

**Региональный этап всероссийской олимпиады
школьников по английскому языку
в 2014/2015 учебном году**

Мурманская область

Шифр участника: АЯ-10-07

Класс: 10

Количество баллов: 89

Результат участия: призер

Listening & Reading

ANSWER SHEET

ID NUMBER А9 1 0 0 7

1	A	B					
2	A	B					
3	A	B					
4	A	B					
5	A	B					
6	A	B					
7	A	B					
8	A	B					
9	A	B					
10	A	B					
11	A	B					
12	A	B					
13	A	B					
14	A	B					
15	A	B					
16	A	B	C	D			
17	A	B	C	D			
18	A	B	C	D			
19	A	B	C	D			
20	A	B	C	D			
21	A	B	C	D			
22	A	B	C	D			
23	A	B	C	D			
24	A	B	C	D			
25	A	B	C	D			
26	A	B	C	D			
27	A	B	C	D			
28	A	B	C	D			
29	A	B	C	D			
30	A	B	C	D	E		
31	A	B	C	D	E		
32	A	B	C	D	E		
33	A	B	C	D	E		
34	A	B	C	D	E		
35	A	B	C	D	E		
36	A	B	C	D	E		
37	A	B	C	D	E	F	G
38	A	B	C	D	E	F	G
39	A	B	C	D	E	F	G
40	A	B	C	D	E	F	G

335.

Use of English

ANSWER SHEET

ID NUMBER

АЯ 1007

1	longer
2	them
3	preserve
4	appealing
5	those
6	how
7	much
8	ways
9	shrink
10	worn
11	free
12	promote
13	again
14	away
15	bid bidding
16	✓
17	at
18	✓
19	for
20	✓
21	badly
22	✓
23	aggravatingly
24	✓
25	✓
26	on
27	✓
28	to
29	✓
30	✓

265.

Writing

ANSWER SHEET

Participant's ID number

A 9 1 0 0 7

How can computer based games affect the school curriculum?

In October 2014 our school had an opportunity to obtain up-to-date computer based games for students, who are interested in studying English. So, in this report I am going to summarise the results and give several recommendations.

Conditions of studying

First and foremost 40 students from the 10th form and 30 students from the 11th form were involved in this experiment. They had opposite types of work. The 10th form worked in class with the teacher, whereas students from the 11th form studied English by themselves.

Areas of the language

not
Punct.

Participants from the 10th form studied Grammar, especially new material. This course included sequence of tenses, indirect questions, modal verbs and articles. Their task was to fill in the gaps. On the other hand, the 11th form drilled Vocabulary using previous knowledge and experience. For instance, students repeated idioms, phrases, verbs, synonyms and antonyms. Their exercises contained multiple choice.

not

lex

* Consequences of games

lex

Participants passed the test after the games, which showed that students' English knowledge increased and they made fewer mistakes. However, their reaction was controversial: the 10th form enjoyed computer games tasks, meanwhile the 11th form found them rather boring.

Conclusion

All things considered, I can say that this experiment was ^{both} useful and informative for ~~participants~~ ^{participants}. Nevertheless, due to the * student evaluation of computer games tasks, I strongly believe that games should be more fascinating, as not everyone was satisfied.

240 out

YOU CAN USE THE REVERSE SIDE

конец задания - 9
конец задания - 2
задача - 2
справка - 2
опер./выраж. - 2

16,5

16,5

КЗ - 8
конец - 8
цели - 2
справка - 2
опер./выраж. - 2