C 1 GENERAL ENGLISH EXAMINATON KEY – 14.01.2016

1. LISTENING

Minor spelling mistakes are acceptable!

1.1 *The Pixar Animated Film Studio*

(from CAE Result OUP 2010)

1. **computer**
2. **puzzling**
3. **17/seventeen**
4. **patience**
5. **realistic**
6. **magic formula**
7. **message**
8. **jokes**

1.2 *Computer Game*

(from CAE Gold Plus Coursebook, N.Kenny, J. Newbrook, R. Acklam, Pearson)

TASK 1	TASK 2
9. **E**	14. **F**
10. **A**	15. **E**
11. **H**	16. **B**
12. **G**	17. **D**
13. **B**	18. **G**

2. READING

2.1 *Conserving Jaguars*
(from Cambridge English Advanced Trainer Six Practice Tests with answers , Felicity O'Dell Cambridge University Press 2010)

TWO MARKS EACH

19. **E**
20. **G**
21. **A**
22. **C**
23. **F**
24. **B**

2.2 *But will it save the planet?*
(from CAE Result Workbook Resource Pack, K. Gude, Oxford 2008)

25. **E**
26. **D**
27./28. **B/C**
29. **B**
30. **C**
31. **A**
32. **C**
33./34. **A/E**
35. **D**
36. **B**
37. **D**

3. USE OF ENGLISH

3.1 *The jargon jungle*

(from Recycling Advanced English, CUP 2013)

38. **what**

39. **where/because**

40. **whom**

41**. While/Whilst/Whereas**

42. w**ho/that**

43. **Provided/Providing**

44. **however**

45. **as/when/whenever**

46**. or**

47**. well**

3.2 *Ireland*

(from Cambridge English Advanced Trainer, F. O'Dell, CUP 2013)

48. **C**

49. **B**

50. **A**

51. **B**

52. **D**

53. **C**

54. **A**

55. **B**

56. **C**

57. **B**

58**. A**

59**. D**

3.3 Key word transformations

Two marks for each answer are awarded, divided up as shown.
No marks are awarded for an answer if:
- the **key word** is omitted or changed,
- more than **six** or fewer than **three** words are used.

60. **of being (getting)** (1) **/ interested in** (1)

61**. Having** (1) **/ taken it off** (1)

62**. to be (being)** (1) **/ thought of as** (1)

63. **has been** (1) / **a sharp increase in** (1)

64. b**y far** (1) / **the most imaginative** (1)

ASSESSMENT CRITERIA FOR WRITING - C1 EXAM (15 marks)

TASK ACHIEVEMENT (maximum 4 points)	*Content*	All points covered with some expansion. Minor omissions accepted. The writing is of an appropriate **length**. (2 marks)
	Register	The writing is consistently formal, informal or neutral **as dictated by the task.** (1 mark)
	Effect on target reader	The reader clearly **understands** the message, is fully informed. The writing satisfactorily achieves the desired effect. (1 mark)
ORGANISATION (maximum 3 points)	*General organisation*	The organization is well-structured with a clear **beginning, middle and end**. It is divided into **paragraphs**. In letters and reports, the appropriate **layout** and writing conventions are observed. (1 mark)
	Cohesion	Information and ideas are **clearly** organised through the use of a reasonable to good variety of cohesive devices. There is very little repetition of the same phrases. (2 marks)
ACCURACY (maximum 4 points)	*Grammar*	The grammar is **accurate in simpler structures**. There may be some mistakes, especially with complex structures but they do not cause difficulty for the reader. (2 marks)
	Vocabulary	Vocabulary is used **appropriately for the topic**. The student demonstrates his/her ability to convey the message effectively though word choice may occasionally lack precision. Repetition is generally avoided. (2 marks)
RANGE (maximum 4 points)	*Range*	A **good** range of simple (2 marks) and a reasonable range of complex (2 marks) structures and vocabulary is used.

MARKING PROCEDURE

Each category is marked, points awarded and then scores totalled.
However, if the writing fails to address the **topic** – only **ACCURACY** will be marked (i.e. student can be awarded **up to 4 points**).

WORD COUNT

At **C1 level** Exam students are asked to write **200-250 words.**

The student is allowed to write 5% fewer words than required and 10% more words than allowed.
If the task calls for 200-250 words - the writing should have no more than 275 words and no fewer than 190 words.

If the writing is **too short**, **1 point will be subtracted per 10 words under the minimum number** allowed. (in the above example - for every 10 words below 190)
If the writing is **too long**, **1 point will be subtracted per 10 words over the maximum number** allowed. (in the above example - for every 10 words over 275)

RECORDING MARKS

The following symbols are used: *T* for Task, *O* for Organisation, *A* for Accuracy, *R* for Range and *S* for Score.

Each piece of writing is read by two examiners. Neither of the examiners underlines or corrects the mistakes. The first examiner writes down his/her marks in a box provided in the bottom left-hand corner of the examination paper and folds up the corner so as not to influence the other examiner. The second examiner completes the box in the right-hand corner, unfolds the left-hand corner, and calculates the final score.

Half points are rounded up (e.g. 5.5 to 6.0). In case of a significant divergence (3 points or more) the two examiners negotiate the final score. If the two examiners cannot reach agreement, the decision is taken by a member of the Examination Board.

TRANSCRIPTS

Listening 1

<u>THE PIXAR ANIMATED FILM STUDIO</u>

Source: *CAE Result OUP 2010*

Inside an office complex near San Francisco, one of the 10 most powerful computers in the world hums and blinks in a dark, glass chamber. Known as the Renderfarm, the computer represents the final stage in a Pixar movie. It takes the millions of equations that the studio's animators have created to control each character, and crunches them down into individual frames of film. Pixar are now one of the most successful film studios in the history of the cinema. But Pixar employees become visibly disturbed by the suggestion that sheer computing power might be the secret of, what is to their rivals, their puzzling success. In Hollywood, though, trying to figure out Pixar's secret has become a matter of panicky necessity. Since 1995, the company has had an unbroken record of triumphs - as popular with critics as the box office. This has resulted in not just seven but a staggering 17 Oscars and millions of dollars for the studio. Telling a story in animated form requires a particularly bizarre kind of personality — an equal mix of childishness and enormous quantities of patience. Employees admit that it is a tedious job. They work on something for two years for maybe less than two minutes of film. If you're not a patient kind of person, you just can't take it. And obsessive secrecy characterises the studio's attitude to its future releases, so it is impossible for animators to talk about what they are working on now. What they can tell you, however, is that it is so difficult to create animated characters which are realistic that it is pointless even trying. Computer animation's best characters are strictly symbolic representations. This is probably because profound emotions are not always best conveyed by characters who appear to be real creatures.
Strangely enough, for a company that appears to have discovered some kind of magic formula, their film "The Incredibles" seems to dispense with everything it has done before. This is because the main characters are all human, rather than animals or other creatures. The film also lasts for two full hours and many shots are slow, or completely still. But what will surprise viewers most of all is not the story but the message the film sends out. Every Pixar film has a message and in this film it seems to be that some people are just better than others and their resentful inferiors should just accept the fact that this is the way things are. The Pixar doctrine seems to be that if a story really is good enough, it will reach everybody, not just children — and even the jokes that younger viewers miss will somehow enhance their experience of the film. Children live in an adult world and are used to hearing things they don't understand. So part of what makes life interesting is trying to figure things out. So putting things like jokes they don't understand in a movie is fine. Overall, what is special about Pixar is that their appeal is universal: And somehow, it seems that they can do no wrong.

Listening 2

COMPUTER GAME

Source: CAE Gold Plus Coursebook Nick Kenny, Jacky Newbrook, Richard Acklam, Pearson

Speaker 1: This game's awesome. I had hours of fun, and I reckon it's because the developers of the series really know what they're doing. I mean, this one easily lives up to the reputation of its predecessors. Single players go off on a quest as a 17-year-old cadet intent on saving his sister from an invasion of mysterious life forces. Meanwhile online players create their own characters, then set off to explore all three planets in a distant solar system. The usual sort of stuff, but all really well thought out. There's only one downside which is that there's a monthly subscription if you want to play online. Fortunately the off-line part never gets boring, so you can just stick with that.

Speaker 2: It's one of those games that had the unfortunate luck of being pretty much perfect the first time around. What this means is that, apart from technical updates to graphics and sound quality, the

developers didn't really have to change much for the sequels. Not until this one that is, and now they've almost ruined everything by over-complicating it. Having said that, a lot of the slightly tedious elements have been cut out, so the whole thing is a tighter, quicker-paced game which you have to give them credit for. What you get is the familiar rich, ever-evolving world that'll provide hours of entertainment, but this certainly wouldn't be the one to start out with as a beginner.

Speaker 3: As a long-time player of the games in this series, I was expecting great things of this new one which has a new cast of characters, but a familiar setting. There'd been a lot of hype with the creators winning awards and all that. But, all in all, it's a bit of a letdown. The graphics, never the strong point of the series, are now kind of OK, but to be honest I was expecting better. If it wasn't for the really deep and long storyline - it's actually interesting and not just something to click through like in lots of games - there'd hardly be anything to recommend what is really quite an expensive game.

Speaker 4: Like *a* lot of people, I'm a little disappointed having waited for this release which is meant to represent a decade of development experience. Well, I'm finding my game freezes up every time I start to trade with anyone, and sometimes for no reason at all which is a bit puzzling. The main plus point is the fact that the action takes place in Africa, which makes a nice change if, like me, you're a bit fed up with the usual goblins and other typical characters found in games. The plot sounds complex, but actually once you get into the game, it's OK. On balance though, I'd say don't spend any money on it till they've ironed out the glitches.

Speaker 5: Although there's numerous worlds to traverse and dungeons to delve into, the great thing about this game is there's nothing complex about it - you can pretty much progress at your own pace without needing any particular expertise. But don't forget, it's still basically a cartoon, the world you're in is stylised, so you're not seeing complicated settings or the lines on the characters' faces. There's plenty of detail though, even in regular TV resolution. And whilst the audio quality's fine, this games one of a series which is well known for the silly noises the characters make instead of words, which I find pretty annoying, but I guess then it's easy for them to convert the game for other languages.