

ΓΡΑΠΤΕΣ ΠΡΟΑΓΩΓΙΚΕΣ ΕΞΕΤΑΣΕΙΣ ΜΑΪΟΥ-ΙΟΥΝΙΟΥ 2019  
ΣΤΑ ΑΓΓΛΙΚΑ

ΟΝΟΜΑΤΕΠΩΝΥΜΟ: ..... ΤΜΗΜΑ: .....  
ΑΡ.: .....

ΤΑΞΗ: Α

ΗΜΕΡΟΜΗΝΙΑ:

ΔΙΑΡΚΕΙΑ: 2 ώρες και .30 λεπτά

ΩΡΑ:

ΒΑΘΜΟΣ:

ΑΡΙΘΜΗΤΙΚΩΣ: .....

ΟΛΟΓΡΑΦΩΣ: .....

Υπογρ. Καθ.: .....

- Να γράψετε στο φύλλο εξέτασης τα στοιχεία σας (ονοματεπώνυμο, τμήμα, αριθμό καταλόγου τάξης,).
- Δεν επιτρέπεται η χρήση διορθωτικού υγρού (Tirrex) ή ταινίας.
- Το εξεταστικό δοκίμιο αποτελείται από 8 (οκτώ) σελίδες.

PART I : READING

PART II: WRITING

## PART I: READING COMPREHENSION (45 MARKS)

### READING A (15 marks)

You are a High School student. You are travelling to London on a school trip. During your stay, you have come across some short texts in English such as signs and messages. Look at each text. What does it say? Choose the most appropriate answer. (5x3=15 marks)

1. What does this notice say?

- a. You must not open the window
- b. The windows do not open
- c. You must not put your head out of the window

Do not lean out of the train window or open the door while the train is moving.

2. What does this sign mean?

- a. Wait for the green light before opening the door
- b. Turn off the green light when you open the door
- c. Do not open the door when the green light is on

Do not open the door until the red light has gone off and the green light comes on

3. This fitness centre is used ....

- a. by visitors or people who stay in the hotel
- b. by people who live nearby the hotel
- c. by residents, guests and the hotel staff

Fitness Centre  
Hours 7.00 am – 10.00 pm  
Residents and guests only

4. During your appointment.....

- a. you use your mobile phone if you are kindly requested
- b. you avoid using your mobile phone
- c. you use your mobile phone whenever is necessary

During your appointment we kindly request that you refrain from mobile phone use

5. What does this sign mean?

- a. This is a private property but access is available to locals
- b. No one is allowed to enter this property without the permission of the landlord
- c. This is private property but it can be easily entered with no restrictions

Private property  
Access prohibited  
without permission of owner

## READING B (20 marks)

**B1. Read the text about a game that changed the way computer games were developed. Then look at the sentences at the end of the text and put a tick (✓) in the right box. (6X2.5=15 marks)**

### **The game that made history**

Action and excitement, thrills and challenges: surely these are the ingredients that keep everybody hooked on computer games? Wrong! One of the best-selling computer games has none of these ingredients. Have you ever enjoyed putting out the rubbish? What about sleeping or studying? It all sounds really dull, but that's what you get in this game. In case you haven't guessed yet, I'm talking about *The Sims*. In fact the publishers didn't think it would sell very well, but they were wrong! *The Sims* has sold several million copies worldwide since it came out in 2000. Of course, part of the reason for this is that computer games have become more popular. Now they're very versatile: you can play *The Sims* online or use a portable console to play anywhere, anytime. I've had a console for about a year now, and it's definitely my favourite hobby!

To understand why I chose to review *The Sims*, you need to know a bit about the history of computer games. Most of my friends like traditional games which involve sports or battles. In these games the objective is clear: you win by scoring more points than your opponent. You need fast reactions and good concentration, too, as most games are very interactive and respond to lots of different input from the user. Games have changed a lot over the past few years. Now most action-packed films, like *Harry Potter* and *Lord of the Rings*, exist as computer games. Why? Because good games usually need a hero and a battle between good and evil. However, none of these ideas influenced Will Wright, the man who created *The Sims*. He wanted to create a 'real' world.

As a boy, Will was a quiet, intelligent bookworm who wanted to be an astronaut. He still collects robots and pieces of space equipment! Will's interest in unusual things eventually led him to games design. *The Sims* began when Will created a game to design a dream home with beautiful graphics. When players tested it, they were disappointed that there was no-one to live in the homes, so Will created little people for this new world. The game testers loved it and so *The Sims* was born. There are loads of different Sims games, but the best version I've ever played is *The Sims 2*, because the artificial intelligence makes the characters even more real.

I would recommend this game for lots of different reasons. My sister and I love it because you can create characters who look like you and your friends. We've just made a Sim who looks like my teacher! In many ways Sims are just like real people. You can even programme their personalities, but their moods can change, so one Sim may respond differently each time you play.

My only criticism of *The Sims* is that you need a lot of patience. Sims are very hard to train - you have to wake them up and make them work and teach them to clean their homes. They don't always do what you want.

I would like to summarise by adding that one of *The Sims*' best features is the ability to create your own 'story' world, with a huge range of characters. This might be why around 60 percent of Sims players are girls and women. In fact, *The Sims* is so popular that people say Will Wright has completely changed computer gaming.

If you haven't already played this game, you should definitely try it!

	TRUE	FALSE
1. The review is about a very popular game.		
2. Many computer games require speed and attention.		
3. Game testers liked Will's first idea for The Sims		
4. The Sims' characters are very predictable.		
5. The reviewer dislikes teaching Sims what to do.		
6. The majority of Sims players are male.		

**B2.**

**Give brief answers to the following questions based on the text given above.**

**(5 marks)**

1. How is the Sims different from games like Harry Potter or Lord of the Rings?

(1 mark)

.....  
.....

2 Why does the writer prefer The Sims 2? (2 marks)

.....  
.....  
.....

3 What kind of characters can you create? (2 marks)

.....  
.....

**C. SUMMARY (10 marks)**

**Read the following article and write a summary of the story of Coca Cola. Write about 60 words. Use your own words as far as possible without changing its original meaning.**

**The Story of Coca - Cola**

*What is the most recognizable object in the world? Could it be a football? Or a Big-Mac? No, the answer is a Coca-Cola bottle. The famous Coca-Cola bottle is almost 100 years old!*

Football and big macs are certainly part of life for lots of people; but Coca-Cola is now a permanent part of world culture. People know and drink Coca-Cola all over the world.

It is said that the Coca-Cola bottle is the most recognised object in the world. Hundreds of millions of people can recognise a Coke bottle by its shape, even if they cannot see it! And the famous Coca-Cola logo is the most famous logo in the world. Unlike any other famous commercial logo, it has not changed in 100 years!

But the story of Coca-Cola is even older than that. It was in 1886 that John Pemberton, a druggist in Atlanta, Georgia, invented a new type of syrup, using coca leaves, sugar and cola nuts, plus a few other secret ingredients! Pemberton sold it as a medicine; and with its coca (the source of cocaine), it must have made people feel good!

Nevertheless, Pemberton's medicine was not very successful, so he sold his secret formula to another druggist, Asa Candler. Candler was interested, because he had another idea; he thought that Pemberton's "medicine" would be much better if it was mixed with soda.

Candler was thus the man who really invented the drink Coca-Cola. At first, he sold it in his drugstore; then he began selling the syrup to other drugstores, who used it with their soda fountains. Candler also advertised his new drink, and soon people were going to drugstores just to get a drink of Coca-cola.

Before long, other people became interested in the product, including a couple of businessmen who wanted to sell it in bottles. Candler sold them a license to bottle the drink, and very quickly the men became millionaires. The famous bottle, with its very distinctive shape, was designed in 1916.

During the First World War, American soldiers in Europe began asking for Coca-Cola, so the Coca-cola company began to export to Europe. It was so popular with soldiers,







