

R O L E P L A Y

STUDENT

You are a student on a study visit in an English-speaking country. One of the parents in your host family is a manager at a tourist agency and is interested in learning about the area where you come from as a potential destination for their agency's portfolio. They are hesitant because they haven't heard much about it and are unsure whether there are enough opportunities for tourism.

You will have to **describe the cultural, historical, and natural attractions** of your home area, highlighting what makes it unique and appealing for visitors. You should also **express your opinion on how well your area is currently presented to visitors** and **suggest areas for improvement**. Be prepared to answer the parent's questions in detail, give practical advice, and persuade them that your area is worth including in their tourism portfolio.

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Olympiáda v anglickom jazyku, 36. ročník, celoštátne kolo 2025/26, kategória 2C1- riešenia a úlohy

R O L E P L A Y

TEACHER

You work as a manager at a tourist agency. Your family is hosting an exchange student from Slovakia, and you are interested in learning about the student's home area as a potential destination for your agency's portfolio. However, you are hesitant because you haven't heard much about it and are unsure whether there are enough opportunities for tourism. You also want to know about any drawbacks that might affect the successful provision of tourist services.

Ask the student questions about the cultural, historical, and natural attractions of their home area. Encourage the student to explain how the area is currently presented to visitors and to suggest improvements. Your goal is to gain a clear understanding of the area's tourism potential and to prompt the student to provide detailed, informative, and persuasive answers.

PICTURE DESCRIPTION

Look at the pictures and describe the differences and similarities between them. Identify the issue they illustrate, outline the pros and cons of each approach, and express your personal opinion on the matter.



LISTENING –SCRIPT (please read only once)

A dozen or so young men and women, eyes obscured by VR headsets, shuffle around a faux. Their arms are bent at the elbows, palms facing down. One pilot stops to pick up a bottle of hot sauce from a counter, hinging at the waist, making sure to keep her hands in view of the camera on her headset at all times. Meters away, two humanoid robots, with bulbous joints and expressionless plastic domes for faces, stand at a desk. In front of each is a crumpled towel; to its right, a basket. In slow movements, each gunmetal gray robot grabs a towel by its corners, flattens it out, folds it twice, and deposits it into the basket. More often than not, the towel catches on the edge of the basket and the robot freezes. Then an engineer steps in and returns the towel to a crumpled heap, and the sequence begins again.

This was the scene inside the Silicon Valley headquarters of Figure AI. The three-year-old startup was in a sprint ahead of the October announcement of its next robot, the Figure 03. The robots folding towels were the company's previous model, the Figure 02, operating the same software that the Figure 03 will use. Since earlier this year, some Figure 02s have been working daily 10-hour shifts lifting parts at a BMW factory. But most of them remain here on Figure's campus, a collection of airy San Jose lofts, busy—along with the headsetted human "pilots"—collecting data that is being used to train the new 03 model.

Humans have been making robots for decades. Moving robotic shelves sort packages for Amazon, robotic arms assemble cars across the auto industry, and entire factories in China operate with the lights out because they employ no humans at all. But for the most part, these robots look markedly unhuman. They are built for tightly scoped tasks and tend to operate in controlled environments, segregated from their human peers. Achieving "general robotics"—building a humanoid robot that can navigate the unpredictabilities of the world with the same fluidity as a person—has for decades remained a distant dream. Until now. Today dozens of companies are racing to be the first to create a viable humanoid robot.

Figure stands out among its rivals because it is overtly targeting putting robots in the home—a domain that many of its competitors believe is still many years away. As the halting demonstration of towel folding shows, the challenges remain very real. At launch, the Figure 03 won't actually be ready for domestic use. "We want the robot to be able to do most things in your home, autonomously, all day. We're not there yet," says Brett Adcock, Figure AI's CEO. "We think we can get there in 2026, but it's a big push." Before that, it will be made available to a select list of Figure's partners for testing.

Adcock acknowledges the limitations of even his newest robot, but insists they are easily solvable. He says Figure's internal neural network, called Helix, is capable of learning new tasks with staggeringly small amounts of data; its towel-folding abilities have come from only 80 hours of video footage. This argument, that data is the only missing piece, and that Figure must now go and get it, makes some sense: large-language models proved that "scaling" neural networks on masses of data could yield miraculous capability improvements across the board.

Figure 03 has some improvements over the Figure 02: its moving joints are smaller and stronger; its components are 90% cheaper to manufacture; its hands are slimmer, with tactile finger pads and a camera in the palm for delicate tasks; and its battery is less prone to catching fire. When I finally see a fully assembled version of the 5-foot-6 robot, its sleek figure makes plain that it is a lighter machine overall—a feature designers say is intended, in part, to make it less intimidating. In an audio studio, a limbless Figure 03 demonstrates a new capability—responding to voice prompts, rather than text—with a prank: engineers invite me to ask the robot a question, only for it to respond lucidly in my own voice, which they have apparently cloned using AI. It's an impressive but profoundly unsettling experience. Most of the capabilities I'm being shown aren't the result of separate programs that are individually loaded onto the robot, according to the company. They are instead all being learned by the same Helix neural network.

The robotics industry, Adcock believes, is likely to be a natural monopoly. The bigger your fleet of robots, the cheaper they become to produce and the more data you can collect, which means the faster your robots can improve, creating a natural flywheel effect where the industry's early leader can begin to distance its rivals. "The first mover gets a cheaper and smarter robot over time," Adcock says. "And I think that becomes very, very, very difficult to catch."

ANSWER KEY

GRAMMAR 15 points

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|---------------------------|------------------------|--------|-----------|---------|
| 1. has been | 6. was going to become | | | |
| 2. felt | 7. is best developed | | | |
| 3. being able to navigate | 8. start | | | |
| 4. were all having | 9. guided | | | |
| 5. got | 10. tend to have | | | |
| | | | | |
| 11. for | 12. which | 13. in | 14. these | 15. who |

VOCABULARY 10 points

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

READING 10 points

- 1 D 2 K 3 F 4 J 5 B 6 H 7 C 8 L 9 G 10 A

LISTENING 5 points

- 1 C 2 D 3 B 4 A 5 C

Zoznám použitej literatúry a zdrojov:

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Perrigo, B. 2025. The robot in your kitchen: Figure 03. Time, October 27, 2025, pp. 56-59. Available from: <https://time.com/7324233/figure-03-robot-humanoid-reveal/>

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