



**МОСКОВСКИЙ ГОСУДАРСТВЕННЫЙ УНИВЕРСИТЕТ
имени М.В.ЛОМОНОСОВА**

Вариант 1 (11)

Место проведения Казань
город

ПИСЬМЕННАЯ РАБОТА

Олимпиада школьников Покори Воробьёвы горы
наименование олимпиады

по Английскому языку
профиль олимпиады

Ратниковой Софии Юрьевны
фамилия, имя, отчество участника (в родительном падеже)

Дата

« 4 » апреля 2026 года

Подпись участника

КГ

62-38-20-82
(1732)

Чистовик №1.

ОБ = 18 + 6 + 7 + 10 + 10 + 37 = 88

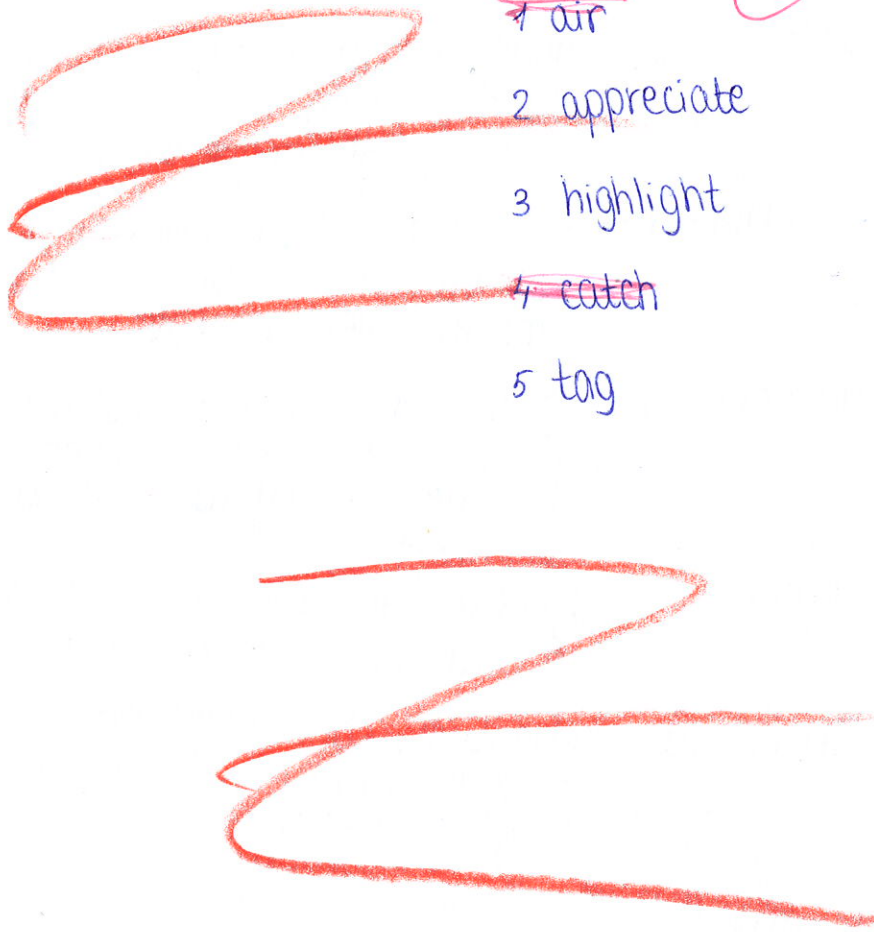
Задание 1.

- 1 ✓
- 2 time
- 3 do
- 4 himself
- 5 will
- 6 it
- 7 is
- ~~8 the~~
- 9 had
- 10 that
- 11 never
- 12 much
- 13 ✓
- 14 was
- 15 ✓
- ~~16 such~~
- 17 been
- 18 first ✓
- 19 having
- 20 ✓

Задание 2.

6

- ~~1 air~~
- 2 appreciate
- 3 highlight
- ~~4 catch~~
- 5 tag



18

Задание 3.

- 1 - F
- 2 - I
- ~~3 - D~~
- 4 - C
- 5 - G
- 6 - A
- ~~7 - K~~
- ~~8 - E~~
- 9 - B
- 10 - H

7

Задание 4.

- 1 does the scientist publish
- 2 the project receives
- 3 I had completed ~~to~~ my thesis
- 4 was him who by accident broke
- 5 must have taken



10

Чистовик №2

Задание 5.

10

Goblin mode - noun; a way of living characterised by neglecting social interaction and hygienic procedures

De-influencing - noun; a societal movement of alleviating the significance of media advertisements

Permacrisis - noun; permanent crisis; an indelible destruction of the immense assets of the society followed by mass depression

Phygital - adjective; unifying both physical and digital worlds (e.g. space)

Parasocial - adjective; connected to communication, however unreciprocated, one-sided (e.g. relationship)

Задание 6.

Dear jury and fellow readers,
I am honoured to participate in a national "Young Innovators" grant competition, and receive an opportunity to present ^{to} you the product of my thought, thus changing the world for the better with your assistance. Let me introduce a digital ecosystem "welcome".

~~Being~~ Designed in a form of a mobile application, "welcome" is targeted at foreign travellers, students, residents. The home page of the application consists of five buttons - "Safety & Emergency", "Transport", "Chew & View", "How Do I Say?" and "Might Need". Each button's function is intuitively comprehensible. The first leads to ^{one}

K1-
K2-
K3-
K4-
3
↓

Число 13
(прогнозируемые затраты 6)

a list of emergency numbers and clear instructions embassy on how * to locate any adjacent police department, or pharmacy. The second one informs the user of his way from point A to point B and the corresponding prices. The third button guides the user ~~thru~~ through the cultural life of his/her destination as well as the cuisine. "How do I say?" accounts for offline translation and an AI assistant. The last button opens some maps and engaging facts.

"Welcome" responds to foreigners' need of not getting lost, being able to express oneself, and overall get accustomed without having to download numerous services or enable wi-fi connection. The ~~above~~ mentioned assets are crucial as they significantly reduce stress and create a positive impression of the city. The ecosystem is to be launched globally in order to ~~accommodate~~ provide all people with equal opportunity to travel easily. Placing advertising placards in airports appears a logical idea for promotion.

All things ~~consi~~ considered, "Welcome" has all the makings of a success, worth supporting. According to our slogan, "East or West - ~~the~~ Travelling Is Best!"

