
Delta mock examination – Paper 1

Task One

Provide the term for each definition.

Provide only **one** answer per question.

- a. A syllabus based on concepts such as , weight, shape, size, time, quantity rather than on grammatical or functional categories
- b. A grammatical category which concerns how events are viewed such as in progress, continual, discontinued, habitual etc.
- c. Marking or scoring a test by comparing and ranking test takers with each other rather than an external standard
- d. A term describing two words which are identically spelled but differently pronounced

Task Two

Provide a definition and an appropriate brief example or illustration for these terms.



- a. A binomial
- b. A subordinating conjunction
- c. A primary auxiliary verb
- d. Situational Language Teaching

Task 3

The extract for this task is a listening activity for pre-intermediate level (CEFR level A2/B1) learners. Identify a total of three key language features or subskills learners at this level would need to use in order to complete the activity successfully. Provide an example specific to this activity to support each choice.

Extract:

You are going to hear 4 travel announcements. In the boxes below, write the numbers of the announcement which go with the pictures and write a short note saying what you must do:

	
<p>Announcement number <input type="checkbox"/></p> <p>Please do not ...</p> <p>-----</p>	<p>Announcement number <input type="checkbox"/></p> <p>Please go ...</p> <p>-----</p>
	
<p>Announcement number <input type="checkbox"/></p> <p>Please do not ...</p> <p>-----</p>	<p>Announcement number <input type="checkbox"/></p> <p>Please ...</p> <p>-----</p>

Tapescript from the Teacher's Book:

Announcement 1:

Will the remaining passengers for flight BA3265 to San Francisco please go immediately to gate 22.

Announcement 2:

The next train does not stop here. For your safety, please stand or walk behind the yellow line.

Announcement 3:

We are now entering a white-water stretch of the river. For your own safety, please wear your lifejacket at all times until further notice.

Announcement 4:

This is a security announcement. Please do not leave baggage unattended at any time. Unattended bags may be removed without warning and may be destroyed.

Task four

The text for this task is reproduced below. It was written by a learner in a pre-intermediate class (CEFR A2) in response to the following task:

During your holiday in England, someone stole your wallet at the airport. An English couple helped you tell the police and gave you some money to take a taxi to the bank to get money and replace your bank cards. They were very kind and helpful.

Write an email to them to say thank you.

You should write no more than 100 words.

Dear Mr and Mrs Brown,

I write a short letter to say big thank you for you help at the airport last week.

I was in trobble, sure, and you helped me a lot with the police. I frighten the police in my country but they was nice and helped me.

Thank you for the money for taxi. I have sent it to your bank like I say and add something for you also.

The bank was OK and I got my money back and cards etc.

Have a nice day and thank you again.

Yours sincerely,

Peter Braun

Identify four key strengths and / or weaknesses of the text. Provide an example of each.

Your answer should focus on some or all of the areas listed below:

- Task achievement / effect on the target reader
- Organisation and cohesion
- Accuracy of grammar
- Appropriateness
- Accuracy of spelling

Task Five

The text for this task is reproduced on below.

- a. The text is a page from Wikipedia. It is designed to provide the reader with objective information about the subject. Identify five features of the text that are characteristic of its genre.

Give one example of each feature you identify. Identify no more than one feature of layout.

- b. Look at the following extracts from the text.

Comment on the **form** and **meaning/use** of the words **highlighted** as they are used in the text.

- Grand Theft Auto V is an open world, action-adventure video game
- Set within the fictional state of San Andreas (based on Southern California)
- Development began soon after the release of Grand Theft Auto IV and was shared between many of Rockstar's studios worldwide.
- Creating the open world

- c. Comment on the use of tense forms in the text.

- d. Look at the following **highlighted** lexemes in the text and comment on what difficulties learners may have in:

- Comprehension
- Pronunciation
- Form.

Item 1: **heists**

Item 2: **driving**

Item 3: **drew influence**

Item 4: **US \$800 million**

Item 5: **hostage**

Grand Theft Auto V


Grand Theft Auto V is an open world, action-adventure video game developed by Rockstar North and published by Rockstar Games. It was released on 17 September 2013 for the PlayStation 3 and Xbox 360, on 18 November 2014 for the PlayStation 4 and Xbox One, and on 14 April 2015 for Microsoft Windows. The game is the first main entry in the Grand Theft Auto series since 2008's Grand Theft Auto IV. Set within the fictional state of San Andreas (based on Southern California), the single-player story follows three criminals and their efforts to commit heists while under pressure from a government agency. The open world design lets players freely roam San Andreas, which includes open countryside and the fictional city of Los Santos (based on Los Angeles).

The game is played from either a third-person or first-person view[c] and its world is navigated on foot or by vehicle. Players control the three lead protagonists throughout the single-player mode, switching between them both during and outside of missions. The story is centred on the heist sequences, and many of the missions involve shooting and driving gameplay. Players who commit crimes may incite a response from law enforcement agencies, measured by a "wanted" system that governs the aggression of their response. Grand Theft Auto Online, the online multiplayer mode, lets up to 30 players explore the open world and engage in cooperative or competitive game matches.

Development began soon after the release of Grand Theft Auto IV and was shared between many of Rockstar's studios worldwide. The development team drew influence from many of their previous projects such as Red Dead Redemption and Max Payne 3, and designed the game around three lead protagonists to innovate on the core structure of its predecessors. Creating the open world constituted much of the development work, and several team members conducted field research around California to capture footage for the design team. The game's soundtrack features an original score composed by a team of producers who collaborated over several years.

A widely anticipated game, Grand Theft Auto V broke industry sales records and became the fastest-selling entertainment product in history, earning US \$800 million in its first day and US \$1 billion in its first three days. It received widespread critical acclaim, with praise directed at its multiple protagonist design, open world, presentation and gameplay. The game caused controversies related to its depiction of women and a mission featuring torture during a hostage interrogation. Considered one of the most significant titles of the seventh generation of console gaming, the game won year-end accolades, including Game of the Year awards from several gaming publications. It has shipped over 54 million copies and is one of the best-selling video games of all time.

From Wikipedia, the free encyclopedia

Grand Theft Auto V	
	
Developer(s)	Rockstar North ^[a]
Publisher(s)	Rockstar Games
Distributor(s)	Take-Two Interactive
Producer(s)	Leslie Benzies Imran Sarwar
Designer(s)	Leslie Benzies Imran Sarwar
Programmer(s)	Adam Fowler
Artist(s)	Aaron Garbut Dan Houser
Writer(s)	Rupert Humphries Michael Unsworth