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TEST PAPER

Read the text below and complete the following tasks.

Adolescents who play violent video games may become increasingly aggressive over time, a new study of Japanese and U.S. teens suggests.

Researchers found that among three groups of 9- to 18-year-olds followed over several months, **those** who regularly played violent video games were more likely to get into more and more physical fights over time. **… (1).** It lends weight to evidence that violent video games can encourage violence in some kids. "Basically what **we** found was that in all three samples, a lot of violent video game play early in a school year leads to higher levels of aggression during the school year – **… (2),** lead researcher Dr. Craig A. Anderson explained.

In general, Anderson's team found that kids who habitually played violent video games were more likely than their peers to become increasingly involved in physical fights — even when **their** behaviour in the months leading up to the study was taken into account. **… (3).**

Nor is media violence alone to blame for teenagers' aggression, the researchers point out.

But what **these** video games may do, the investigators say, **… (4).**

(Newsweek)

1. Four sentences/ groups of words have been removed from the text. Select the appropriate sentence/ group of words for each gap in the text. There is one extra sentence/group of words which you do not need to use. (**4x0.5=2p)** 2 points

A. Of course, not all kids who play aggressive video games act them out in real life.

B. They’re affected pretty much the same way American kids are.

C. The study is among the first to chart changes in gamers' aggressive behaviour over time.

D. is feed the idea that violence is a normal and acceptable way to react to everyday conflicts.

E. even after you control how aggressive the kids were at the beginning of the year,”

2. Who/What do the words in bold refer to? **(4x0.5=2p)** 2 points

3. Give the synonyms of the following words. **(5x0.1=0.5p)** 0.5 point

1. fights
2. evidence
3. habitually
4. peers
5. study

4. Answer the following questions: **(3x0.5=1.5p)** 1.5 points

A. Who are the subjects of the study on violent video games?

B. What does the study lend weight to?

C. What idea may violent video games feed?

5. Write an opinion essay on the following sentence:

„Adolescents who play violent video games may become increasingly aggressive over time”- a new study of Japanese and U.S. teens suggests. **100 words** 3 points