

Олимпиада школьников «Покори Воробьевы Горы!»
Очный тур 2020-2021 гг.
5-9 классы
Вариант 1

Олимпиада школьников Покори Воробьевы горы 2021-22

АНГЛИЙСКИЙ ЯЗЫК

Вариант 1

5-9 классы

READING

TASK 1. 15 points: 1 question – 3 points

Read the text. Imagine you are a teacher and you want to check how your students understand the text. Write 5 questions (6-10 words each). Your questions should be of different types and should not repeat each other.

Quoting of the text (4 or more words used together) is not allowed.

Graphic novel

A **graphic novel** is a book made up of comics content. Although the word "novel" normally refers to long fictional works, the term "graphic novel" is applied broadly and includes fiction, non-fiction, and anthologized work. It is, at least in the United States, typically distinct from the term "comic book", which is generally used for comics periodicals and trade paperbacks and the term "visual novel", which is an interactive fiction video game genre

Fan historian Richard Kyle coined the term "graphic novel" in an essay in the November 1964 issue of the comics fanzine *Capa-Alpha*. The term gained popularity in the comics community after the publication of Will Eisner's *A Contract with God* (1978) and the start of Marvel's Graphic Novel line (1982) and became familiar to the public in the late 1980s after the commercial successes of the first volume of Art Spiegelman's *Maus* in 1986, the collected editions of Frank Miller's *The Dark Knight Returns* in 1986 and Alan Moore and Dave Gibbons' *Watchmen* in 1987. The Book Industry Study Group began using "graphic novel" as a category in book stores in 2001.

The term is not strictly defined, though Merriam-Webster's dictionary definition is "a fictional story that is presented in comic-strip format and published as a book". Collections of comic books that do not form a continuous story, anthologies or collections of loosely related pieces, and even non-fiction are stocked by libraries and bookstores as "graphic novels" (similar to the manner in which dramatic stories are included in "comic" books).

A **visual novel**, often abbreviated as **VN**, is an interactive fiction video game genre, featuring text-based story with narrative style of literature and interactivity aided by static or sprite-based visuals, most often using anime-style art or occasionally live-action stills (and sometimes video footage) As the name suggests, they resemble mixed-media novels. The genre is more rarely referred to as **novel game** - internationally, it is most often used by people who highly regard the genre.

Visual novels originated in and are especially prevalent in Japan, where they made up nearly 70% of the PC game titles released in 2006. In Japanese, a distinction is

from Wikipedia, the free encyclopedia

1. _____
2. _____
3. _____
4. _____
5. _____

Quoting of the text (4 or more words used together) is not allowed.

[illegible]

TASK 3. 50 points

‘I woke up in the morning and found myself in an unfamiliar place with only dinosaurs all around...’

Write a short story (220 – 240 words), including:

1. a chain of events and an ending
2. at least 2 characters
3. a description
4. a dialogue: direct speech