

SECTION I. LISTENING (50 points)

HƯỚNG DẪN PHẦN THI NGHE HIỂU

- Bài nghe gồm 4 phần; mỗi phần được nghe 2 lần, mỗi lần cách nhau 05 giây; mở đầu và kết thúc mỗi phần nghe có tín hiệu. Thí sinh có 20 giây để đọc mỗi phần câu hỏi.
- Mọi hướng dẫn cho thí sinh (bằng tiếng Anh) đã có trong bài nghe.

Part 1. You will hear a new business owner enquiring about courses. For questions 1-7, complete the notes below with NO MORE THAN THREE WORDS AND/OR A NUMBER for each answer.

BUSINESS NATIONWIDE	
Courses available:	
Name of Course:	(0) <u>Getting Started</u>
Time:	Two hours from (1) _____
Cost:	Free
Course Content:	Is starting a business right for me? Writing a (2) _____ Some legal issues
Nearest Location:	Handbridge
Next Course Date:	20th March
Name of Course:	Business Basics
Length of course:	three days
Cost:	(3) _____ or £20 for recently unemployed
Course Content:	Day One: Legal Issues Day Two: Marketing and Pricing Day Three: Accounting and (4) _____ Renton
Nearest Location:	5th March or (5) _____
Next Course Date:	
CALLER'S DETAILS	
Name:	(6) _____
Address:	(7) _____, Eastleigh
email:	<u>lila.park@rainbow.com</u>

Part 2. You will hear a man called André Laroque talking about a luxury railway journey in Canada. For questions 8-15, complete the sentences with NO MORE THAN THREE WORDS for each answer.

A four-night trip on the Canadian Pacific Railway

- André says that the route his train took is (8) _____ kilometres long.
- André was particularly impressed by how (9) _____ the mountains along the route are.
- André says that pictures of trains on (10) _____ have made the Canadian Pacific internationally famous.
- André was pleased to find that he had his own (11) _____ in his compartment on the train.
- André was surprised that there was only one (12) _____ for the sixteen passengers.
- During dinner on the train, André listened to live (13) _____ music.
- As they went down a hill called Big Hill, André saw a lot of (14) _____ coming from the train.
- Towards the end of his journey, André saw the biggest (15) _____ of its kind in North America.

Part 3. You will hear a project management meeting. For questions 16-20, decide whether the following sentences are true (T) or false (F).

- 16. The project is important because it will improve what the company is offering the customer.
- 17. Akiko is the best person to do the customer survey questionnaire because she normally handles the company's marketing initiatives.
- 18. Matteo initially asks for a reduction in his targets.
- 19. John's immediate response to Barbara's offer to help Matteo is enthusiastic.
- 20. It's important that Matteo does the designs because a client has asked specifically for him.

Part 4. You will hear a part of a radio programme about a professional dancer. For questions 21-25, choose the answer A, B, C, or D which fits best according to what you hear.

- 21. What does Ross mention about his current professional life?
 - A. He enjoys the opportunity to work on his acting skills.
 - B. He is actively involved in dance routines planning.
 - C. He believes that his task is to make choreography come alive.
 - D. He finds it interesting to plan the classes in a responsible manner.
- 22. According to Ross, the biggest issue is
 - A. finding enough work contracts.
 - B. staying fit and healthy.
 - C. picking which company to work with.
 - D. efficient time-managing.
- 23. Ross says he most enjoys working with other dancers who
 - A. support others and are fun to be with.
 - B. have ambition and strive for perfection.
 - C. friendly and know how to communicate.
 - D. energetic and creative.
- 24. What does Ross say about the atmosphere in the two companies he worked with?
 - A. Both are committed to dancing.
 - B. The way they approach to dancing is very different.
 - C. One of the companies is more enjoyable to work with than the other.
 - D. They have their own way to show dancer's style.
- 25. What plans does Ross have?
 - A. find employment in the movies
 - B. become a teacher for younger dancers
 - C. start a business of his own
 - D. study a different field

SECTION II. GRAMMAR AND VOCABULARY (30 points)

Part 1. Choose the best answer A, B, C or D to complete each sentence.

26. He showed _____ haste when he made the decision before he knew all the facts.
A. expressive B. undue C. unjust D. exaggerated
27. Students must get parental _____ to go on the excursion.
A. accord B. consent C. concurrence D. obedience
28. The bank robber was given two five-year sentences, one for each robbery, but luckily for him they were to run _____.
A. consequently B. consecutively C. concurrently D. conspicuously
29. The new tax was so unpopular that the government _____ the legislation the following year.
A. renounced B. repealed C. withdrew D. seceded
30. Inexpensive apartments are hard to _____ in this area.
A. come into B. come across C. come by D. come to
31. He took me _____ because he wanted to ask a favor, and didn't want to be overheard.
A. aside B. nearby C. alongside D. over
32. Kelly insists I was there, but I've got no _____ of the concert at all.
A. memoir B. recollection C. misgiving D. commemoration.
33. At first the police believed he had committed the murder, but he had a _____ alibi.
A. waterproof B. waterborne C. water-repellent D. watertight
34. Don't tease him. He's wet behind the _____ and he'll believe anything.
A. nose B. wrists C. head D. ear
35. Her story seems to be true _____ we have been able to verify the details.
A. as much as B. despite that C. insofar as D. due to
36. Everybody here knows each other well enough for us to _____ the formalities.
A. dispense with B. lay off C. write off D. rule out
37. She always _____ her heart and soul into her work.
A. puts B. packs C. brings D. lends
38. "John hasn't arrived yet."
"Don't worry. _____ he's stuck in traffic."
A. Likelihood is B. Chances are C. Chance is D. Probabilities are
39. Sue didn't wave when we drove past. She _____ it was us.
A. couldn't realize B. might not have realized
C. wasn't able to realize D. might not realize
40. Six muggings were reported in town today, but that's just _____ because most such crimes go unreported.
A. the tip of the iceberg B. The best of both worlds
C. the last straw D. The elephant in the room

Part 2. The sentences below contain mistakes. Identify them and write their correct forms in the space provided in the column.

41. It's a well-known fact that these rainforest plants are beneficent for mental health and their compounds can be used in modern medicine.
42. This is hard the time to go on a shopping spree. You're supposed to be saving your money, not spending it.
43. Luke was too busy to do his homework to come to the game with us.

44. Green lifestyle has been adapted by many young people in the world, which shows fundamental changes in their attitude.

45. The moon is clearly visible from the naked eye.

Part 3. Use the most suitable form of the words in brackets.

46. The newspaper had sad photos of skinny, _____ (NOURISH) children who were suffering from the famine.

47. My little brother was born with a _____ (FORM) foot, but the surgery was successful and now he can walk without problems.

48. My sister loves to wear perfume, but she uses so much that the scent is almost _____ (POWER).

49. He denied the accusation _____ (CONVINCE), which made me think he was guilty.

50. Socrates was known for his _____ (SCRUPLE) adherence to the truth and his refusal to compromise.

51. Rachaela knew she could read well but was virtually _____ (NUMBER).

52. I am deeply _____ (DEBT) to my family for all their help.

53. The architect was instructed to keep _____ (ORNAMENT) to a minimum.

54. It would be _____ (PASS) on their hospitality to accept any more from them.

55. A new breed of _____ (SAY) has already been prophesying the virtual demise of the Indian manufacturing industry.

SECTION III. READING COMPREHENSION (60 points)

Part 1. Read the following passage and choose the correct answer A, B, C, or D for each blank. (10 pts)

No news is good news ... or is it?

A key principle in information economics is that it's always better for businesses to reveal bad news than conceal it. That's because customers are (56) _____ to be rational decision-makers who will (57) _____ any gap in information as a deliberate cover-up. (The third option, lying about bad news, is a different matter entirely; we have to (58) _____ the assumption that cheats never prosper.)

Imagine two car manufacturers conduct safety tests. One scores 10/10, which it proudly announces; the other scores (59) _____ 3/10, and is therefore tempted to keep quiet. However, according to information theory, customers will (60) _____ the gap and assume the worst – perhaps even that the true score was even lower.

The problem is, the theory (61) _____ when tested on real people. Bizarrely, in the (62) _____ of any facts, many participants in experiments assume a median score, in this case 5/10, even when information theory predicts far more (63) _____. Worse, they tend to doubt the credibility of genuinely high scores, despite having been told explicitly that the rules of the game forbid lying.

So it seems that no news really is good news, at least for (64) _____ companies sitting on poor results. But as customers, we need to be far more (65) _____ of information gaps.

- | | | | |
|---------------------|--------------------|---------------|-----------------|
| 56. A. presumed | B. surmised | C. inferred | D. deduced |
| 57. A. evaluate | B. construe | C. render | D. deduce |
| 58. A. work on | B. follow through | C. take in | D. allow for |
| 59. A. a stark | B. a sheer | C. an utter | D. a mere |
| 60. A. do away with | B. come up against | C. pick up on | D. get round to |

- | | | | |
|-------------------|------------------|-----------------|-----------------|
| 61. A. subsidizes | B. unravels | C. undermines | D. disentangles |
| 62. A. absence | B. shortage | C. lack | D. dearth |
| 63. A. ambiguity | B. indecision | C. scepticism | D. dissent |
| 64. A. degrading | B. treacherous | C. extortionate | D. unscrupulous |
| 65. A. wary | B. knowledgeable | C. ignorant | D. concerned |

Source: Ready for C2 Workbook

Part 2. Read the text below and think of the word which best fits each space. Use only ONE word in each space. (10 pts)

Doomscrolling

You know the feeling. You absent-mindedly grab your phone to scroll (66) _____ the day's news, but every story seems to be about how the world is going to the dogs. As you keep reading in the vain hope (67) _____ finding nuggets of good news among the endless reports of war, crime, disease and climate crisis, you spiral deeper (68) _____ despair. Before you know it, you're unable to tear (69) _____ away from the constant stream of doom-filled news.

The term 'doomscrolling' appears to (70) _____ been coined around 2018, but (71) _____ was during the pandemic of the early 2020s that it really took off, as people with too much time (72) _____ their hands took to social media to keep (73) _____ of the unfolding crisis and find out if their lives would ever return to normal.

Recent research suggests that doomscrolling is harmful to our mental and physical health, exacerbating stress, anxiety and other problems. Around 16.5% of respondents admitted to (74) _____ severely impacted by overconsumption of bad news, (75) _____ a further 27.3% reporting moderately problematic behaviour.

Source: Adapted from Ready for CAE workbook

Part 3. Read an extract from an article and choose the answer A, B, C or D that fits best according to the text. Write your answers in the corresponding numbered boxes provided. (10 pts)

Making a living

It is my opinion that literature is at the same time and at once the most intimate and the most articulate of all the art forms. It is impossible for it to impart its effect through the senses or the nerves as can other forms of art; it is beautiful only through the intelligence of both the reader and writer; it is the mind speaking to the mind; until it has been put into absolute terms, of an invariable significance, it does not exist at all. It is able to awaken one emotion in one person and a totally different emotion in another; if it fails to convey precisely the meaning of the author, if it isn't an expression of him or her, it says nothing, and thus it is nothing. So that when a poet has put their heart and soul, more or less, into a poem, and has sold it to a magazine, the scandal is far greater than when a painter has sold a picture to a paying patron, or a sculptor has modelled a statue to order, or a photographer has produced a landscape photograph for a popular magazine. These are artists less articulate and less intimate than the scribe; they are more removed from the work they produce; they are often less personally involved in their work; they part with less of themselves.

That Tennyson, Longfellow and Emerson sold their poems and essays — works in which they had couched the most mystical messages their genius was charged to bequeath to mankind — does not, however, diminish the virtuosity of their achievements. They submitted to the conditions from which no one can escape, which are nonetheless the conditions of hucksters because they are generally imposed upon poets and writers. If it will serve to make my meaning clearer, we will suppose that a poet has been crossed in love, or has suffered some bad fortune or some real sorrow, like the loss of a wife or child. He pours out his broken

heart in verse that shall bring tears of scared sympathy from his readers, and an editor pays him a hundred pounds for the right of bringing his verse to their notice and for allowing them to print it in their publications. It is perfectly true that the real reason that the poem was written was not for the monetary benefit, but it is also perfectly true that it was sold for it. The poet is forced into using his emotions to pay his bills; he has no other means of making a living; society does not propose to pay his bills for him, after all, so what choice does he really have? Yet, at the end of the day, the **unsophisticated** witness finds the transaction ridiculous, repulsive, and, to a great extent, exploitative. But deep down they are perfectly aware that if our civilisation did not at every moment violate the relationships we undertake in the world, the poet's song wouldn't have been given to it, and the scribe wouldn't have been **extolled** by the whole of humanity, as any human should be who does the duty that every human owes it.

The instinctive sense of the dishonour which money brings to art is so strong that sometimes men and women of letters able to pay their bills, to pay their way through other means, refuse money for their work, as Lord Byron did, from a noble conscience. [A] But Byron's publisher profited from a generosity which did not reach his readers; and the Countess Tolstoy collects the copyright royalties which her husband forgoes; so that these two instances of protest against business in literature may hardly be said to have shaken the world of commerce in literature to the core of its money basis. [B] Still, I would very much doubt if there are enough to affect the fact that literature has become business as well as art. [C] At present, business is the only human solidarity; we are all bound together with that chain, whatever the interests, tastes and principles that otherwise separate us. [D]

Source: [Reading Comprehension Practice Questions](#)

76. According to paragraph 1, writers are different from other kinds of artists in all of the following aspects, EXCEPT
 - A. the familiarity and expressiveness of their works.
 - B. their degree of expertise.
 - C. the amount of scandal experienced when selling their artworks.
 - D. their level of commitment.
77. The author implies that writers

A. are not sufficiently paid for their work.	B. are incompetent in business.
C. profit against their will.	D. are greedy.
78. What does the author lament about Tennyson, Longfellow and Emerson?

A. They wrote mystical poems.	B. They had to sell their poetry and essays.
C. They were not appreciated in their time.	D. They were prolific poets.
79. What does the author propose that writers and artists should do?
 - A. Make the best of a bad situation.
 - B. Attempt to induce society to change its values.
 - C. Withhold their work until they gain recognition.
 - D. Produce purely commercial, rather than original work.
80. What does the author say about creators accepting payment for their works of literature or art?
 - A. The works of art can be justified in terms of society's wants and desires.
 - B. They are part of the degeneration of the human condition.
 - C. They are writing and painting solely for monetary gain.
 - D. They share their life experiences with society.
81. The word **unsophisticated** in paragraph 2 is closest in meaning to _____.

A. unintelligible	B. unintelligent	C. unworldly	D. unconcerned
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82. The word **extolled** in paragraph 2 could be best replaced by _____.
 A. praised B. rewarded C. exclaimed D. justified
83. According to the author what did Lord Byron do?
 A. He didn't financially gain from his literary pursuits.
 B. He combined literature with business.
 C. He copyrighted his work to help his wife.
 D. He became well-known in the business community.
84. In the text, look at the marks [A], [B], [C] and [D] that indicate where the following sentence could be added to the passage.
I know of no others but there may be many that exist of whom I am culpably ignorant.
 Where would this sentence fit best?
 [A] [B] [C] [D]
85. The writer of the article seems to suggest that
 A. writing literature is a good way to get rich quickly.
 B. the integrity of works of literature is not greatly undermined by their commercialism.
 C. literature is appreciated by businessmen and professionals generally.
 D. literature causes divisions amongst people.

Part 4. Read the following passage then do the tasks that follow. (20 pts)

The validity of therapeutic play

A The debate over the negative or positive impact of video games has been in existence for as long as the games themselves and shows little sign of reaching a conclusive end. Advocates of gaming maintain that playing games teaches leadership abilities and time-planning, as well as promoting teamwork and training participants in transferable life skills such as speed-typing and language use. The opposition contend that overexposure is linked to hyperactive and aggressive behavior, lack of interest in other activities, and even has a detrimental effect on quality of sleep. Though this discussion shows no sign of waning, in all likelihood, video games have become a permanent addition to our society. However, aside from their entertainment value, video games have been found to have viable applications in certain medical fields; as their significance becomes recognized, they are being assimilated into courses of treatment and rehabilitative therapy.

B The therapeutic benefits of video games are becoming gradually apparent; specialists have begun to see how the positive reinforcement that players receive from inbuilt game reward systems — such as levels or 'loot' — serves as personal motivation and creates a sense of achievement. Developing this 'fighting spirit' is crucial to patients who are undergoing difficult or prolonged courses of treatment. The impact of poor mental well-being on physical condition has long been recognized by the medical community, and the mental resilience that video games build up is a valuable trait for negotiating the difficulties of extended therapy.

C Appreciation of this has led to an increasing trend of incorporating video games into courses of therapy and, in some cases, even using them as a method for delivering the treatment itself. Perhaps the best example of this is the use of real-time, movement-controlled video games, known as 'exergames', in the physical rehabilitation of patients recovering from strokes. After a stroke, damage to the central nervous system often leaves patients with restricted movement in certain parts of the body. Although this damage can be repaired, the road to recovery entails long months of tiring physical therapy and mental frustration. Nerve damage to the arms is particularly difficult to recover from; many patients succumb to the natural temptation to perform tasks faster and more easily with their fully functional 'good' arm, meaning that the afflicted arm does not receive the practice and exercise it needs. Early muscle activation is the key to a good recovery; if

preferred use of the 'good' hand becomes habitual, recovery may be delayed significantly. One of the most effective techniques for countering this is known as CIMT (Constraint-Induced Movement Therapy). The 'good' hand is literally bound, preventing its use, while the affected hand performs everyday repetitive tasks. While proving to be statistically effective, this high-intensity therapy can be extremely tiring for the patient, both physically and psychologically, and can usually only be carried out for short periods of time.

D Gaming technology is able to ameliorate this. By wrapping the affected hand in a motion-sensory glove, patients are able to transport their movements into the world of a video game. The key to this adaptation is the immersive nature of video games; when engaged in game play, patients tired less quickly and, in fact, estimated their time spent playing at around 75% less than it actually was. Since the activities in-game require the player to mimic actions such as climbing, pushing, etc., the movements do not differ vastly from the movements of the conventional therapy — but the mental stimulation of the video game environment means that patients try harder and for longer without experiencing the same levels of fatigue or negative emotion.

E This same immersive nature is the reason that gaming is not only relevant as an active form of physical rehabilitation, but is also used to help patients with behavioral or social disorders — particularly children who are still in developmental stages. An estimated 6 in 1000 children are diagnosed with a form of autism, a neurobehavioral disorder which typically manifests itself as difficulty communicating with or relating to others, overall impairment in social interaction and repetitive or inflexible behavioral traits.

F Among other things, children diagnosed with autism find it difficult to understand outside perspectives or control intense emotions. This leaves them less able to suppress their feelings or release them in a socially acceptable manner. Involvement in gaming of any form familiarizes children with established social behavior and exposes them to the positive and negative aspects of life in a controlled environment. This provides a form of 'brain training' which helps regulate mental impulses in the outside world. Aside from aiding emotional growth, these games boost fundamental childhood 'rules' — such as 'being a good loser', or 'taking turns'.

G At a more complex level, MMOs (Massively Multiplayer Online games) can be used to teach peer cooperation, independent decision making and wide-ranging social interaction. What separates this form of online gaming from single-player gaming is the wide pool of social contact and the degree of communication required to participate. The artificial community which builds up around online games has proved effective in both attracting and enabling participation from otherwise reticent children and, to this end, there are even purpose-built game servers where children with autism and other social or learning difficulties can develop and practice their skills in a protected environment. In a sheltered in-game setting, they are more likely to feel confident about experimenting with their social abilities, and this practice can then extend to external situations. The structure of the game on these servers often differs slightly from the regular model so as to better convey learning points such as respect for the environment, or consequences of actions on others. Most importantly, such communities reinforce a defined set of social 'rules' which are applicable in the non-game world. Once following these rules online becomes familiar to children, they feel more confident about using their skills in the real world. This could be as simple as greeting someone new to the game and making them feel welcome, or as complex as being considerate towards others or expressing sympathy.

Source: <https://www.cliffsnotes.com/study-notes/13097865>

Questions 76-80

Reading Passage has seven paragraphs, **A—G**. Choose the correct heading for paragraphs **B-D** and **F—G** from the list of headings below.

List of Headings

- i Gaming in the field of physical therapy
- ii An unresolved social debate
- iii Creating a game to mirror real-world conditions
- iv The limitations of conventional therapy
- v Disproving negative assumptions about online gaming
- vi The game world as a social model
- vii The impact of poor physical health on the mind
- viii The key to emotional maturity
- ix Gaming as an academic learning tool
- x Improving patient morale

<i>Example</i>	<i>Answer</i>
Paragraph A	ii

- 76. Paragraph B _____
- 77. Paragraph C _____
- 78. Paragraph D _____
- 79. Paragraph F _____
- 80. Paragraph G _____

Questions 81-85

Do the following statements agree with the information given in Reading Passage? Write

- TRUE if the statement agrees with the information
- FALSE if the statement contradicts the information
- NOT GIVEN if there is no information on this

- 81. Despite overwhelming evidence to the contrary, many people believe video games cause hyperactivity in children.
- 82. The realization that positive motivation (i.e. that provided by video games) can have a beneficial effect on patient health is a new one.
- 83. Though effective, CIMT cannot be undertaken for long periods of time due to the levels of stress it causes patients.
- 84. Patients undergoing therapies in the form of gaming overestimated the length of time they spent playing.
- 85. The mental stimulation provided by the interactive environment meant that patients continued to attempt the exergames long after they began to feel physically tired.

Part 5. You are going to read a part of a blog on the Internet, where people have sent in accounts of their earliest childhood memories. For question 86-95 choose the people A-D. The people maybe chosen more than once. (10 pts)

Memories of our childhood

A. Michael Richardson

My earliest memory is of being held on someone's lap on a porch swing in front of my great grandmother's farm house. I was describing the memory once to my mother and I gave her a walkthrough of the house, the layout of the rooms and the memory of two bench swings facing each other on each side of the front door on the porch. My mum got kind of quiet and then called my grandmother to verify a date and told me that I was describing a house that was sold when I was 18 months old. I still have never seen a picture of the front of the

house to verify for myself but I'll take my grandmother's word for it.

B. Mary O'Malley

The first thing I recall must have happened right after my family moved to our second flat. I was somewhere between 18 months and 2 years old and had just gotten my first 'grown-up bed' which I kept falling out of. Since we didn't have one of those side-rails so prevalent today, mom got creative and put the vinyl high back chairs around my bed like a fort. I woke up one morning to find myself slowly falling from the bed - the chairs pushing out away from me in slow-motion. I thought this was great fun to fall out of bed so slowly! I remember crawling (because I was sleepy and being silly not because I couldn't walk) to find mom in her bright sunny room, working at her desk on some bills.

C. Martin Green

The earliest thing I can remember is sitting in my crib, in a house we moved out of when I was about nine months old, and leaning to try to see my mother in the kitchen, right across from my door. That is the only clear memory I have from that house, but I have many from the one we lived in for the following year. Once when I was in my twenties I walked into a public place with my mother and stopped and said, 'We used to have this tile in our kitchen.' She looked at it for a minute, then looked at me as if she was expecting it and said, 'We moved out of that house before you were two.' I guess you get to know the floor pretty well when you're only two feet tall!

D. Ann Clark

I know a lot of people have clear memories of their early childhood. I don't. Instead they are flashes of events over a period of time. Some of the events were major and some were minor. Despite my dislike for the sun they are all sun-drenched - I don't have many memories of winter in my early years, and I'm not sure why that is. The first big memory I have does have a date attached: Christmas Day when I was six. We weren't able to make our annual trip to the coast that year because of financial restraints, so we were watching the news on the TV. What I saw was horrible. A child standing by a destroyed house, clutching a doll, with tangled tinsel all around her. The night before Cyclone Tracy had destroyed 70 percent of a nearby town. I also remember the red cross vans going up our street getting donations, and the town hall where the donations were being collected. It seemed like the goods were piled to the roof.

Which person:

- 86. has a memory that involved not having something in their room?
- 87. had their age at the time of the memory verified by someone?
- 88. has an upsetting early memory?
- 89. had the earliest first memory?
- 90. surprised a relative with their memory?
- 91. remembers a parent working?
- 92. does not have clear and detailed early memories?
- 93. recognized something years later?
- 94. remembers a positive feeling?
- 95. remembers one season more than others?

Source : Successful FCE Practice Tests

SECTION IV. WRITING (60 points)

Part 1. The table below gives information on consumer spending on different items in five different countries in 2020. Describe the information in the table and make comparisons where relevant. You should write about 150 words.

PERCENTAGE OF NATIONAL CONSUMER EXPENDITURE BY CATEGORY – 2020

Country	Food/Drink/Tobacco (%)	Clothing/Footwear (%)	Leisure/Education (%)
Ireland	28.91	6.43	2.21

Italy	16.36	9.00	3.20
Spain	18.80	6.51	1.98
Sweden	15.77	5.40	3.22
Turkey	32.14	6.63	4.35

Part 2. Write an essay of about 250 words on the following topic:

In the circumstances of the present-day world, children should be given every encouragement to regard the learning of several languages as normal, to suggest the contrary seems both prejudiced and harmful.

Discuss the statement and give your opinion

Discuss both views and give your opinion.

===== THE END =====