

## ĐỀ DỰ ĐOÁN ĐẶC BIỆT - ĐỀ SỐ 02

**Read the following brochure and mark the letter A, B, C, or D to indicate the correct option that best fits each of the numbered blanks from 1 to 6.**

Remember this date: May 18<sup>th</sup>. It's International Museum Day! On this day, museums across the world think of many activities to make **(1)** \_\_\_\_\_. Here are some examples of things you can do at museums in different parts of the world.

\* The Museum of Modern Art in São Paulo, Brazil offers tours of the sculpture garden for visitors who cannot hear very well. The visitors are allowed **(2)** \_\_\_\_\_ and feel the sculptures, and information is given in sign language.

\* At the Museum of Paleontology in Santana do Cariri, also in Brazil, you can help dig for dinosaur fossils.

\* There's a **(3)** \_\_\_\_\_ collection of insects at the Natural History Museum in Grenoble, France. Visitors who came to the museum on International Museum Day in 2017 had the chance to taste some very unusual things. A great **(4)** \_\_\_\_\_ of museums stay open very late on International Museum Day-until one o'clock in the morning! If you're very lucky, you might even **(5)** \_\_\_\_\_ the chance to sleep in a museum.

Find out what's going on at museums near you on International Museum Day. There might be some interesting experiences **(6)** \_\_\_\_\_ for you!

**Question 1.** interesting visits museum  
interesting visits

C. visits interesting museum D. interesting museum visits

**Question 2.** touch  
touch

A. to touching

B. to touch

C. touching D.

**Question 3.** fascinated  
D. fascinated

A. fascination

B. fascinatingly

C. fascinating

**Question 4.** number  
number

A. amount

B. handful

C. minority D.

**Question 5.** make

A. make

B. keep

C. have

D. put

**Question 6.** waiting  
waiting

A. waited

B. that waits

C. to wait D.

**Read the following piece of information and mark the letter A, B, C, or D to indicate the correct option that best fits each of the numbered blanks from 7 to 12.**

### Artificial Intelligence

**What is it?** - Artificial Intelligence, or AI, is the ability of machines to do tasks that usually require human intelligence.

**How old is it?** - Early computers included some elements of artificial intelligence as long ago as the 1940s. **(7)** \_\_\_\_\_, the first chess computer software was developed in 1948 by British scientist Alan Turing.

**Where is AI used?** - AI is being used in almost every area of our lives. Here are just some examples:

**Medicine** - AI can detect early **(8)** \_\_\_\_\_ of disease. Millions of us already have apps that tell us how to improve our health.

**Transport** - Self-driving cars and **(9)** \_\_\_\_\_ automated vehicles will become a reality on our roads soon.

**Business** - When we use the online chat on a company website, we're often chatting with a 'bot', which simulates human conversation.

**Policing** AI is used to fight crime in different ways, such as checking video from security cameras to **(10)** \_\_\_\_\_ someone's face, or detecting and blocking hackers.

**How will AI change in the future?** Most AI is used to do just one main task - it's powerful but narrow. Scientists aim to make future AI **(11)** \_\_\_\_\_ to different tasks. One day, a machine may be able to do everything that the human brain can do, only many times faster. This may not happen for a very long time, but when it does, our everyday lives will be very different **(12)** \_\_\_\_\_ how they are today.

**Question 7.** In contrast  
In contrast

A. However

B. As a result

C. For example

D.

**Question 8.** figures  
figures

A. signals

B. signs

C. symbols D.

**Question 9.** little  
little

A. each

B. other

C. another D.

a

**Question 10.** lay down  
lay down

B. apply for

C. give in

D. search for

**Question 11.** A. adaptable    B. receptive    C. vulnerable    D. sympathetic  
**Question 12.** A. of    B. with    C. in    D. from

**Mark the letter A, B, C or D to indicate the best arrangement of utterances or sentences to make a meaningful exchange or text in each of the following questions from 13 to 17.**

**Question 13.**

- a. These responsibilities include managing finances, cooking meals, and balancing school with personal tasks, which can sometimes feel overwhelming.
- b. Living independently as a teenager is both an exciting and challenging experience.
- c. With time and experience, living independently helps teens develop essential life skills and confidence for the future.
- d. This newfound freedom allows teens to make their own choices, but it also requires them to handle daily responsibilities.
- e. While this transition is not always easy, guidance from family or mentors can provide valuable support.

**A.** b - d - a - e - c      **B.** b - e - a - c - d      **C.** b - c - a - d - e      **D.** b - a - e - c - d

**Question 14.**

- a. The excitement of learning new things, meeting younger classmates, and challenging myself academically made the experience both thrilling and intimidating.
- b. This journey has shown me that education has no age limit and that personal growth is always possible.
- c. Going back to school at 50 was not something I had planned, but the opportunity felt right.
- d. In the end, attending college later in life has been one of the most rewarding decisions I have ever made.
- e. At first, balancing coursework with other responsibilities was difficult, but I gradually developed better time management skills.

**A.** e - a - c - b - d      **B.** a - e - b - c - d      **C.** b - c - a - e - d      **D.** c - a - e - b - d

**Question 15.** a. Jake: I prefer more intense workouts. I don't think yoga is for me.

b. Emma: It improves flexibility and helps reduce stress.

c. Emma: I'm considering joining a yoga class.

d. Jake: What's your plan for staying fit?

e. Jake: What do you like about yoga?

**A.** a - c - d - b - e      **B.** d - c - e - b - a      **C.** a - b - d - c - e      **D.** d - b - a - c - e

**Question 16.** a. Liam: I agree! Let's sign up together.

b. Liam: Have you seen the flyer about the weekend volunteer programme at the animal shelter?

c. Sophie: Yes! I think it's a great chance to help out and gain experience.

**A.** a - b - c      **B.** b - c - a      **C.** c - a - b      **D.** a - c - b

**Question 17.** Dear Bookstore Manager,

a. This novel has been highly recommended to me, and I would love to purchase a hardcover edition.

b. I would also appreciate any information on similar historical fiction books you may have.

c. If it is available, could you provide details on the price and whether you offer home delivery?

d. Please let me know if I can place an order or reserve a copy in advance.

e. I am looking for a copy of *The Nightingale* by Kristin Hannah and was wondering if your store has it in stock.

Best regards, / Emma Carter

**A.** d - e - c - b - a      **B.** a - c - b - d - e      **C.** b - e - d - a - c      **D.** e - a - c - b - d

**Read the following passage about music from the past and mark the letter A, B, C, or D to indicate the correct option that best fits each of the numbered blanks from 18 to 22.**

Much of the music we listen to today is a mixture of styles from various countries and time periods. A lot of music **(18)** \_\_\_\_\_ heard in many different countries around the world. Traditional, or folk, music is collected over decades, if not centuries.

Since music can tell us a lot about different cultures through its lyrics, melodies, and the instruments used, researchers and music fans see it as an essential part of history. They fear that traditional and older types of music are slowly disappearing, partly

because they are less likely to be written down or recorded, or because the format in which they are recorded is no longer in use. Also, **(19)** \_\_\_\_\_.

There is a growing effort to preserve music in its many forms. Some researchers create field recordings - recordings made outside of a recording studio - to capture live performances. For example, in the early 1900s, social scientist Frances Densmore made recordings of Native American songs that had been sung for many generations but were in danger of being forgotten. Researchers also transcribe old music by listening to old recordings - sometimes the only one of its kind left. **(20)** \_\_\_\_\_.

Collecting music is another form of music preservation. Some collectors are extremely passionate about their music and will spend a lot of time and money looking for things **(21)** \_\_\_\_\_. Their efforts help to document music of different cultures, genres, time periods, and places.

Now, modern technology makes it much easier to preserve music. Utilised to record music, **(22)** \_\_\_\_\_. Soon, losing a piece of music may be a thing of the past.

**Question 18.**     **A.** that stems from older traditional songs     **B.** whose origin is from older traditional songs

**C.** originating from older traditional songs     **D.** has roots in older traditional songs

**Question 19.**     **A.** without younger generations' interest, such music would not become extinct soon

**B.** younger generations may not find such music appealing, resulting in its disappearance

**C.** losing interest in this type of music, younger generations force it to disappear

**D.** younger generations might not be attracted to such music even if it can be lost forever

**Question 20.**     **A.** They try to write out the music so that it can be studied and played by modern musicians

**B.** Intending to write out the music, modern musicians find it easier to study and play it

**C.** The music that is studied and played by modern musicians should be written out

**D.** However difficult writing out the music seems, modern musicians try to study and play it

**Question 21.**     **A.** of which the discontinuity in production and sales for years

**B.** disappeared from production and sales for many years

**C.** that have not been produced or sold for many years

**D.** left the market and stopped being produced years ago

**Question 22.**     **A.** these recordings in our smartphones can be shared with others through the Internet

**B.** smartphones allow us to share these recordings with others through the Internet

**C.** the Internet gives us a chance to share these recordings with others using our smartphones

**D.** we can use smartphones to share these recordings with others through the Internet

**Read the following passage about cultural differences and mark the letter A, B, C, or D to indicate the correct answer to each of the questions from 23 to 30.**

Living in a foreign culture can be exciting, but it can also be confusing. A group of Americans who taught English in other countries recently discussed their experiences. They decided that miscommunications were always **possible**, even over something as simple as "yes" and "no."

On her first day in Micronesia, Lisa thought people were ignoring her requests. The day was hot, and she needed a cold drink. She went into a store and asked, "Do you have cold drinks?" The woman there didn't say anything. Lisa rephrased the question. Still, the woman said nothing. Lisa gave up and left the store. She later learned that the woman had answered her: She had raised her eyebrows, which in Micronesia means "yes."

This reminded Jan of an experience she had in Bulgaria. She had gone to a restaurant that was known for its stuffed cabbage. She asked the waiter, "Do you have stuffed

cabbage today?" He nodded his head. Jan **eagerly** waited, but the cabbage never came. In that country, a nod means "no."

Tom had a similar problem when he arrived in India. After explaining something in class, he asked his students if **they** understood. They responded with many different nods and shakes of their head. He assumed some people had not understood, so he explained again. When he asked again if they understood, they did the same thing. He soon found out that his students did understand. **In India, people nod and shake their heads in different ways depending on where they come from.** You have to know where a person is from to understand if they are indicating "yes" or "no."

**Question 23.** The word **possible** in paragraph 1 is closest in meaning to \_\_\_\_\_ .

- A.** simple                      **B.** likely                      **C.** temporary                      **D.** unusual

**Question 24.** What is indicated about Lisa in paragraph 2?

- A.** She finally got her drink after talking to the shop assistant.  
**B.** She failed to communicate with the shop assistant in her language.  
**C.** She misunderstood what the shop assistant meant.  
**D.** She found the shop assistant impolite and unhelpful.

**Question 25.** The word **eagerly** in paragraph 3 is opposite in meaning to \_\_\_\_\_ .

- A.** unwillingly                      **B.** carelessly                      **C.** honestly                      **D.** gradually

**Question 26.** The word **they** in paragraph 4 refers to \_\_\_\_\_ .

- A.** nods and shakes                      **B.** people in India                      **C.** students                      **D.** ways

**Question 27.** Which of the following best paraphrases the underlined sentence in paragraph 4?

- A.** Indian people cite their backgrounds as a reason for different head movements.  
**B.** Everyone in India chooses their backgrounds to nod and shake their heads differently.  
**C.** How people in India shake and nod their heads determines where they come from.  
**D.** In India, people use different head movements based on their region.

**Question 28.** Which of the following is NOT mentioned in the passage?

- A.** Tom struggled to understand his Indian students' head movements during class.  
**B.** All three people misinterpreted nonverbal communication due to cultural differences.  
**C.** Tom realised his misunderstanding right after he asked his students what they meant.  
**D.** Jan misinterpreted the Bulgarian nod, assuming it meant "yes" while it meant "no".

**Question 29.** In which paragraph does the writer mention a signature dish?

- A.** Paragraph 1                      **B.** Paragraph 2                      **C.** Paragraph 3                      **D.** Paragraph 4

**Question 30.** In which paragraph does the writer explore how it is important to recognise regional differences?

- A.** Paragraph 1                      **B.** Paragraph 2                      **C.** Paragraph 3                      **D.** Paragraph 4

**Read the following passage about FarmVille and mark the letter A, B, C, or D to indicate the correct answer to each of the questions from 31 to 40.**

Imagine owning a farm where the sun always shines, the crops always grow, and the animals are always healthy. Imagine friends visiting for a while to help feed the animals and clean the farmyard. Now imagine selling those crops and using the money to make your farm bigger and better. This is the world of FarmVille, an online game that players access through the Facebook website. FarmVille currently has a population of over 82 million – about the same as Germany. **[I]** When new players join FarmVille, they receive some 'farm coins' (the special FarmVille currency), some seeds, a plough, and a farm with six fields. **[II]** They plant the seeds and sell the crops to get extra 'farm coins'. **[III]** Eventually, they can buy more land too and make their farms bigger. **[IV]**

For most players, it's a relaxing hobby – a change from the **pressures** of modern city life. Kate Jones is a 25-year-old who lives and works in central London. She grew up in the countryside. She says FarmVille reminds her of her childhood. She's growing wheat and flowers, and she's got some apple trees. She's also keeping chickens and cows. She says that she finds keeping animals **therapeutic**.

Some experts have warned of the dangers of FarmVille and other online games. **They** say that the games are addictive, with players spending up to eight hours a day on the computer. They also say that even 'free games' can be expensive. FarmVille players can use real money to buy extra 'farm coins' for their farm. You can buy \$240 of 'farm coins' for \$40 of real money. **There are stories of children spending hundreds of dollars on their parents' credit cards to buy virtual money for their online games.**

Despite these worries, the population of FarmVille keeps growing as fast as its virtual fruit and vegetables. And while the crops and the animals in FarmVille are imaginary, the

money is real. Zynga, the company who invented FarmVille, makes an estimated \$500,000 a day from its Facebook games.

**Question 31.** Where in paragraph 1 does the following sentence best fit? **They use these coins to buy more seeds and also animals for their farm.**     **A. [I]**     **B. [II]**     **C. [III]**     **D. [IV]**

**Question 32.** According to paragraph 1, what is NOT indicated about FarmVille?

- A.** FarmVille is an online game available on Facebook.
- B.** Players can expand their farms by earning and spending farm coins.
- C.** New players start with a farm, seeds, coins and a plough.
- D.** FarmVille allows players to raise animals from the beginning.

**Question 33.** The word **pressures** in paragraph 2 is opposite in meaning to \_\_\_\_\_. .

- A.** complexities     **B.** pleasures     **C.** experiences     **D.** preferences

**Question 34.** The word **therapeutic** in paragraph 2 can be best replaced by \_\_\_\_\_. .

- A.** appropriate     **B.** unlimited     **C.** flexible     **D.** comforting

**Question 35.** Which of the following best summarises paragraph 3?

- A.** Experts warn FarmVille and similar games are addictive, costly, and can lead to excessive spending, even using real money for virtual items.
- B.** Online games like FarmVille are addictive, with players spending hours daily and sometimes using their virtual coins in place of real money.
- C.** FarmVille players can spend real money on virtual coins, with reports of children charging hundreds on parents' credit cards.
- D.** FarmVille and other games are addictive, time-consuming, and expensive, as players always use real money to buy virtual coins, risking financial harm.

**Question 36.** The word **They** in paragraph 3 refers to \_\_\_\_\_. .

- A.** online games     **B.** experts     **C.** players     **D.** stories

**Question 37.** Which of the following best paraphrases the underlined sentence in paragraph 3?

- A.** Had children asked for permission, they would not have spent hundreds of dollars on their parents' credit cards for online games.
- B.** Only if parents had monitored their credit cards would children have avoided spending hundreds of dollars on virtual money for games.
- C.** So careless were parents with their credit cards that children spent hundreds of dollars buying virtual money for their online games.
- D.** There are children who have made purchases worth hundreds of dollars using their parents' credit cards to obtain virtual currency in online games.

**Question 38.** Which of the following is TRUE according to the passage?

- A.** Unlike other online games, FarmVille is time-consuming and costly due to real money purchases.
- B.** FarmVille players have to use their real money in exchange for virtual coins so that they can start raising crops and animals.
- C.** Kate Jones uses FarmVille as a way to reconnect with her rural upbringing, found in the virtual farming activities.
- D.** Earning 'farm coins' through planting and selling seeds, a majority of FarmVille players strive to expand their farms.

**Question 39.** Which of the following can be inferred from the passage?

- A.** The drawbacks of playing FarmVille are overshadowed by its financial benefits, making it a powerful game.
- B.** It is the company inventing FarmVille that benefits the most from the challenges its players may encounter.
- C.** There is a disparity between Zynga's gains and the potential drawbacks experienced by FarmVille players.
- D.** Kate Jones values FarmVille for its entertainment and emotional benefits rather than as a financial opportunity.

**Question 40.** Which of the following best summarises the passage?

- A.** FarmVille allows players to grow crops, expand farms, and enjoy emotional benefits, but concerns about addiction and real money spending persist, making it less appealing to potential players.
- B.** With 82 million players, FarmVille provides a virtual farming escape to raise crops and animals, but experts highlight addiction risks, while Zynga profits heavily from in-game purchases.

**C.** FarmVille, a popular Facebook game, offers players a virtual farming experience, but experts warn of addiction and financial risks, despite its relaxing appeal and Zynga's significant daily profits.

**D.** FarmVille combines virtual farming fun with entertaining benefits, but its addictive nature and real-money spending risks are deeply concerning, especially for young players, despite Zynga earning \$500,000 daily from the game.