



PROVIM I MATURËS SHTETËRORE 2019

I DETYRUAR

Lënda: Gjuhë Angleze (Niveli B2)

Model Testi

Udhëzime për nxënësin

Testi përmban gjithsej **60 pikë**.

Koha për zhvillimin e pyetjeve të testit është **2 orë e 30 minuta**.

Testi ka **20 pyetje** me **zgjedhje (alternativa)** dhe pyetjet e tjera janë me **zhvillim dhe arsyetim**.

Pikët për secilën pyetje janë dhënë përbri saj.

Për përdorim nga komisioni i vlerësimit

Kërkesa									
Pikët									
Kërkesa									
Pikët									
Kërkesa									
Pikët									

Totali i pikëve

KOMISIONI I VLERËSIMIT

1..... Anëtar/e

2. Anëtar/e

SECTION 1 READING COMPREHENSION

There are 3 tasks in the Reading Section, in which you can read a series of texts and paragraphs (reviews/adds) and answer questions that test your reading skills and ability and show that you can read and understand different types of texts and question formats.

Reading Section Description

Number of Tasks	3
Number of Items	30
Number of Total Points	30
Types of Texts	<i>Descriptive and informational texts, promotional and info materials, advertisements, letters, etc.</i>
Duration	60 minutes

Task One

Taking your information from the text below, choose the answer which you think fits best by circling one of the alternatives corresponding to letters A, B, C or D for the answer you choose.

This is a story extracted from a speech delivered by Steve Jobs in front of some students, on June 12, 2005.

- (1) I dropped out of Reed College after the first 6 months, but then stayed around as a drop-in for another 18 months or so before I really quit. So why did I drop out?
- (2) It started before I was born. My biological mother was a young, unambitious college graduate student, and she decided to put me up for adoption. She felt very strongly that I should be adopted by college graduates, so everything was all set for me to be adopted at birth by a lawyer and his wife. Except that when I popped out they decided at the last minute that they really wanted a girl. So my parents, who were on a waiting list, got a call in the middle of the night asking: "We have an unexpected baby boy; do you want him?" They said: "Of course." My biological mother later found out that my mother had never graduated from college and that my father had never graduated from high school. She refused to sign the final adoption papers. She only *relented* a few months later when my parents promised that I would someday go to college.
- (3) And 17 years later I did go to college. But I naively chose a college that was almost as expensive as Stanford, and all of my working-class parents' savings were being spent on my college tuition. After six months, I couldn't see the value in it. I had no idea what I wanted to do with my life and no idea how college was going to help me figure it out. And here I was spending all of the money my parents had saved their entire life. So I decided to drop out and trust that it would all work out OK. It was pretty scary at the time, but looking back it was one of the best decisions I ever made. The minute I dropped out I could stop taking the required classes that didn't interest me, and begin dropping in on the ones that looked interesting.
- (4) It wasn't all romantic. I didn't have a dorm room, so I slept on the floor in my friend's room, I returned Coke bottles for the 5¢ deposits to buy food with, and I would walk the 7 miles across town every Sunday night to get one good meal a week at the Hare Krishna temple. I loved *it*. And much of what I stumbled into by following my curiosity and intuition turned out to be priceless later on. Let me give you one example:
- (5) Reed College at that time offered perhaps the best *calligraphy* instruction in the country. Throughout the campus every poster, every label on every drawer, was beautifully hand calligraphed. Because I had dropped out and didn't have to take the normal classes, I decided to take a calligraphy class to learn how to do this. I learned about varying the amount of space between different letter combinations, about what makes great typography great. It was beautiful, historical, artistically subtle in a way that science can't capture, and I found it fascinating.

- (6) None of this had even a hope of any practical application in my life. But 10 years later, when we were designing the first Macintosh computer, it all came back to me. And we designed it all into the Mac. It was the first computer with beautiful typography. If I had never dropped in on that single course in college, the Mac would have never had multiple typefaces or proportionally spaced fonts. And since Windows just copied the Mac, it's likely that no personal computer would have them. If I had never dropped out, I would have never dropped in on this calligraphy class, and personal computers might not have the wonderful typography that they do. Of course it was impossible to connect the dots looking forward when I was in college. But it was very, very clear looking backward 10 years later.
- (7) Again, you can't connect the dots looking forward; you can only connect them looking backward. So you have to trust that the dots will somehow connect in your future. You have to trust in something — your gut, destiny, life, karma, whatever. This approach has never let me down, and it has made all the difference in my life.

<https://news.stanford.edu>

1. According to the 1st paragraph, how long did Steve Jobs attend Reed College regularly? **1 point**
 - A) 6 months
 - B) 12 months
 - C) 18 months
 - D) 24 months

2. According to the 2nd paragraph, the adoptive parents were _____. **1 point**
 - A) college graduated
 - B) university graduated
 - C) Harvard graduated
 - D) non-graduated

3. "Relented" in the 2nd paragraph, comes closest in meaning to _____. **1 point**
 - A) abandoned
 - B) left
 - C) opposed
 - D) softened

4. According to the 3rd paragraph, Steve Jobs _____. **1 point**
 - A) didn't care too much about money issues
 - B) felt bad spending all his family's savings
 - C) felt nothing about his family
 - D) had no idea what to do with his money

5. According to the 3rd paragraph, why did Steve Jobs drop out of college? **1 point**
 - A) because everything in college was so boring
 - B) because he couldn't pay for his studies
 - C) because he had no idea how studying could help him
 - D) because he had no ambitions at all

6. According to the 4th paragraph, what kind of life did Steve Jobs have while being in college? **1 point**
 - A) an amazing life
 - B) a good life
 - C) a miserable life
 - D) a modest life

7. According to the 4th paragraph, what does "it" refer to? 1 point
- A) the dorm room
B) the fast food
C) the friend's room
D) the life he lived
8. "Calligraphy" in the 5th paragraph, comes closest in meaning to _____. 1 point
- A) art of designing
B) art of painting
C) art of printing
D) art of writing
9. The main idea of the 6th paragraph is that _____. 1 point
- A) Everything you learn at school is so boring and so useless
B) Learning is too far from the practice
C) Not everything you learn at school is useful
D) You never know how things may come in handy one day
10. According to the 7th paragraph, what does Jobs mean with "you can't connect the dots looking forward; you can only connect them looking backward."? 1 point
- A) You can't plan the future.
B) You can't do anything about the future.
C) Past can't be changed.
D) You must get on with the future at all costs.

Task Two

Read the texts below and answer the questions using the information from them. You may use words from the text or your own words. Do not use more than 15 words for each answer.

Nightmare Corridors

What it's about

In theory, *Nightmare Corridors* should be a frighteningly fun horror game to play. The premise is solid: you play the character of Sarah, a girl who must find her way out of a creepy abandoned hospital while also avoiding a crazed, evil witch. Eerie abandoned rooms filled with strange medical equipment, the unnaturally fast movements of characters, and a supernatural soundtrack all add to the sense of unease that builds as you play the game. When the witch finally appears, it may be all you can do to not scream. So where does this game go wrong?

Recurring nightmares

Even for the horror gamer new to the scene, *Nightmare Corridors* quickly becomes boring and formulaic. Because the hallways of the hospital are randomly generated, they all look very much the same. Soon the hospital seems like a giant maze that is impossible to find your way out of. With no hope to free Sarah from her terrifying surroundings, the game loses its sense of purpose.

So are you looking for a terrifyingly innovative horror game to play? Then don't choose *Nightmare Corridors*.

IHL 14

What it's about

Are you crazy about ice hockey? Do you want to live out your dream by playing as one of your favourite teams from the comfort of your living room? Then look no further! *IHL 14* is here to satisfy your craving for a new hockey sport game.

It's all been done before

Like the 4 versions that have come before it, *IHL 14* boasts incredible graphics, adrenaline-filled game play, and all your favourite teams from the International Hockey League. And like the 4 versions that have come before, *IHL 14* has fun challenge levels and multi-player mode. And, surprisingly, like the 4 versions that have come before it, *IHL 14* has very few new features added.

So if you've *been on the edge of your seat* waiting for the next instalment of the IHL games, go ahead and buy this game. But if you've been waiting patiently for something new and exciting in the hockey gaming world, keep waiting.

Child of Brightness

What it's about

Finally, a children's video game that features a female protagonist! Progressive parents, celebrate!

Child of Brightness is a fun role-playing game that tells the story of a young princess who is magically transported to the land of Lemuria. Lemuria is a fantastical kingdom, with beautiful landscapes and cute, quirky creatures. But the princess must return to her kingdom, and so begins her journey to find her way home.

Besides the refreshing emphasis on female characters, which include the protagonist herself, her friends, and even some evil villains, what stands out the most about *Child of Brightness* is the incredible graphics. Each scene seems to be hand-painted in gorgeous jewel colours, like the stained-glass windows of a church.

A game for everyone in the family

Child of Brightness is also a great game because it is appealing to a wide variety of players. Though many characters are female, there is nothing to turn off boys here, and the action and fun of the princess' battles will be engaging to many kids. Parents will also appreciate that throughout the princess' quest, she must solve a variety of puzzles that will test their children's brains. Parents can even play with their children, perhaps by controlling the princess while their child controls the cute little firefly that accompanies *her* and plays an important part in distracting her enemies.

Storm Chasers

What it's about

Those who have a passion for weather will greatly enjoy *Storm Chasers*. In this new game for the young meteorologist, the player becomes a fearless balloon pilot working for the Foul Weather Awareness Authority. Wandering the map in a weather balloon, the player stops at different locations and makes weather predictions based on their geography and weather conditions. The more accurate the weather predictions are, the more points the player scores.

How to play

This game is a cool, unique concept that will keep players coming back for more. With an adjustable difficulty level, players can start learning about making weather forecasts in more predictable environments through trial and error. Once they *get the hang of things*, players can then challenge themselves by going to more unpredictable environments like mountain ranges.

All in all, this is a fun, educational game with variety and challenge that most players will find irresistible.

11. Where might you read these texts? 1 point

12. Write a similar word or phrase to “*be on the edge of your seat*” used in *IHL*. 1 point

13. Which game is very similar to its previous releases? 1 point

14. Why might progressive parents like *Child of Brightness*? 1 point

15. What will test children’s brains in *Child of Brightness*? 1 point

16. In *Storm Chasers*, when can one get more points? 1 point

17. What does “*her*” refer to in *Child of Brightness*? 1 point

18. Why do the hallways of the hospital in *Nightmare Corridors* look the same? 1 point

19. In *Nightmare Corridors*, why does the game has no purpose? 1 point

20. Write the word or the prase similar to “*get the hang of things*” used in the *Storm Chasers* review. 1 point

Task 3

You are going to read a short text. 10 word groups have been removed from it. Choose from the word groups (a-k) the one which fits each gap (21-30). Write letters instead of word groups in each gap. There is one extra word group which you DO NOT need to use. **10 points**

Dream interpretation is the process of (21) _____. In many ancient societies, such as those of Egypt and Greece, dreaming was considered (22) _____, whose message could be interpreted by people with these (23) _____. (24) _____, various schools of psychology and neurobiology have offered theories about the meaning and purpose of dreams. Most people currently (25) _____ according to the Freudian theory of dreams in countries, as found by a study conducted in the United States, India, and South Korea.

People appear to believe dreams are particularly meaningful: they assign more meaning to dreams (26) _____. For example, people report they (27) _____ that involved a plane flight if they dreamt of their plane crashing the night before than if the Department of Homeland Security issued a Federal warning.

However, people do not attribute (28) _____. People appear to use motivated reasoning (29) _____. They are more likely (30) _____ to be more meaningful than dreams that contradict their waking beliefs and desires.

<https://en.wikipedia.org>

- a) in modern times
- b) appear to interpret dream content
- c) than to similar waking thoughts
- d) assigning meaning to dreams
- e) a supernatural communication or a means of divine intervention
- f) associated spiritual powers
- g) to view dreams confirming their waking beliefs and desires
- h) to stop dreaming
- i) would be more likely to cancel a trip they had planned
- j) equal importance to all dreams
- k) when interpreting their dreams

**SECTION 2
USE OF LANGUAGE**

Use of Language Description

<i>Number of Tasks</i>	2
<i>Number of Items</i>	11
<i>Number of Total Points</i>	15
<i>Types and focus of the questions</i>	<p style="text-align: center;"><i>Multiple-choice/gap-fill questions to test vocabulary and grammar.</i></p> <p style="text-align: center;">Items 31 (a-j)</p> <p style="text-align: center;"><i>Gap-fill questions to test conversational English.</i></p> <p style="text-align: center;">Items 32(a-e)</p>
<i>Duration</i>	20 minutes

Task 1

31. Read the text carefully. From the words listed below the text, choose the ones which best fit the spaces. There is only one correct answer for each question. 10 points

Modern Humans

By about 30,000 years (a) _____, modern humans had spread (b) _____ almost all parts of the world. They were almost exactly the same (c) _____ people of today, although a little shorter. These people lived (d) _____ by hunting. Some of the animals they killed were quite large. This shows that the people must (e) _____ in large groups and worked together. The people in the groups had (f) _____.

The work of the men and the women was probably very different. The men hunted and built places (g) _____ in. They made tools. The women prepared food and looked after the children. They made mud pots and used clothes (h) _____ of skins. Living in large groups helped their language to (i) _____. People started to make paintings on the walls of caves at this time. Most of the paintings showed animals and hunting scenes. They also made carved objects (j) _____ bone and stone.

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|----|---------------|---------------|---------------|--------------|
| a) | A) before | B) ago | C) once | D) ahead |
| b) | A) for | B) to | C) over | D) at |
| c) | A) on | B) like | C) with | D) to |
| d) | A) chiefly | B) mainly | C) centrally | D) deeply |
| e) | A) have lived | B) lived | C) had lived | D) live |
| f) | A) chiefs | B) commanders | C) leaders | D) directors |
| g) | A) live | B) to live | C) for living | D) living |
| h) | A) to make | B) make | C) making | D) made |
| i) | A) produce | B) develop | C) construct | D) start |
| j) | A) from | B) off | C) out of | D) out off |

Shënim: Kjo faqe mund të përdoret nga nxënësi për shënime, por nuk do të vlerësohet.