

LANGUAGECERT
International ESOL
Communicator Level – B2
Practice Paper 1 – 2016

Candidate's name (block letters please)

Centre no

Date

Time allowed:

- Listening about 30 minutes
- Reading and Writing 2 hours 10 minutes

Instructions to Candidates

- Answer all the questions.
- All your answers must be written in **black or blue ink** not pencil.
- Monolingual dictionaries **are** permitted.

For examiner's use only

Parts	L1	L2	L3	L4	Total	R1	R2	R3	R4	Total	W1	W2	Total
Candidate's score													
RESULTS: LISTENING						READING					WRITING		
OVERALL RESULT:													

Listening Part 1

You will hear seven short unfinished conversations. Choose the **best reply** to continue the conversation. Put a circle round the letter of the **best reply**. Look at the example. You will hear the conversations twice.

Example:

Speaker 1: Are you sure this one will fit into the room?

Speaker 2: It's no bigger than the one we have now.

Speaker 1: You really should measure it.

Speaker 2:

a) Why are you so surprised?

☒ b) You worry too much.

c) I'll change it after I finish this one.

1.
 - a) I didn't enjoy it so much last year.
 - b) I've never thought of that before.
 - c) I didn't know what you meant.
2.
 - a) I really don't have the time.
 - b) I've got nothing better to do.
 - c) When will you write it?
3.
 - a) It's absolutely brilliant, isn't it?
 - b) We've already talked about that.
 - c) I'm afraid I've lost it somewhere.
4.
 - a) No, I didn't want to go.
 - b) Sorry, I didn't realise.
 - c) Yes, it's still a bit loud.
5.
 - a) I do meet her every year.
 - b) I'd totally forgotten that.
 - c) It must be the same girl.
6.
 - a) Come back later. I'll think about it.
 - b) You'll need a pen; I'll get one.
 - c) No, really. It's not necessary.
7.
 - a) Well, I wish I could stay here too.
 - b) Oh, there's nothing to worry about.
 - c) Yes, I would be too if it was me.

(Total: 7 marks)

Listening Part 2

You will hear three conversations. Listen to the conversations and answer the questions. Put a circle round the letter of the correct answer. You will hear each conversation twice. Look at the questions for Conversation One.

Conversation 1

1. The woman thinks Noel's ex-girlfriend
 - a) spent too little time with him.
 - b) always agreed with him.
 - c) made all the couple's plans.
2. How do the speakers feel about Noel's new relationship? They're
 - a) hopeful.
 - b) worried.
 - c) excited.

Conversation 2

3. The speakers are discussing the
 - a) shopping facilities in their local area.
 - b) supermarket's car parking problems.
 - c) growing number of High Street shops.
4. What's the man's reaction when the woman says she has problems parking?
 - a) He's not interested in her view.
 - b) He thinks she has a good point.
 - c) He's surprised by her comment.

Conversation 3

5. The woman is calling because
 - a) there's a problem with her map.
 - b) she's run out of other options.
 - c) she needs help in an emergency.
6. At the end of the conversation, the woman is
 - a) relieved.
 - b) grateful.
 - c) embarrassed.

(Total: 6 marks)

Listening Part 3

Listen to the person talking and complete the information on the notepad. Write **short** answers of one to five words. You will hear the person twice. At the end you will have two minutes to read through and check your answers. You have one minute to look at the notepad. The first one is an example.

DO NOT WRITE MORE THAN 5 WORDS FOR EACH QUESTION.

College Library Rules and Regulations

Example:
Weekday opening hours:
..... 7.30 am to 7pm

1. Place to show identity cards:
.....

2. When to check out Reserves:
.....

3. Where to read reference books:
.....

4. Punishment for damaging books:
.....

5. Where to put unwanted paper:
.....

6. Maximum time for computer use:
.....

7. Who computers sometimes reserved for:
.....

(Total: 7 marks)

Listening Part 4

Listen to the conversation and answer the questions. Put a circle round the letter of the correct answer. Look at the questions. An example is done for you. You will hear the conversation twice.

Example:

What Jim notices most in the programme is

- a) the amount of pens and paper.*
- b) how many people were typing.*
- ☒ *c) how much people had to walk.*

1. Fran knows about 'typing pools' because
 - a) she used to work in one.
 - b) her mother was a typist.
 - c) they were popular with typists.
2. When he watched the programme, Jim was impressed by people's
 - a) long working hours in the office.
 - b) workload in their homes.
 - c) separation of work and home.
3. Jim is always in contact with his company because
 - a) the company insists he is.
 - b) he wants to be like everyone else.
 - c) he enjoys knowing what's happening.
4. Fran believes that bringing one's work home
 - a) makes people's work more interesting.
 - b) means working less time in the office.
 - c) has an impact on people's home life.
5. Jim says that, as a result of technology,
 - a) office work can be done more quickly.
 - b) some work is now done less efficiently.
 - c) there are fewer jobs for office workers.
6. Fran and Jim both give examples of people who
 - a) now sell antique objects through the Internet.
 - b) have found the Internet useful for business.
 - c) should get good websites for their businesses.

(Total: 6 marks)
(Total marks for Listening: 26)

Reading Part 1

Read the text and complete the tasks that follow. Choose a, b, or c. Put a circle round the most appropriate answer. An example is done for you.

There's a reason why we love computer games

Video computer games have become as much a part of our entertainment world as books and movies. Why is it that so many of us are drawn to the computer monitor or TV screen? A bit of history might help explain the phenomenon. Originally, computers were all work and no play, being expensive to build and operate. But computer engineers and designers, being overgrown kids after all, soon began to get comfortable with their big machines. It occurred to some of them that it might be a good idea to have the computer show some spaceships and planets cruising around the galaxy.

And in the 1960s a group of fun-loving computer geniuses created a game called *SpaceWar* in their idle hours. *SpaceWar* was well received by geniuses and many others as well, which motivated the geniuses to design some more fun stuff. Somehow the visual element of the games activated the imagination. Over time we got *Pong*, *PacMan* and a continually evolving string of games.

By the late 1980s, with the invention of *Sim City*, computer games software became quite sophisticated. This product expanded on what was going on in all the previous games; the players were drawn into an imaginary world. But *Sim City* actually allowed the user to create amazing cities and even worlds. Not unlike books and movies, such video games were therefore mentally very satisfying.

Also in the 1980s, a group of computer programmers began creating software that would show moving figures, all generated by computer. The figures were stick people, but they could move their bodies to music. They had no facial features, but it was very exciting to think what might come with more powerful computers.

The power of computers grew massively and, over recent years, the realism of video games has taken a huge leap forward. A good computer game will draw you in to another world and, unlike a book or movie, it will offer an interactive experience. There are now hundreds of options, including many that allow you to play online against other players. Then there are the specialty consoles such as PlayStation, Nintendo and XBox360. You can really develop some hand-eye coordination by playing many of their current titles. But the biggest reason we love our computer games is that they capture our imagination in a variety of interactive ways.

Example:

The writer thinks computer designers are

- ☒ a) *like grown-up children.*
- ☐ b) *only interested in fun.*
- ☐ c) *usually very young.*

1. SpaceWar was developed
 - a) as part of a serious computer project.
 - b) by computer experts in their spare time.
 - c) to show people what space travel is like.
2. After SpaceWar more games appeared because
 - a) computer design improved.
 - b) it wasn't exciting enough.
 - c) people enjoyed playing it.
3. Sim City was different because it
 - a) gave players more power.
 - b) showed cities in the future.
 - c) depended on advanced computers.
4. The first moving figures
 - a) were very simply drawn.
 - b) were easy to tell apart.
 - c) weren't able to dance.
5. According to the writer, many modern computer games
 - a) take their themes from movies.
 - b) allow players to be part of the game.
 - c) are only effective if you play them online.
6. One of the benefits of computer games is that
 - a) players learn to develop games themselves.
 - b) special equipment is never necessary.
 - c) they improve physical abilities.

(Total: 6 marks)

Reading Part 2

Read the text and fill the gaps with sentences A-G. Write the letter of the missing sentence in the box in the correct gap. There is one extra sentence you will not need.

Playing and learning

Throughout history children have played in groups and taken part in imaginative games. They've pretended to be pirates and princesses, heroes and villains. 1. However, the way in which children play has changed during recent times. Children now have a much wider range of toys to choose from and as a result spend less time playing pretend games nowadays. 2.

Pretend games actually help children to develop an important learning skill called 'executive function', which improves their ability to self-regulate. Kids with good self-regulation are able to manage their emotions and behaviour, and display self-control and discipline.

3. In the late 1940s psychologists carried out a self-regulation study, in which young children were asked to perform a number of different exercises. One of the exercises in the experiment was to stand perfectly still without moving, which most three-year olds were good at. 4. They found that today's five-year-old children could only perform at the same level as three-year-olds in the 1940s and today's seven-year-olds were only just reaching the level of a five-year-old then.

A child's level of 'executive function' can have a big effect on the success they have at school, as children learn more when they can pay attention and manage their feelings. One reason imaginative play is such a vital tool for building self-discipline is because it teaches children to engage in 'private speech'. 5. When children's play is more structured, their private speech declines.

Children are now starting their formal lessons in school at a much younger age and classes are often geared towards testing children and preparing them for exams. 6. But it now seems that this environment we've created, which was designed to give children every advantage in life, may actually have deprived them of a vital activity. Play time, it seems, is extremely important for children.

- A Parents created secure environments to play in.
- B They've improvised and regulated their play by making up their own rules and characters.
- C Researchers recently repeated this experiment, and found very different results.
- D This recent trend has been shown to have an impact on their imagination.
- E As a result some teachers think playing is a waste of time.
- F This means that children talk to themselves about what they are going to do and how they are going to do it.
- G By comparing two studies, we can now prove that children's ability to self-regulate has been reduced in the past sixty years.

(Total: 6 marks)

Reading Part 3

Read the four texts below. There are eight questions about the texts. Decide which text (A, B, C or D) tells you the answer to the question. The first one is done for you.

A

Ideal for the weekend sailor, this boat can be towed by car and trailer to and from your house to wherever you would like to sail. Sailing areas have slipways where you can reverse your boat into water and then park your car. You may decide to store your boat near the water, in a boatyard or a caravan park. The boat can also be moored on the water. The safest and most secure way is to use a marina. These can easily be found on the coast, inland waterways and lakes.

B

When I was thirteen and my brother was ten, this farmer on a farm where we were staying on holiday took us a long way out to sea in his boat to do some fishing. It was a fantastic day. We had a great time, caught some fish and then very quickly the skies turned dark grey and we were in a race against time to get back to the coast as the winds got up and the rain poured down. It's only thinking back that I realise the danger we were in.

C

Before you start, ask someone who is experienced to show you the equipment on your boat. All boats are different. You should know the names of the different pieces of equipment and should have prepared your boat for the water at least once by yourself before setting sail. Your first sailing experience should be on a small inland lake. Pick a nice day with a steady light breeze and no rough weather. If you have a friend who can sail, take them along. Their experience will be invaluable.

D

We are a small club established to promote safety at sea and small boat angling. We have in excess of 150 members with over 90 boats. Members store their boats on club land, benefiting from full security. Boat sizes range from small outboard-driven dinghies up to those with a maximum length of 10.5 metres. The club aims to cater for the needs of sea anglers fishing from small boats within club waters that extend from St Catherine's Point in the East to Portland Bill in the West.

Which text

Example: gives detailed instructions?

1. describes a personal experience?
2. encourages people to join an organisation?
3. is aimed at potential purchasers?

C

Which text provides the answers to the following questions?

4. Where's the best place to store a boat?
5. What sort of weather did someone have to cope with?
6. Who wants to avoid accidents at sea?
7. Where's the best place to learn to sail?

(Total: 7 marks)

Reading Part 4

Read the article and answer the questions. **Write a maximum of five words for each answer.**
An example is done for you.

History of the Panama Canal

The Panama Canal is a vital shipping lane linking the Atlantic and Pacific Oceans. Opened in 1914, it was one of the greatest engineering projects of the modern age. However, the concept of a canal through the Isthmus of Panama, a comparatively narrow strip of land linking North and South America, had been thought of as far back as the 16th century. When the Spanish explorer Vasco Núñez de Balboa led an expedition across the Isthmus of Panama in 1513, he saw the potential for a passage that would allow access from sea to sea without having to navigate around Cape Horn at the southernmost tip of South America.

In 1534, Charles V, King of Spain, formally ordered further investigation into the possibility of the construction of a ship canal across the Isthmus. The surveyed route followed, to a large extent, the course of the present day Panama Canal. However, the governor politely informed Charles V that the undertaking of such an engineering operation was impossible.

Not until the late 18th century was a new Panama Canal construction project given much serious thought. This was when the historic 1789-1794 scientific expedition led by Alessandro Malaspina landed in Panama. By actually planning the excavation of the Panama Canal, Malaspina was able, for the first time, to demonstrate the feasibility of such a huge project.

Overland links continued on the Isthmus of Panama, facilitated by the construction of a railway in 1855. By then, Panama was free of Spanish colonial rule, but the idea of a water route through the Isthmus of Panama had not been forgotten. A new phase in the history of the Panama Canal was beginning.

In 1882, a French company under the renowned engineer Ferdinand de Lesseps, who had earlier built the Suez Canal, finally set about the construction. Their attempt was a disaster. Malaria and yellow fever killed most of the workforce, equipment failed in the heat and humidity, and geological and hydrological considerations were badly managed. The project was abandoned in 1889 at the expense of over 20,000 lives.

The construction of the Panama Canal would finally be realized when the United States, during the presidency of Theodore Roosevelt, bought out the French company, its equipment and excavations. Work began in 1904 and the Panama Canal was finally opened in 1914. The two great oceans, the Atlantic and the Pacific, had finally been linked through the landmass of Latin America.

The canal is approximately 80 kilometres long and incorporates a series of three locks, which are basically watertight compartments. The first raises ships to the Gatun Lake, the second lowers ships to another lake and the third lowers ships to sea level. The whole trip takes between eight to ten hours.

DO NOT WRITE MORE THAN 5 WORDS FOR EACH QUESTION.

Example:

Which two land masses are linked by the Isthmus of Panama?

..... *North and South America*

1. Where, specifically, did Balboa not want to sail?

.....

2. What was Charles V told about his plan for a canal?

.....

3. What did Malaspina do to show the canal could be built?

.....

4. What made the crossing of Panama easier in the 19th century?

.....

5. What important political development occurred in the 19th century?

.....

6. How long did the French attempt at canal construction last?

.....

7. What happened to the French company?

.....

(Total: 7 marks)
(Total marks for Reading: 26)

Writing Part 1

Write a **letter** in order to enter the competition advertised in the notice below. Mention

- *when you use the centre*
- *why you want membership*
- *how to improve facilities.*

Write between 100 and 150 words.

Free Leisure Centre Membership: Competition

If you sometimes use our leisure centre, but are not a member, why not win a year's free membership? All you have to do is write about yourself and our centre.

We will publish the winning letter in our newsletter and your free membership card will follow.
Write to Joanne Blaire, Centre Manager

Dear Ms Blaire

Blank lined area for writing.

Writing Part 2

Write an **essay** for your college magazine entitled 'My earliest childhood memories'. Describe your clearest memory and say why you remember it so clearly.

Write between 150 and 200 words

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

[illegible]

End of Examination