

ENGLISH TEST N°4 (II Semester)

NAME:	GRADE: 8th	DATE: August SCORE	/20
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Contenidos: Texto de mediana complejidad, Verbo To be en presente y pasado, pronombres personales, Tiempo Pasado Simple, Tiempo Presente simple, vocabulario relacionado al contenido visto en clases.

Objetivos de Aprendizaje: OA09.- COMPRENSIÓN LECTORA: Demostrar comprensión de ideas generales e información explícita en textos adaptados y auténticos simples, en formato impreso o digital, acerca de temas variados (como experiencias personales, temas de otras asignaturas, del contexto inmediato, de actualidad e interés global o de otras culturas) y que contienen las funciones del año.

¡¡Escribe tus alternativas escogidas en la hoja de respuestas, al final de la prueba!!

I. - READ CAREFULLY THE TEXT OF 'TORNADOES' AND ANSWER QUESTIONS. CHOOSE THE CORRECT ALTERNATIVE (08 points)

Tornadoes, or twisters, are more common in the United States than in any other country, and there are as many as 1,200 a year. Scientists studying the damage they cause have come to the conclusion that they can travel at over 330 km. per hour.

Storm chasing is an increasingly popular phenomenon. It is when people travel to watch twisters and storms. There is now a documentary series which follows storm chasers as they pursue and film tornadoes in an area called Tornado Alley.

On a recent radio show a woman described seeing the twister outside her door and being unable to reach the shelter. She was in her home with her three children at the time. The tornado lifted the house from its foundations and carried it for over one mile. She described the experience as floating as an astronaut. But her youngest son slept in bed the whole time. Miraculously, the house landed, and nobody was hurt.

1 What's the title of the text?	2. – Tornados are very common in:
a) Twisters	a) Russia
b) Tornadoes	b) Germany
c) Storms	c) USA
d) Earthquake	d) France
3. – How many twisters are in USA in	4. – What does 'Storm chasing' means?
a year?	a) to love tornadoes
a) 12,000	b) to watch earthquakes
b) 120,000	c) to travel to meet friends
c) 120	d) to travel to watch storms and
d) 1,200	twisters
5. – Where is Tornado Alley?	6. – What happened with the house?
a) A place	a) It was lifted from its foundations
b) A type of tornado	b) It was demolished
c) A type of storm	c) It was painted
d) A type of twister	d) it was remodeled
7. – The woman has:	8. – The experience was described by
a) 1 child	the woman as:
b) 2 children	a) floating like a plane
c) 3 children	b) floating like an astronaut
d) 5 children	c) floating like a leaf
	d) floating like a bird

II. - VOCABULARY. WHAT DOES IT MEAN IN SPANISH? CHOOSE THE CORRECT ALTERNATIVE (04 pts.)

9 Chasers	10 Features
a) Constructores	a) Características
b) Cazadores	b) Modelos
c) Tejedores	c) Tipos
d) Escultores	d) Estilos
11 Keyboard	12 Foundations
a) Pantalla	a) Ático
b) Teclado	b) Sótano
c) Cursor	c) Techo
d) Impresora	d) Cimientos

III. - READ CAREFULLY THE TEXT OF 'BRIEF HISTORY OF MOBILE APPS' AND ANSWER QUESTIONS. CHOOSE THE CORRECT ALTERNATIVE (08 pts.)

Mobile applications are an essential part of our lives. We use them to chat with friends, pay taxes, order pizza, take photos of cats, and lots of other stuff. Statistically, we're spending more time with our smartphones than in front of PCs. So today, we'll consider the history of mobile applications, trying to understand how they became the center of our attention in such a short period of time.

The very first mobile phone was equipped with features like word clock, calculator, calendar, and contact book. By the way, do you remember the legendary snake game? The one that made a certain multinational cell phone company extremely popular? At that time, it was the pinnacle of the mobile gaming experience.

The Big Change

The announcement of the first smartphone designed and marketed by the company co-founded by Steve Jobs was a giant leap forward in the evolution of mobile apps.

The digital keyboard revolutionized the way people used mobile apps. Many experts believe that it was the beginning of new era for the whole mobile industry. July 2008 is when everything changed: the digital store of this revolutionary brand went online. In one day, a bunch of apps were released for you to download on the company's smartphone. To be more exact, they released about 552 apps, with 135 of them being free to download. In just one week, its users downloaded about 10,000,000 (ten million) apps!

The Bottom Line

Mobile applications are in a process of constant evolution, which is unlikely to stop in the near future. What's even more interesting is that mobile applications have started to affect the design and format of smartphones, as well as our lifestyle. The question is: Do you go for a pizza or do you order a pizza through an app?

- 13. What is the name of the text?
- a) The history of cellphones
- b) The history of mobile apps
- c) The history of apps
- d) Brief history of mobile apps
- 14. Which were the main characteristics of first cellphones?
- a) Calendar, contact book and calculator
- b) Calendar, WhatsApp, and word clock
- c) Calendar, calculator, and Instagram
- d) Facebook, Calendar and Contact book

15. – What was the name of the	16. – Who designed the first smartphone?
legendary game at the beginning?	a) Mark Zuckerberg's company
a) Candy Crush Saga	b) Jack Dorsey's company
b) Free fire	c) Kevin Systrom's company
c) The Snake Game	d) Steve Job's company
d) Roblox	
17. – When did digital stores go	18. –How many apps were released for
online?	the first time (in one day)?
a) In June 2018	a) About 544
b) In July 2008	b) About 514
c) In June 2008	c) About 552
d) On July, 2018	d) About 562
19. – The beginning of a new era for	20 The mobile apps have affected:
mobile industry started with:	a) The pollution in the world
a) The digital keyboard	b) The format of smartphones and our
b) The snake games	lifestyle
c) Instagram	c) The Nature
d) Facebook	d) The Cosmos

Traslada tus respuestas a la hoja de respuesta

Hoja de respuesta		
1	11	
2	12	
3	13	
4	14	
5	15	
6	16	
7	17	
8	18	
9	19	
10	20	