

Tekst 6 “Just Like Us”

- 3p 17 Komen de volgende beweringen overeen met de inhoud van de tekst?
Noteer ‘wel’ of ‘niet’ achter elk nummer op het antwoordblad.
- 1 De moeder en dochter worden opstandig als ze zich aan allerlei regels moeten houden.
 - 2 De moeder en dochter komen aan bij een camping die in een dunbevolkt gebied lijkt te liggen.
 - 3 De dochter heeft het gevoel dat zij en haar moeder er wat onverzorgd uitzien.
 - 4 De moeder en dochter laten de zoon van Margie merken dat zijn gedrag onacceptabel is.
 - 5 Margie is benieuwd of de moeder een partner heeft.
 - 6 De moeder overtuigt Margie ervan dat ze ervaring heeft met het beheren van een camping.
- “‘Is there a discount for more nights?’ Mama asked.’ (line 22)
- 1p 18 What other clue is given in the text that suggests that the mother and daughter have little money?
- A They have been staying in cheap and substandard locations for a while already.
 - B They have chosen not to fix the broken down water supply inside their mobile home.
 - C They have considered gambling to increase their tight budget.
 - D They have tried to economise by taking food from dumpsters.
- ‘Please, I asked silently. Let us stay.’ (regel 36)
- 1p 19 In welke zin **eerder** in de tekst wordt duidelijk dat ze uiteindelijk worden weggestuurd?
Citeer de eerste twee woorden van deze zin.

Tekst 7 The Games People Play

- 1p 20 What explanation for why games are fun does paragraph 1 present?
- A They are based on contradictory theories.
 - B They have become more complicated over time.
 - C They help people stay playful and relaxed.
 - D They provide room for play within limitations.
- 1p 21 What is the main point made in paragraph 3?
When playing a game, people
- A behave more graciously than they do in the real world.
 - B can forget the worries that define the here and now.
 - C get the chance to refine skills they need in daily life.
 - D give themselves over to an alternative existence.

- 1p 22 What is the function of 'the metaphor of a chalk line' (paragraph 4)?
- A to emphasise that games and reality are completely unconnected
 - B to illustrate how games help people to make more sense of everyday reality
 - C to make clear that the border between games and reality can be easily crossed
 - D to question if drawing a line between games and reality is necessary
- 1p 23 What is the example of 'Go' in paragraph 5 meant to make clear?
- A that classic games are quite sophisticated
 - B that games can have practical purposes
 - C that games may prevent real-life conflicts
 - D that mankind needs games for survival
- 1p 24 Which advantage do analog games have over digital ones, according to paragraph 6?
- A They are cheap to produce.
 - B They are simple to play.
 - C They can be adapted.
 - D They engage players physically.
 - E They have a long history.
- 1p 25 Which conclusion does paragraph 7 lead up to?
- A Games can provide people with an escape from everyday life.
 - B Games that mirror true-life situations are the most enjoyable ones.
 - C It takes time for games to evolve towards their ideal form.
 - D Old-fashioned games can still be relevant to modern society.
- 1p 26 Which aspect of games is **not** discussed in this article?
- A They are potentially addictive.
 - B They can be educational.
 - C They provide entertainment.
 - D They reveal a player's nature.

Tekst 8 Bear Necessities

- 1p 27 What is said about Oswald's Bear Ranch in paragraph 1?
- A It gets money in ways that are clearly illegal.
 - B It has more bears than it can accommodate.
 - C It is only interested in selling bears.
 - D It pretends to be something it is not.