



## **Proficiency**

### Listening

#### **Test 1**

**Time** Approximately 40 minutes (including 5 minutes' transfer time)

Listen to the instructions for each part of the paper carefully.

Answer all the questions.

While you are listening, write your answers on the question paper.

You will have 5 minutes at the end of the test to copy your answers onto the separate answer sheet. Use a pencil.

#### **INFORMATION FOR CANDIDATES**

There are four parts to the test.

Each question carries one mark.

You will hear each piece twice.

For each part of the test there will be time for you to look through the questions and time for you to check your answers.



## Part 1

You will hear three different extracts.

For questions **1 – 6**, choose the answer (**A**, **B** or **C**) which fits best according to what you hear.

There are two questions for each extract.

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### Extract One

You are listening to a podcast about a new boardgame that has just been launched.

- 1** In what type of world is the game set?
  - A** Our own Earth in a dystopian industrial future.
  - B** An off-world transportation hub.
  - C** A prison colony on an unknown island.
  
- 2** What does the man like most about the game?
  - A** The regularly updated material.
  - B** The optional rule sets.
  - C** The option of solo play.

### Extract Two

You hear a woman talking about a play she has seen.

- 3** For what does she think the production deserves and award?
  - A** For best set design.
  - B** For best supporting actor
  - C** For best director.

4 What is her complaint about the production?

- A The actors were not believable.
- B The lighting was badly designed.
- C The plot was dull.

**Extract Three**

You hear a man talking about a job he had when he was younger.

5 What did he find most unpleasant about the job?

- A His colleagues.
- B His schedule.
- C The physical strain.

6 What did he enjoy about his journey home?

- A The sense of solitude.
- B The physical exercise.
- C Watching people going to work.

## Part 2

You will hear a man called Fred Callahan talking about an annual event that takes place near Gloucester in England.

For questions **7-15**, complete the sentences with a word or short phrase.

### Coopers Hill Cheese-Rolling and Wake

The ceremony takes place on the  **7** in May and attracts participants and spectators from around the world.

The cheese is given a one-second  **8**, after which the race begins.

Coopers Hill has traditionally been the site of the ceremony and is famous for its  **9** which makes the descent especially dangerous.

The event was officially cancelled in 2011 due to fears of  **10** but went ahead anyway.

These days the traditional cheese has been replaced with a  **11** version due to safety concerns.

The first theory regarding the origins of the cheese-roll proposes that it may have evolved from an  **12** early way of competing for

The second theory suggests that it dates back to a pagan tradition during which bales of  **13** were rolled down a hill.

Children take part in an  **14** race, which is considered far safer.

An American currently holds the  **15** for the fastest race time of 13 seconds.

### Part 3

You will hear a discussion in which two television producers, Victoria Kelsey and Toby Sears, talk about a game show that they helped design. For questions 16 – 20, choose the answer (A, B, C or D) which fits best according to what you hear.

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#### The Box of Delights



- 16 The original idea for the game came from
- A A national holiday in Asia.
  - B An ancient legend.
  - C A children's story.
  - D A traditional festival.
- 17 What was the belief surrounding the medieval custom of "Prayer Testing"?
- A The winner would not be affected by illness
  - B God would guide the winner through future challenges
  - C The winner's prayers would yield better results.
  - D Failure in the game would bring bad luck.

- 18** Why did they decide to make changes to the original format?
- A** To make the game blend in with other UK shows.
  - B** To make the visuals more aesthetically attractive.
  - C** To increase audience participation.
  - D** To optimize the tension.
- 19** How does the registration process compare with that of other shows?
- A** It is strictly democratic.
  - B** It conforms to the arbitrary nature of the game.
  - C** It strives to be different to its competitors.
  - D** It allows for cancellations and sickness.
- 20** What makes a contestant most memorable for Victoria?
- A** Their ability to stay calm under pressure.
  - B** A unique personality.
  - C** An ability to have fun.
  - D** The amount of money they won.

**Part 4**

You will hear five short extracts in which different people are talking about childhood memories.

While you listen you must complete both tasks

**TASK ONE**

For questions **21 – 25**, choose from the list (A – H) what the memory was about.

A food	Speaker 1	<input type="text"/>	<b>21</b>
B insects	Speaker 2	<input type="text"/>	<b>22</b>
C hot weather	Speaker 3	<input type="text"/>	<b>23</b>
D romance	Speaker 4	<input type="text"/>	<b>24</b>
E water	Speaker 5	<input type="text"/>	<b>25</b>
F a motor vehicle			
G a film			
H homework			

**TASK TWO**

For questions **26 – 30**, choose from the list (A – H) the effect that the memory had on the speaker in later life.

A It taught them to be open to taking risks	Speaker 1	<input type="text"/>	<b>26</b>
B It gave them an irrational fear of something	Speaker 2	<input type="text"/>	<b>27</b>
C It made them realise that they were not as capable as they had thought	Speaker 3	<input type="text"/>	<b>28</b>
D It taught them important safety lessons	Speaker 4	<input type="text"/>	<b>29</b>
E It inspired them	Speaker 5	<input type="text"/>	<b>30</b>
F It changed the way they saw their place in the world			
G It made them worry about getting ill			
H It made them appreciate the people around them more.			