

32-05-93-01
(125.4)



Олимпиада ПБГ
2016

МОСКОВСКИЙ ГОСУДАРСТВЕННЫЙ УНИВЕРСИТЕТ имени М.В.ЛОМОНОСОВА

Вариант 1

ПИСЬМЕННАЯ РАБОТА

Олимпиада школьников Покори Воробьёвы горы

по иностранному языку (английский язык)

Туласян Карина Арамовна

фамилия, имя, отчество (в родительном падеже)

Дата

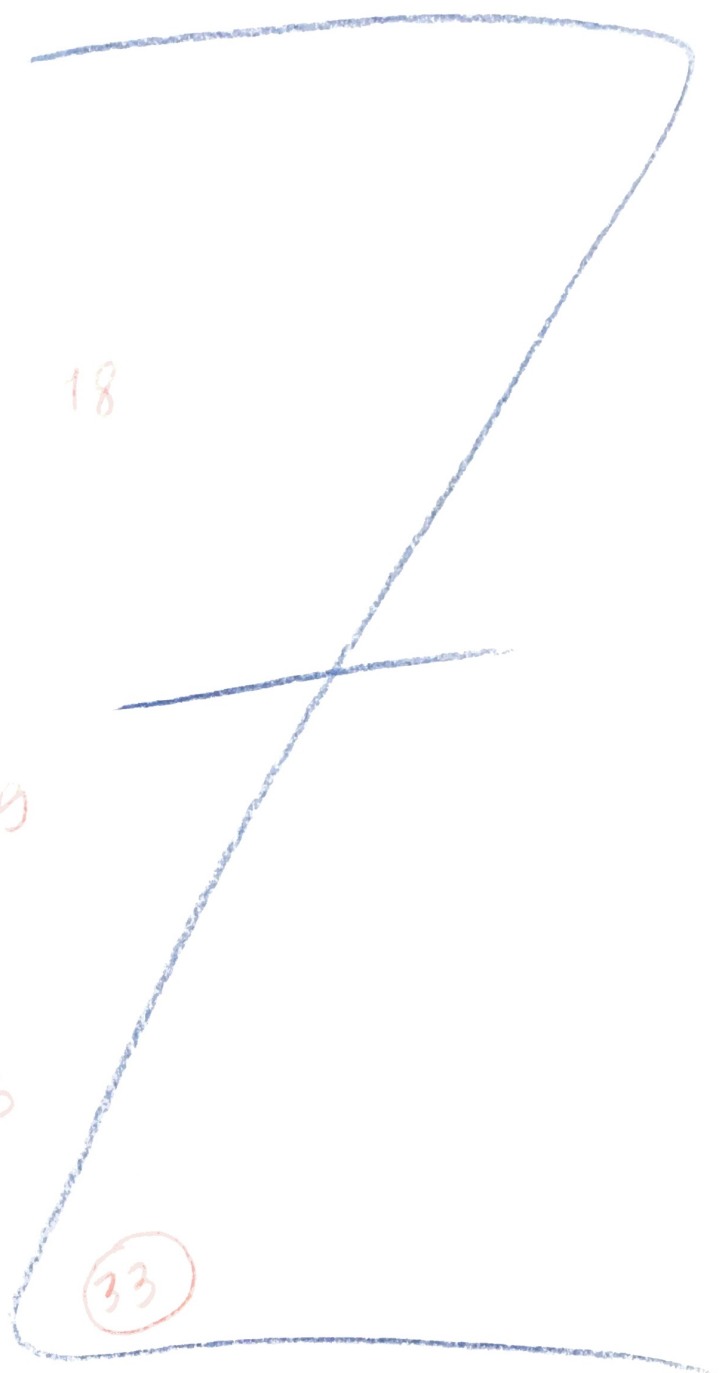
«15» марта 2016 года

Подпись участника

ТуТ

Answer sheet

LISTENING		
1	BRANCH	+
2	CENTRE	+
3	WEST	+
4	OUTWEAR	+
5	FLOORS	+
6	NOT	-
7	10	+
8	SPECIALISATION	+
9	RUNNING	+
10	BAGS	+
USE OF ENGLISH		
11	UNPLEASANT	+
12	HAVE SETTLED	+
13	POTENTIAL	-
14	TO SUFFER	+
15	ADULTHOOD	+
16	HARDSHIP	+
17	PRONE	+
18	LIKELY	+
19	DECADES	+
20	SOCIAL	+
READING		
21	B	+
22	D	+
23	A	+
24	C	+
25	H	+
26	J	-
27	E	+
28	F	-
29	I	-
30	G	-



WRITING

REPORT ON THE RESULTS OF THE SURVEY

The aim of this report is to make an overview of the data collected from the survey, which was conducted last week, and outline the changes, comparing it to the data from the year 2010.

ABOUT THE SURVEY

The survey was organised in order to reveal modern

teenagers' preferences concerning leisure activities. A clear and simple questionnaire was posted on our school's website and attracted over 5000 visitors aged from 13 to 17 years old.

OBSERVING THE DYNAMICS

This year's most popular free time activities are as follows: reading (chosen by 35% of respondents), walking (over 30% of votes) and going to the cinema (25%). Less than 10% of participants marked computer games as their hobby. Contrasting the results of this survey with those collected 6 years ago, we see some dramatic changes.

The number of teenagers who are fond of reading has increased significantly (by 20%), whereas computer games are now played much less (a drop of 15% is seen today). Cinema has become about 12% less popular. Walking has remained approximately at the same level, gaining just a couple percent.

POSSIBLE REASONS FOR THE TRENDS

Among the factors causing such kind of dynamics is teenagers' rising awareness of the fact that good education is very important these days, resulting in more time spent on reading rather than on playing computer games and watching films. Moreover, teenagers are becoming more health-conscious, allocating more hours per day to walking. A decline in cinema going may also be seen in the development of the Internet, allowing people to watch films at home.

EXPECTATIONS FOR THE FUTURE

Analysing current situation, we expect a further development in this direction, with the introduction of some new kinds of entertainment, appearing due to rapid technical progress.

40 + 1 = 61

0. Signat Sam $33 + 60 = 93$

32-05-93-01
(125.4)ЧЕРНОВИК

Олимпиада школьников

Ломоносов 2018

REPORT ON THE RESULTS OF THE SURVEY

The aim of this report is to make an overview of the data collected from the survey, ~~and~~ ~~outline~~ which was conducted last week, and ~~outline~~ the changes, ~~the popular teenage~~ comparing it to the data from the year 2010. 43

~~ABOUT~~ ABOUT THE SURVEY

The survey was organised in order to reveal modern teenagers' preferences concerning leisure activities. A clear and simple questionnaire was posted ~~in my personal blog~~ on ~~the~~ school's website and attracted over 5000 visitors aged from 13 to 17 years old. 79

OBSERVING THE DYNAMICS

This year's most popular free time activities are as follows: reading (chosen by 35% of respondents), walking (^{lower} 30% of votes) and going to the cinema (25%). Less than 10% of participants marked computer games as their hobbies. Contrasting the results of this survey with those collected 6 years ago, we see some dramatic changes: ~~an increase in reading~~ the number of teenagers who are fond of reading has increased significantly (by 20%) whereas computer games are now played much less (a drop of 10% is seen). Cinema today is about 12% less popular, ~~and~~ walking has remained approximately at the same level, gaining just a couple per cent. 185

~~REASONS~~ POSSIBLE REASONS FOR THE TRENDS

Among the factors causing such kind of dynamics is ~~the~~ ^{teenagers'} rising awareness ~~of~~ of the fact that good education is very important these days, resulting in more time spent on

reading rather than on playing computer games and watching films. Moreover, teenagers are becoming more health-conscious, allocating more hours ~~to~~ per day to walking. A ~~poor~~ ^{ne} decline

In cinema going may also be seen in the development of the Internet, allowing people ~~to~~ to watch films at home. 264

EXPECTATIONS FOR THE FUTURE

~~Current tendencies are viewed as rather positive.~~

~~Hopefully~~ Analysing current situations, we expect a further ~~development of~~ development in this direction, ~~to~~ with the introduction of some new kinds of entertainment, appearing due to rapid technical progress.

TASK 1. LISTENING COMPREHENSION (20 points: 1 answer = 2 points)

For questions 1-10 complete the notes below filling in the gaps with ONE WORD AND/OR A NUMBER.

You will listen to the text ONCE. You have 1 minute to look through the task.

Transfer your answers into the answer sheet

SPORTS WORLD

- a new (1) branch of an international sports goods company
- located in the shopping (2) centre to the (3) west of Bradcaster
- has sports (4) clothes and equipment on (5) floors 1-3
- can get you any item which is (6) not in the store with (7) 10 days
- shop main (8) Z is in equipment for (9) running
- has a special section which just sells (10) bags

Олимпиада «Покори Воробьевы Горы 2015/16»
10-11 классы
Очный тур
Вариант 1

TASK 2. USE OF ENGLISH (10 points: 1 answer = 1 point)

Fill in the gaps with the words from the box. Each word is used only once. You may need to change the word in order for it to fit the context. There are 2 extra words in the box.

Status and Stress

LIKE - POTENT - ADULT - PLEASANT - BENEFIT - SETTLE
HARDSHIP - ~~SUFFER~~ - DECADE - SOCIETY - PRONE - CHILD

Although professionals may bemoan their long work hours and high-pressure careers, really, there's stress, and then there's Stress with a capital "S." The former can be considered a manageable if 11. unpleasant part of life; in the right amount, it may even strengthen one's mettle. The latter kills.

What's the difference? Scientists 12. have settled on an oddly subjective explanation: the more helpless one feels when facing a given stressor, they argue, the more toxic that stressor's effects.

That sense of control tends to decline as one descends the socioeconomic ladder, with 13. potential grave consequences. Those on the bottom are more than three times as likely to die prematurely as those at the top. They're also more likely 14. to suffer from depression, heart disease and diabetes. Perhaps most devastating, the stress of poverty early in life can have consequences that last into 15. adulthood

Even those who later ascend economically may show persistent effects of early-life 16. hardship. Scientists find them more 17. prone to illness than those who were never poor. But the effects of early-life stress also seem to linger, unfavorably molding our nervous systems and possibly even accelerating the rate at which we age.

Even those who become rich are more 18. likely to be ill if they suffered hardship early on.

The British epidemiologist Michael Marmot calls the phenomenon "status syndrome." He's studied officers who work in a rigid hierarchy for 19. decades, and found that smoking, diet and access to health care are not the only factors. There's a direct relationship among health, well-being and one's

place in the greater scheme. "The higher you are in the 20. social hierarchy," he says, "the better your health."

TASK 3. READING (10 points: 1 answer = 1 point)

Put the following paragraphs in the correct order to recreate the text. Answer sheet 21-31.

Consumer Complaints Made Easy. Maybe Too Easy.

By ALAN SMITH

BDA C H J E F I G

- A. Gripe, a company that describes itself as a "better Better Business Bureau for the Twitter age," is devoted to spreading word of a problem quickly. It provides a mobile app for iPhone and Android that makes posting a complaint simultaneously to one's Facebook friends and Twitter followers effortless.
- B. PHONE trees that lead nowhere. Customer service drones chained to a script. The modern corporation has invented a thousand ways to tell customers with a grievance: You're out of luck. And, no, contrary to our dulcet recording, your call is not important to us.
- C. "The B.B.B. has a bureaucracy in the middle," says Farhad Mohit, the company's chief executive. You have to fill out a form, you have to put up with some hassle. "There's a high degree of friction," he says.
- D. But today unhappy consumers have Facebook and Twitter on their side. The new social media provide free megaphones that carry a customer's complaint around the world. Perhaps a little too easily.
- E. Mr. Mohit sees the service as helpful to businesses because it gives them an opportunity to resolve the complaints posted through the service.
- F. From the vendor's perspective, a small number of complaining customers who use social media receive disproportionate attention. This is "social bullying," in the opinion of Ashutosh Roy, the chief executive of eGain, which provides customer service products for its corporate clients.
- G. Sending Gripes to one's Facebook friends solves the problem of frivolous complaints, Mr. Mohit argues. "You don't want to be viewed as a nuisance by your friends and family," he says.
- H. Gripe, which was started last year, removes the friction. With a little typing, its users can send off a gripe, which goes to Facebook, Twitter and the named company's customer service department. The company is invited to