

- 1p 18 Kies bij 18 in alinea 4 het juiste antwoord uit de gegeven mogelijkheden.
- A a commercial
 - B an official
 - C a public
 - D a secret
- 1p 19 Based on the text as a whole, what is the most interesting aspect of participating in the *Design Ventura* project?
- A It brings in money to buy high-tech equipment.
 - B It generates positive media attention for schools.
 - C It helps to develop various competences.
 - D It motivates pupils to score better grades.

Tekst 8

- 1p 20 Kies bij 20 in alinea 1 het juiste antwoord uit de gegeven mogelijkheden.
- A costs
 - B expectations
 - C people
 - D preparation
- 1p 21 How does paragraph 2 connect to paragraph 1?
- A It contradicts what is said in paragraph 1.
 - B It gives examples of what is said in paragraph 1.
 - C It makes fun of what is said in paragraph 1.
- 1p 22 How can the tone of paragraphs 3 and 4 be characterised best?
- A admiring
 - B enthusiastic
 - C mocking
 - D shocked
- 1p 23 'Which is exactly what happens to Conway.' (alinea 4)
→ Beschrijf kort wat er gebeurde.
Geef antwoord in het Nederlands.
- 1p 24 Welk woord beschrijft de functie van alinea 4 tot en met 6?
- A conclusie
 - B opsomming
 - C samenvatting
 - D verklaring

- 1p 25 In alinea 2 wordt duidelijk wat Sean Conway met de zwemtocht wilde bereiken.
Welke van de volgende woorden uit alinea 7 of 8 maakt duidelijk dat hij zijn doel gehaald heeft?
- A 'original' (alinea 7)
 - B 'initially' (alinea 7)
 - C 'record-breakingly' (alinea 8)
 - D 'surprisingly' (alinea 8)

Tekst 9

- 1p 26 Who are meant by 'the "robber barons" of Japan's creative industry' mentioned in paragraph 1?
- A creatures who appear in Japanese games
 - B frauds who have copied Japanese games
 - C people who have developed Japanese games
 - D professionals who play Japanese games
- 1p 27 Kies bij 27 in alinea 2 het juiste antwoord uit de gegeven mogelijkheden.
- A because
 - B but
 - C so
- 1p 28 What is the point made by Mr Michael Susetyo in paragraph 3?
- A Playing English games is quite difficult if your native language is Japanese.
 - B The international success of their games has made Japanese designers too confident.
 - C The Japanese dislike sharing their technological knowledge with foreign game companies.
 - D The Japanese need to improve their English to keep up with the international game industry.
- 1p 29 What does Hideo Uda say about Japanese anime movies in paragraph 4? They are
- A internationally respected as a Japanese form of art.
 - B often inspired by films from American rivals.
 - C produced in a traditional and time-consuming way.
 - D too typically Japanese to have global attraction.