

 <p>Junta de Castilla y León CONSEJERÍA DE EDUCACIÓN Y CIENCIA ESCUELA OFICIAL DE IDIOMAS</p>	INGLÉS NIVEL INTERMEDIO	COMPRENSIÓN ORAL. 20 puntos. (esta prueba consta de dos tareas) Solo se admiten pruebas escritas con bolígrafo azul y/o negro. No escriba en los cuadros sombreados: son para la calificación de las pruebas.	NOTA
oficial <input type="checkbox"/> libre <input type="checkbox"/>	Nombre _____ Apellidos _____		DNI _____

TASK 1

Outdoor cinema

You will hear an announcement about an outdoor cinema. For each question, fill in the missing information with one word. 0 is the example.

0. A new outdoor cinema will open **later this week**.....
1. The cinema is surrounded by and there are beautiful views.
2. What is fantastic about the cinema screen is its
3. It's possible to watch the during the film.
4. As it is summer, you won't need a
5. Cinema visitors should take a cushion with them not to get rather
6. The cinema is kilometers from the city if you go on foot.
7. It's a good idea to have a when the film is over.
8. Cinema tickets can be bought online at www.org

WRITE YOUR ANSWERS HERE:

0. LATER THIS WEEK	
1.	5.
2.	6.
3.	7.
4.	8.

KEY

LISTENING TASK 1

1. hills
2. size
3. sunset
4. blanket
5. uncomfortable
6. 5 / five
7. picnic
8. CITYENTS

TASK 2 (10 marks)

You will hear a radio interview with a teenage boy called Matthew who has invented a game. For each question, write the correct answer (A,B or C) in the box, as in the example sentence 0.

0. Mathew has invented a mini.....game.
- A. baseball**
B. basketball
C. volleyball
1. How old was Matthew when his game was first sold?
- A. Ten
B. Thirteen
C. Fourteen
2. When Matthew tried to sell his idea to companies,...
- A. he had no replies.
B. some companies asked to see the game.
C. none of them was interested.
3. Matthew borrowed money from...
- A. a bank.
B. some relatives.
C. a businessman.
4. How did Matthew get his idea for a second product?
- A. An American company made a suggestion.
B. Some other children told him about it.
C. He watched his sisters playing.
5. According to Matthew, most ten-year-olds are interested in games which...
- A. test what they know.
B. are about their everyday lives.
C. use their imagination.
6. When Matthew leaves school, he wants to...
- A. run his own business.
B. do a course in business studies.
C. continue inventing games.

0.
A
1.
2.
3.
4.
5.
6.

Key: BCBCAB