentary Asia, she 10. \_\_\_\_\_ (meet) her future husband, Ray. He was one of the cameramen on the programme. Apart from Zambia, Rebecca 11. \_\_\_\_\_ (travel) all over Africa and Asia, and she and Ray 12. \_\_\_\_\_ (now plan) to take their very first trip to South America in order to study mountain lions in the Andes. At the moment, Rebecca 13. \_\_\_\_\_ (work) on her first book. She **14.** (want) to make people think about the world they live in and all the amazing animals that are in danger. She'd like to show us that we can help even if we never travel to the places where those animals live. She **15.** \_\_\_\_\_\_ (believe) that even small actions can make a big difference.

Partici	pant	Numbe	r:	

## VOCABULARY

TASK I. Fill in each blank space in the article below with the correct form of the word in brackets.

Last summer, i mad a 1	(wonder) holiday to Italy. I visited m	ially
	A sitios including Romo and Florence Luces real	
	cities, including Rome and Florence. I was real	
	(Rome) ruins and the stunning Renaissance	art. Taiso ate a iot
of <b>4.</b> (taste	e) Italian food like pizza and pasta.	
One of the most <b>5.</b>	(memory) things I did was visit the Cold	osseum. It was
<b>6.</b> (true) ar	mazing to imagine the ancient gladiators fighting	g there. I also
spent some time exploring the beau	itiful Italian countryside. The <b>7.</b>	(scene)
was breathtaking.		
Overall, it was an <b>8.</b>	(forget) experience that I will always re	emember. I would
<b>9.</b> (definite	e) recommend it to anyone interested in history	and
<b>10.</b> (culture	e) heritage.	
TASK II. Read the text and decide v	vhich answer best fits each space. Circle your a	answer.
11. I admired / imagined / dreamed	d / aimed of being a doctor when I was younger	
12. I am excited / interested / overj	ioyed / cheerful in learning new languages.	
13. The manager was satisfied / gla	<b>d / keen / lucky</b> with the result.	
14. I can't check out / make out / w	vork out / figure out why he did that.	
<b>15.</b> The conference has been <b>given</b>	<pre>up / put off / taken off / turned off for a week.</pre>	
	Total	/ 5 points

Partici	pant l	Numbe	r:	

### READING COMPREHENSION

TASK I. Read the article below. The headings have been removed. For each paragraph (1-5), choose the best heading from the ones below the article. Write letters (A-F) into the spaces provided. There is one extra heading.

Video Games: More Than Just Fun
1
Contrary to the long-held negative stereotype, video gaming is increasingly being recognized as a positive activity. While it's a common free-time activity enjoyed by many, it's often unfairly stigmatized. This is particularly confusing when we consider other forms of gaming, like board games, card games, or even mobile puzzles, which are widely accepted as fun and harmless.
2
A recent study in Japan offers compelling evidence that video gaming can positively impact mental health. The survey, which involved nearly 100,000 Japanese residents, found that increased console gaming was associated with improved well-being. The study also focused on a unique situation during the COVID-19 pandemic, when console demand increased, and manufacturers began to organise lotteries to distribute limited supplies. This natural experiment allowed researchers to examine the impact of gaming on individuals who were particularly eager to play.
3
The study revealed surprising differences in the impact of various gaming consoles on mental well-being. While PlayStation 5 ownership was linked to greater benefits for men, Nintendo Switch seemed to have a more balanced impact across genders. Additionally, the effects varied based on factors like household composition, age, and gaming experience. These findings raise questions about the specific characteristics of different consoles and their potential influence on mental health.
4
The COVID-19 pandemic provided a unique context for the study, as people sought comfort and distraction in gaming during challenging times. While this may have intensified the positive effects of gaming, it also raises concerns about the potential for excessive gaming to have negative consequences. As the pandemic fades, it remains to be seen whether the benefits of gaming will persist.
5
Studies like this one contribute to a growing body of evidence that challenges the negative stereotypes associated with video gaming. By understanding the potential benefits and risks, policymakers, parents, and individuals can make informed decisions about gaming. As technology continues to advance, the future of gaming holds huge promise for entertainment, education, and social connection.

Partici	pant l	Numbe	r:	

## READING COMPREHENSION

# (continued)

A	١	Ga	aming and Mental Well-Being		
В	3	Th	ne Prospects of Gaming		
C	;	Th	ne Role of Console Types		
C	)	Th	ne Addictive Nature of Gaming		
E		Th	ne Evolving Attitude towards Gaming		
F	:	Gá	aming as a Coping Mechanism		
			То	tal/	5 points
	CIVII. A.			(T) (-1 (F)	
			ding to the article, decide if the statements below ar	e true (1), talse (F), or no	t stated
(N	S). Circle	e yo	our answers.		
6.	T/F/N	NS	The study discovered that all video games are equall	y beneficial for mental he	ealth.
7.	T/F/N	NS	The researchers found out that gaming is more bene	ficial for younger people	than
			older people.		
			То	tal	2 points
TA	SK III. Fi	nd	the words in the article that are similar in meaning to	the following words and	d
de	efinitions	•			
8.	a feelin	g oı	r opinion about something or someone		
9.	to spen	d ti	me thinking about a possibility or making a decision _		
10	difficult				
ΤÜ	. anncuit				
			To	tal /	3 noints

Participant Number:
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#### LISTENING COMPREHENSION

You will hear two students comparing Mars and Earth. Specify what the given numbers represent and in what units they are expressed. Write your answers in the spaces provided.

1.	55						

**2.** 228\_\_\_\_\_

**3.** 5.2 \_\_\_\_\_

**4.** 24 \_\_\_\_\_

**5.** 70 \_\_\_\_\_

Total	/ 5	point
iotai	, –	Ponic

Audio:



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Korektor: Joshua M. Ruggiero

Olympiáda v anglickom jazyku – okresné kolo 2024/2025

Vydal: NIVaM – Národný inštitút vzdelávania a mládeže, Bratislava 2025