

- 1p 34 Which of the following fits the gap in paragraph 3?
A abundance
B diet
C infertility
D size
E vulnerability
- 1p 35 Which of the following fits the gap in paragraph 4?
A encouraging
B hypothetical
C pointless

Tekst 11 Alto's Adventure

Drie van de onderstaande vijf zinnen (a, b, c, d of e) zijn uit de tekst weggelaten. (zie 36-1, 36-2, 36-3 in de tekst)

- 2p 36 Geef bij elke plaats aan welk van de zinnen daar hoort. Noteer de letter van de zin achter het nummer op het antwoordblad. *Let op: er blijven twee zinnen over.*
- a Because it evokes this desire to become a sightseer, *Alto's Adventure* is not just a game but rather a piece of interactive art.
 - b By limiting the complexity of the game's controls, the overall experience has been enhanced tremendously.
 - c He succeeded with flying colours because you really get the feeling that the game and its characters could be just a small part of an entire world.
 - d In terms of gameplay, it's fun but not groundbreaking.
 - e The harmony between visuals and sound makes up for the story with its silly and far-fetched plotlines.

Tekst 12 The genius of landscape architect Capability Brown

- 1p 37 What inspired both writers to react to Robin Lane Fox's column? They disagree with his suggestion that
- A Capability Brown was an arrogant and spoilt child.
 - B children from working-class parents cannot be gifted.
 - C designing gardens was not a respectable profession.
 - D women are by nature intellectually inferior to men.