

I- LANGUAGE (12 marks) :**1) Put the bracketed words in the right Form and / or Tense (4 marks) :**

The loving bond between a child and a parent is one of the most beautiful, sacred, and important relationships in the world. A parent **1-(play)** an irreplaceable role in the life of a child—influencing his physical, mental, and emotional well-**2-(be)** This impact is felt through teenage years and into adulthood. A parent is a role model, care-giver, teacher, **3-(provide)** and so much more. But what about the millions of children in the world who **4-(live)** as orphans? For these children, according to recent and reliable studies, it's likely they **5-(face)** more challenges from an earlier age. Those challenges range from abandonment to abuse, **6-(hungry)** and many other things. Life as an orphan is often difficult and **7-(pain)** Loving families provide children with a sense of security and stability. Children living as orphans often lack both of these vital things, which can **8-(cause)** unique developmental challenges.

2) Fill in the blanks with 8 words from the following box (4 marks) :

experience – increasing – believing – participants – although – therefore – behaviour – compulsive – from – effects -

In a recent study published in *Frontiers in Psychology*, Dr. Gregor Szyck of the Hannover Medical School, and colleagues, investigated the long-term **1-** of playing violent video games. "The research question arises first **2-** the fact that the popularity and the quality of video games are **3-**, and second, we were confronted in our clinical work with more and more patients with problematic and **4-** video game consumption," explains Szyck. The **5-** in the study were all male, as playing violent video games and aggressive **6-** are more prevalent in men. All the gamers had played first-person shooter video games, such as Call of Duty or Counterstrike, at least two hours daily for the previous four years, **7-** the average gaming participant played for an average of four hours daily. The gamers were compared with control subjects who had no **8-** with violent video games and did not play video games regularly.

3) Circle the correct alternative to get a coherent paragraph (4 marks) :

Even though he is only 11 years old, Amish already has had a career as a miner. He dropped **1-(in – off – out)** of his third year of primary school and left his home village of in Tanzania after his father was **2-(capable- unable – able)** to pay for his uniform and school fees. Although Amish's parents have **3-(his – her – their)** own half-acre coffee farm, their income fell sharply because of the decline in the market price for coffee throughout the world. Amish had **4-(heard – told – listened)** stories of people making money from mining and decided to try his luck. He asked his mother **5-(of – to – for)** a small amount of money to buy some socks and other items, but instead used this for the bus fare to Mererani. After **6-(much – plenty – several)** days of hanging around the mining site, he was hired by one of owners to work as an assistant boy. From that day, he **7-(employed – worked – occupied)** as a service boy. Those who go into the mine need to wear a special torch or flashlight **8-(into – through – on)** their foreheads to find their way around.

II- WRITING :

TOPIC (8 marks) :

Your friend is in trouble. One of his classmates, who is your friend, makes fun of him and calls him names. Write a letter to your friend and tell him what you think of this bad behaviour and advise him to stop being violent towards his classmate at school.