

LISTENING TAPESCRIPT

(Please read twice)

Interviewer: *Next, we are going to talk about cave diving. In the studio, we have Derek Stephen, who was one of the country's leading cave divers in his day. I hope you won't mind telling the listeners, Derek, but you're in your sixties now...so just to explain a bit about cave diving. It's a sport where people go down into underground caves and explore them...*

Derek: Yes.

Interviewer: *And where does the diving come in?*

Derek: Well, the diving comes in when the caves or the tunnels are full of water and in order to get through you have to use diving equipment, oxygen and everything. That's it in a nutshell.

Interviewer: *So what sort of characteristics would you say you need to be a good cave diver?*

Derek: I think the most important thing probably is that if you're frightened, you can't let it show.

I: *So when you started cave diving all those years ago, how much oxygen did you have with you?*

D: In the early days, I had two cylinders, which would've lasted me about two hours.

I: *So you knew that if anything happened after two hours you were in trouble.*

D: I sure did, and that's why I never stayed down anywhere near two hours. In the beginning, you're very timid, you know. You only increase the time you spend in the caves very gradually.

I: *Have you ever found yourself in a really dangerous situation?*

D: Yes, when I was exploring a cave system with a friend of mine, George Bennet, and we got as far as the seventh chamber. It was magnificent, like a cathedral inside. But in getting there, we'd disturbed the mud. That's something that happens, the mud swirls up from the cave floor. Well, we couldn't see a thing. We couldn't even see the lamps we were carrying, and they were right in front of our eyes. Normally, that isn't a problem because as you go into the caves, you can lay a line, a kind of wire, which you just follow to find your way out.

I: *So what happened?*

D: Well, I was leading on the way back, following the line that we'd laid, but this time it did not lead me back to safety. I couldn't find the way out. George was behind me and he couldn't find the way, either. So we signalled to each other that we had better go back to the last cave where there was air. And when we got there, we had a discussion and decided that since George had more oxygen than I did, he would go and see if he could find the way out and then he would send me a signal by pulling on the wire. So I sat there and waited...

I: *You must have felt very lonely, Derek.*

D: Oh, I've never been so lonely in my life. I waited and waited and then finally there was one pull on the line, then two pulls, then a dreadful wait for the third, which would mean he'd found the way out. Otherwise, I knew we were trapped in the cave and nobody knew where we were. But in the end, the third came.

I: *Terrifying! I still can't understand why you did it, though. What exactly is the appeal of cave diving?*

D: That's hard. I suppose it's the unknown. You never know what's going to be around the next corner. Sometimes you see the most amazing colours, you know. That's enough to encourage you to go on.

I: *But if there isn't anyone there to share the experience with you, doesn't it get a bit lonely?*

D: More than a bit lonely!

I: *Did you ever come across any animals?*

D: Very rarely. You get bats that live in the caves but come out to eat, that's about it in English caves. But people who dive in tropical caves, in Cuba, for example, they come across snakes.

I: *And what do you think of modern cave divers?*

D: Oh, I admire them enormously.

I: *Thank you, Derek.*

D: It's my pleasure.

ROLEPLAY

Student:

Your school is going to be involved in work on an international project and you and your classmates are supposed to come up with ideas about the content of the project. Your ideas are about leisure time activities for young people in order to prevent them from taking drugs, getting involved in violence or using technology too much.

Suggest some ideas on how young people's free time can be spent in a sensible and creative way. Give examples of activities which young people could be involved in to have fun, to learn something and to improve their abilities (sports, crafts, arts, community work for the homeless and disabled, establishing a band, etc.).

ROLEPLAY

Teacher:

Your school is going to be involved in work on an international project and you and your classmates are supposed to come up with ideas about the content of the project. Your ideas are about leisure time activities for young people in order to prevent them from taking drugs, getting involved in violence or using technology too much.

Your schoolmate has suggested some activities such as doing sports, helping homeless and disabled people, painting pictures and establishing a band... You don't like these ideas; you think these activities are time-consuming, expensive and uninteresting for young people. You suggest a project about history, famous architectural sights, classical music, etc.

PICTURE STORY

Make up a story based on the following picture.



A N S W E R K E Y

GRAMMAR – 15 points

1. have changed 2. be done 3. have been 4. saw 5. sold 6. were sponsored 7. going 8. the
9. raising 10. that 11. about 12. was reflected 13. being shown 14. were becoming
15. was building

7.5 points (0.5 pt each)

16D 17A 18 C 19A 20D 21D 22B 23C 24B 25A 26B 27D 28C 29B 30C

7.5 points (0.5 pt each)

VOCABULARY – 10points

1 rely 2 facial 3 unconsciously 4 tactful 5 acting 6 movements 7 interviewers
8 appearance 9 employers 10 stability 11 further 12 reasonable 13 objectionable
14 private 15 likely 16 conscientious

8 points (0.5 pt each)

17. handful 18. partial 19. bulk 20. dearth

2 pts (0.5 pt each)

READING COMPREHENSION – 10 points

1.C 2.D 3.B 4.F A, E are extra

2 pts (0.5 pt each)

5. d 6.c 7.c 8.d 9.b 10.a 11.c 12.b

8 points

LISTENING COMPREHENSION – 5 points (0.5 pt each)

1.C 2.B 3.C 4.B 5.C 6.A 7.B 8.A 9.B 10.B

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