АЯ11-23-1

Listening & Reading

ANSWER SHEET

ID NUMBER ☐☐☐☐☐☐

33

(33) Уллинен

Item #							
1	(A)	B					
2	A	(B)					
3	A	(B)					
4	(A)	B					
5	(A)	B					
6	(A)	B					
7	(A)	B					
8	(A)	B					
9	(A)	B					
10	A	(B)					
11	(A)	B	C				
12	A	(B)	C				
13	A	(B)	C				
14	A	B	(C)				
15	(A)	B	C				
16	A	B	C	(D)			
17	A	B	(C)	D			
18	(A)	B	C	D			
19	A	B	C	(D)			
20	(A)	B	C	D			
21	(A)	B	C	D			
22	(A)	B	C	D			
23	A	B	C	(D)			
24	A	B	(C)	D			
25	A	(B)	C	D			
26	A	(B)	C	D	E	F	G	H
27	A	(B)	C	D	E	F	G	H
28	A	B	C	D	E	F	G	(H)
29	A	B	(C)	D	E	F	G	H
30	A	B	C	(D)	E	F	G	H
31	A	B	C	D	(E)	F	G	H
32	A	B	C	D	E	F	G	(H)
33	A	B	C	(D)	E	F	G	H
34	A	B	C	D	(E)	F	G	H
35	A	B	C	D	E	(F)	G	H
36	A	B	(C)	D	E	F	G	H
37	(A)	B	C	D	E	F	G	H
38	A	B	C	D	E	F	(G)	H
39	A	B	(C)	D	E	F	G	H
40	A	B	(C)	D	E	F	G	H

Use of English

ANSWER SHEET

ID NUMBER

$32 \times 0.5 = 16$

16

16 *Усолено*

№	A	B	C	D		
1	(A)	B	C	D	+	+
2	A	B	(C)	D	+	+
3	A	B	C	(D)	+	+
4	A	(B)	C	D	+	+
5	A	B	(C)	D	−	−
6	A	B	(C)	D	+	+
7	(A)	B	C	D	+	+
8	A	(B)	C	D	+	+
9	A	(B)	C	D	+	+
10	A	B	C	(D)	+	+
11	∨				+	+
12	∨				−	
13	so				+	+
14	off				+	+
15	∨				+	+
16	∨				−	−
17	∨				+	+
18	the				+	+
19	∨				+	+
20	in				+	+

№				№			
21	manner	−	−	31	E +	+
22		−	−	32	A +	+
23	guide	+	+	33	L +	+
24	adulthood	+	+	34	B +	+
25	primitive	+	+	35	I −	−
26	ordinarily	+	+	36	C +	+
27	environment	+	+	37	G +	+
28	quantity	+	+	38	J −	−
29	generation	+	+	39	D +	+
30		−	−	40	K +	+

A 911-23-3

Writing

ANSWER SHEET

12 Знаелест

11

ID number

Our school museum of computer history is treasure trove of knowledge. However, the amount of people who visit and use the museum as a research tool have rapidly decreased over last few months. So, after thorough discussion, we thought up of some changes that might increase people's engagement with it.

At the moment [currently], we have a ZX spectrum, a C64, two atari 2600's, two NES's, a SNES, a SMD, an Apple Lisa, a Power Mac, a windows 95 computer and two somewhat modern computers. Our inherent limitation is that presently, they are used only for showcase. We propose that some of them be turned on and used to showcase not only the machines themselves, but their capabilities as well. If that cannot be done, we suggest the purchase of several Raspberry Pi's and usage of emulation to achieve the same effect. A different issue is space, or, to phrase it differntly, an inefficient use of it. Right now, a total of 13 "items" are placed in 5 rooms, one of them being an interconnect with a larger size. Our proposition is to either increase the amount "items", or create create some different expositions, connected to the main one. History of storage media, audio and video outputs, evolution of graphics, in-depht looks into PC components, the list goes on. All of these topics, or maybe even some others, will surely enhance the experience.

This museum by now has become our passion, and if you will help us make it better, not only we will be grateful but, our visitors as well.