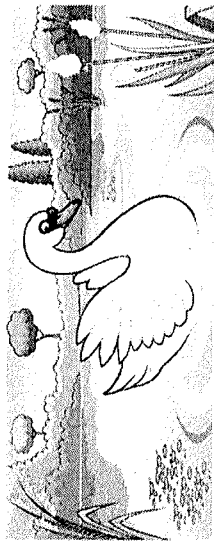


Part 4
- 10 questions -

Read the text. Choose the right words and write them on the lines.

Swans



Example

- Swans are the largest birds in the duck family. There are six different kinds swans which have white bodies, but in a few parts of the world there are black swans too. Swans are clever and remember people who have kind or unkind to them! A frightened really angry swan can break a man's leg its strong wings!
- Swans live on rivers and lakes. But in the winter months, some might live near the sea because salt water is usually a little than river water. Swans don't usually fly very far from the place they build their nests. It takes between 35 and 42 days for a baby swan, which called a 'cygnet', to break open its egg!
- A baby swan can be grey white. Wild swans usually live for about seven years, but some live a lot longer. A swan eats underwater plants. It finds these by its long neck deep into the water and its tail up into the air! Swans might eat small frogs and insects.

16

Example

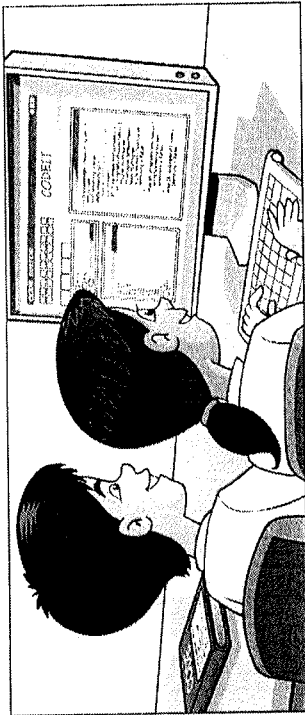
- 1 the one
of off
- 2 be being
3 or while
4 out with
- 5 warm warmer
6 who if
7 are is
8 not nowhere
- 9 puts put
10 ever also
- 17 yet

Part 5

– 7 questions –

Look at the picture and read the story. Write some words to complete the sentences about the story. You can use 1, 2, 3 or 4 words.

Katy and Michael's app



Katy and Michael both enjoy playing computer games. Last summer they talked a lot about designing online games and apps, as well. In the future, they both want to be designers like their father.

In the autumn, they decided to design an app to help kids choose comics or story books. They agreed about something important. Children must enjoy using the app. It mustn't be boring.

'Well, we could make something appear on the screen each time they choose a book,' Michael said.

'OK! What about a really strange creature that hops across the screen, or perhaps we could show rain that changes into a rainbow?'

'Brilliant!' said Michael. 'Shall we ask Dad about this?' 'Yes, let's ask him now,' said Katy.

Their father loved the idea. 'Here's an amazing program,' he said. 'You can use it to make your app. And don't worry. I can help.'

Last month Katy and Michael's app appeared online for the first time! A journalist who wrote for a computer magazine called them about it.

'I'd like to write about you in the magazine. Which do you enjoy most, now?' he asked. 'Designing apps or playing games?'

'Designing apps!' Katy and Michael answered.

'OK! And I'll need a photo of you. Can we come round and take one?'

'You don't have to do that!' Katy laughed. 'We'll text you one!'

Examples

Katy and Michael are very interested in making online games and apps.

The children would like to be designers in the future, like their father.

Questions

1 They wanted to design an app which helped children choose stories and to read.

2 They didn't want the app to be

3 Katy and Michael wanted the app to show something funny like a that moves or a rainbow.

4 They decided to tell about their idea

5 The children used to design their app.

6 A journalist who worked phoned them when he heard about their app

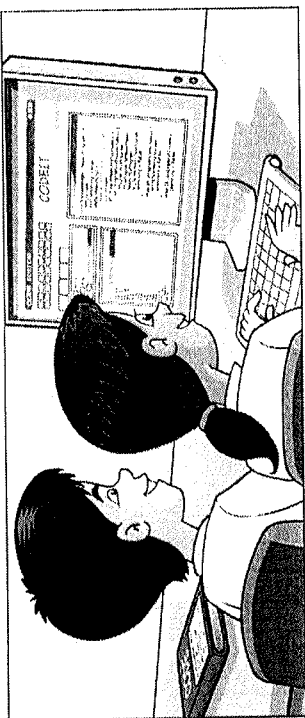
7 The children now think is more fun than playing computer games.

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