

Cambridge Lower Secondary Checkpoint

CANDIDATE NAME					
CENTRE NUMBER			CANDIDATE NUMBER		

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ENGLISH AS A SECOND LANGUAGE

1110/01

Paper 1 Reading and Usage

April 2020

50 minutes

You must answer on the question paper.

No additional materials are needed.

INSTRUCTIONS

- Answer all questions.
- Use a black or dark blue pen.
- Write your name, centre number and candidate number in the boxes at the top of the page.
- Write your answer to each question in the space provided.
- Do not use an erasable pen or correction fluid.
- Do not write on any bar codes.

INFORMATION

- The total mark for this paper is 45.
- The number of marks for each question or part question is shown in brackets [].

Questions 1-10

Read the text below, and for each number, circle the correct word on the next page.

Artist Andy Warhol							
Andy Warhol was a US artist(0) was born in 1928. As a child, he(1) an							
interest in drawing, photography and cinema.							
In 1959, Warhol moved to New York City. Over the next few years he became a							
successful artist, winning several prizes. (2), he wasn't satisfied with simply							
being successful, and wanted to do something new, so he started using repeated							
images of (3) objects in his pictures. (4) of his most famous pictures,							
of more than 200 soup cans, is(5) all over the world.							
While not all artists are interested (6) making lots of money, Warhol wanted to							
be rich and famous. He opened a studio in New York City called 'The Factory'. He							
(7) amazing parties there, and it was very popular.							
Many of Warhol's pictures were sold for huge (8) . But he also (9)							
hundreds of copies of his pictures, which meant more people could(10) to hang							
a 'Warhol' on their wall.							

Example:

0 (who	what	which	when	
-					
1	created	grew	increased	developed	[1]
2	However	Although	Despite	Because	[1]
3	likely	common	exact	average	[1]
4	Any	Some	One	Other	[1]
5	experienced	watched	realised	recognised	[1]
6	at	of	in	with	[1]
7	held	made	did	included	[1]
8	amounts	quantities	totals	numbers	[1]
9	invented	arranged	produced	improved	[1]
10	spend	afford	earn	buy	[1]

4

Part 2

Questions 11-20

For questions **11–20**, write ONE word in each space.

Example: (0) <u>you</u>

To: Hema					
From: Ruth					
Have (0) you heard about the new horse riding school on					
(11) other side of town? (12) is a class for					
beginners every Saturday at three o'clock. I went last week (13) my					
sister. (14) was a lot of fun.					
(15) don't you come next time too?					

	To:	Ruth				
	From:	Hema				
Thanks so much (16) this information. My mum phoned the riding						
school and booked me a place in the same class (17) you.						
(18) has offered to take all of (19) in the car. We						
can pick you (20) after lunch. See you on Saturday!						

[Total: 10 marks]

Questions 21-25

Complete the conversation between two friends. What does Alex say to Henry? For questions **21–25**, write the correct letter **A–H**.

Example:

Henry: Hi Alex. Are you free tomorrow?

Alex: 0

Henry: A group of us are going to the park

after school.

Alex: **21**[1]

Henry: Well, no, because everyone's going

straight from school. We'll probably

just play games.

Alex: **22**[1]

Henry: That's a good idea. I'll ask him later.

Alex: **23**[1]

Henry: To get from the café, you mean? Yeah.

And let's invite that new student.

Alex: **24**[1]

Henry: Great. And if there are lots of us

we can play in teams.

Alex: **25**[1]

Henry: Yeah, in the playground. See you

then.

- **A** I might take some money for snacks.
- **B** That sounds great. Are we taking bikes?
- **C** Yes. Shall we go after school?
- **D** Yes, why? What's the plan?
- E Can he eat there too?
- F The boy in my class? OK, I'll do that.
- **G** Pedro lives opposite the park. He could go home and get a ball.
- H That's true. So, are we meeting after our last lesson tomorrow?

Questions 26-35

Look at the text in each question.

What does it say?

For questions 26–35, circle the correct letter A, B or C.

Example:

0



The aim of this notice is to

- **A** offer a solution to students.
- **B**) send a warning to students.
 - **C** make a suggestion to students.

26

Annie, I'm organising music for the college party. Your cousin's in a band – can you give me his number? I'll see if they're interested in playing at all. Chloe

Chloe wants Annie to

- A suggest which musicians to choose for the party.
- **B** ask if her cousin's band wants to play at the party.
- **C** pass on contact details for possible performers for the party.

[1]

27

প্তি

We would like to remind team members that trainers must be worn for indoor training and football boots are required for outdoor sessions - even in good weather.

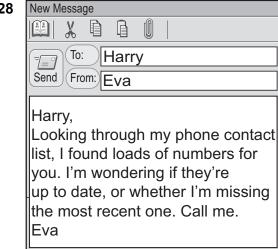
A As weather conditions can change, team members should take trainers and boots to sessions.

B Team members can wear trainers for outside training sessions when it is dry.

C Which shoes team members wear will depend on where a session is held.

[1]

28



Eva wants to

A confirm whether she has the right phone number for Harry.

B tell Harry that she has found a phone number he needs.

C explain how she lost Harry's phone number.

[1]

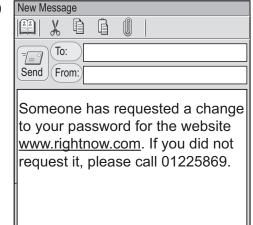
29



- A If you book before arriving, you can get into the pool more quickly.
- **B** All swimmers must register at reception before entering the pool area.
- **C** Swimming sessions can now only be paid for on the pool's website.

[1]

30



Call this number if

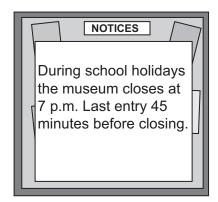
A you think someone tried to get access to your details.

B you are having problems using this website.

C you want to change your password.

[1]

31



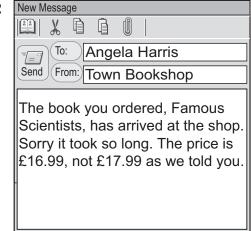
A During the school holidays the museum closes 45 minutes later than usual.

B If you enter the museum at 7 p.m. your visit can only last 45 minutes.

C You have to arrive at least 45 minutes ahead of closing time.

[1]

32



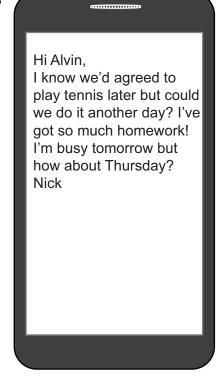
This email is to

A say that a book is ready to collect.

B explain why a book was slow to arrive.

C apologise for the increased cost of a book.

[1]



Nick is texting to

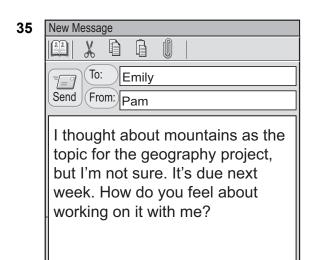
- **A** make an arrangement to meet Alvin today.
- **B** change his arrangement with Alvin.
- **C** tell Alvin about his arrangements this Saturday.

[1]



- A You can only attend classes in the evenings at weekends.
- **B** There is a group you can join if you want to.
- **C** The teacher prefers to work with groups who are already friends.

[1]



Pam is emailing to

- **A** advise Emily about the geography project.
- **B** explain her choice of topic to Emily.
- **C** suggest she and Emily do the project together.

[1]

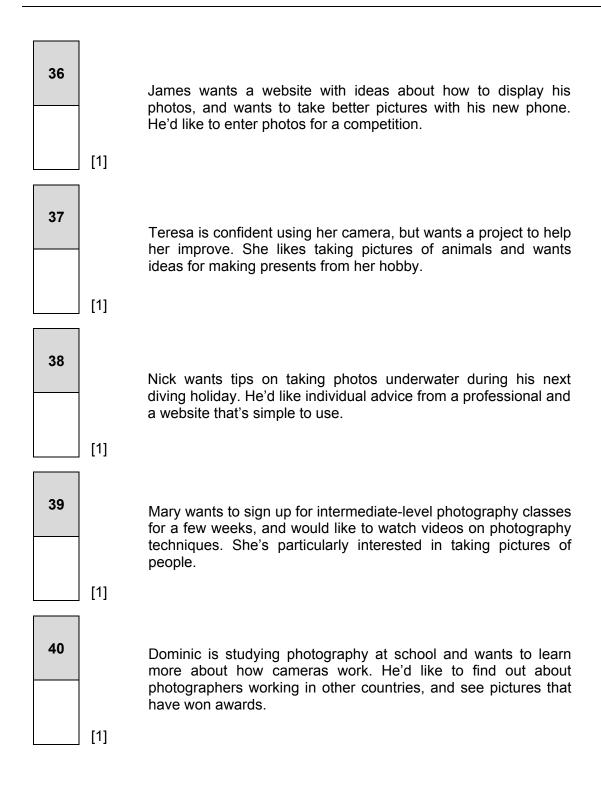
Questions 36-40

The people below are all interested in photography.

On the opposite page there are descriptions of eight photography websites.

Decide which website would be the most suitable for the following people.

For questions **36–40**, write the correct letter (**A–H**) in the box.



Photography websites

A PicSchool.com

PicSchool.com, run by photographer Alex Durrant, is great for learning how to build on existing skills. There's information about putting photos on posters or bags, and Alex suggests monthly topics for projects to complete, with helpful tips. This month's is 'Wildlife'; last month's was 'Photographing landscapes with your phone'.

C PixelWorld.com

PixelWorld.com is well-known for publishing professional photos of famous people and their pets, taken on smartphones. See how it is done – all without an expensive camera. Take the perfect picture, and get information about choosing the best frame for it. If it's really good, you could even be 'Photographer of the Week' and win a prize.

E CreativeLife.com

CreativeLife.com offers online lessons for photographers of all levels. Book anything from a one hour session to a three month course. You'll get to do projects and receive individual comments from experts. We also have helpful clips on subjects like family and friends, animals and landscapes, so you can improve your skills.

G Image-store.com

This website has reviews on the latest cameras and recommends photography courses. There's a section showing the best pictures from top photography contests, so you're sure to get some great ideas. There are detailed articles on the technology used in cameras, and interviews with expert photographers who take pictures all around the world.

B StudioFilm.org

StudioFilm.org looks basic at first, but has lots of useful detail, especially if you're interested in finding out about cameras with advanced functions. There are reviews of current exhibitions, and the Portrait Photographer competition was recently featured, so you'll see wonderful pictures of people and get ideas for your own work.

D ClearPix.com

If you're taking pictures in different locations, then try ClearPix.com. There are articles written by the best photographers from all over the world. Each includes behind-thescenes information about their amazing shots. This week, there's a new video about how Marion Jones took beautiful images of wild birds.

F PhotoWorld.org

PhotoWorld.org offers a huge range of detail no matter whether you use a top-of-the-range camera or a simple phone. There's lots of information about how to photograph beautiful countryside and different types of creatures. It's easy to find your way around the website and there's something for everyone.

H LensStudio.org

about The great thing LensStudio.org is that you can find everything on it really easily. There's a section where you can post questions to our expert, Houston. He recently won a wildlife photographers' competition with a picture of a dolphin. He gives tips for pictures in challenging taking conditions like those found in the ocean or in the mountains.

Questions 41-45

Read the text and questions below. For each question, circle the correct letter **A**, **B**, **C** or **D**.

Ardil Sharma: Teenage Game Designer

Seventeen-year-old Ardil Sharma had an unusual summer holiday last year. He spent six weeks at home producing a new smartphone game. 'I knew a little about programming computers from IT classes at school, but nothing about creating smartphone apps,' says Ardil. 'My mum works for a software company and she contacted some ex-colleagues who she thought could help. They work with computers not phones, so couldn't really understand what I was trying to do. The web is just awesome for teaching yourself new things, though, so that's where I found everything I needed to know. And it was great fun too!'

Ardil's game allows players to guide characters around various routes to score points. The game costs \$0.99 and has had thousands of downloads, despite very little advertising. 'What players do in my game is similar to many others. It's popular due to the appearance being so different to other games. You can have the most interesting new idea in the world, but if it doesn't look great, it's not going to sell. The reviews I've had make lots of comments about this too, so it's not just my opinion!'

Has Ardil thought about turning his new hobby into a career? 'Definitely! In fact, I've already done some research into creating my own company, which seems more exciting to me than doing a game design degree at university. Though I'd certainly choose design rather than any other subject I enjoy – like maths – and I still have plenty to learn. My story shows how easy it is for young people to build and sell apps, so if you're interested in games, why not have a go?'

- 41 What is Ardil doing in this text?
 - A describing his experiences of trying to sell his new game
 - **B** explaining where his ideas for new games come from
 - **C** encouraging other teenagers to take up game design
 - **D** suggesting somewhere that new game designers can get support

[1]

42	How di	d Ardil	learn	how t	o write	programs	for	mobile	phones?	?
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- A His mother helped him.
- **B** He studied IT at school.
- **C** Some software experts advised him.
- **D** He used information he found online.

[1]

43 Ardil thinks his game was successful because

- A he did a lot of advertising.
- **B** the way it looked was interesting.
- **C** he created an original idea.
- **D** the reviews it received were good.

[1]

44 Why has Ardil decided not to study game design at university?

- A He would prefer to set up a game design company.
- **B** He thinks game design should just be a hobby.
- **C** He would prefer to study a different subject.
- **D** He thinks he knows enough about game design already.

[1]

45 Which of the following would Ardil say?

Α

I'm glad my teacher was into game design. If more teachers were like that, more young people would try it. В

It takes me so long to design a game because I like to learn lots about how things work before I get started.

C

I've had a great idea for a new game! Maybe I can develop it when I start working at the software company.

D

I'm pleased we didn't go away last summer. It gave me the chance to turn an interest into a possible career.

[1]

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