

ANSWER KEY – C1

Section 1

Example: B

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

Section 2

11. As is only to be expected, / the overwhelming majority of teachers / are teaching subjects / that they themselves enjoyed learning, / and they frequently suffer from / a particular perceptual drawback. / They find it difficult to conceive / that anyone could possibly struggle / to grasp ideas that they find / both fascinating and easy to assimilate.

Section 3 - Part A

Example: political magazine

12. 10 %
13. rival
14. graphical
15. disadvantage
16. advertising

Section 3 - Part B

Example: (a) musician

17. formal instruction
18. analysing
19. improvise
- 20 100% dedication
21. technique / what your fingers are doing

Section 4

Example: A

22. B

23. A

24. C

25. A

26. C

Section 5

Example: D (Edwards believed that Minecraft had clear educational value. The text mentions its sociological, psychological and ethical implications. His concern was not that he had chosen the wrong game. He was worried that students might not understand what he was trying to achieve and that the activity might affect their concentration.)

27. B (The text states that the original version can be adapted to control which characters and content are included. This means teachers can remove unsuitable material and adapt the game to their teaching aims. A is not mentioned. C is incorrect because the teacher assigns the tasks. D is incorrect because Minecraft does not require players to progress through numbered levels.)

28. C (The phrase “with the learners driving the change” presents the students as actively leading the improvement of the sessions. It conveys approval of their initiative and independence. “Harmonious” appears in the negative expression “far from harmonious”, so it describes the initial disagreement. “Keen” and “newborn” do not express the writer’s approval.)

29. C (The human inhabitants in the Minecraft society wait for guidance from the players. The writer compares this behaviour to traditional education, where students are passive and are told what and how to learn.)

30. A (The phrase “grudgingly acknowledge” shows that critics admit the educational benefits unwillingly. They accept that games have some value, but they are reluctant to recognise it. The text does not say that their research is flawed, that their observations about teachers are accurate, or that they recognise weaknesses in traditional teaching.)

31. D (“This image” refers to the common idea of a child playing alone and being disconnected from others. Conway challenges this view by explaining that students discuss the game, share ideas and solve problems together.)

Section 6 - Part A

Example: (the) popular press

32. defend/justify/argue about their degree

33. soft option

34. (because) course content varies

35. (traditional) print media

Section 6 - Part B

Example: Internet freedom

36. equal and affordable

37. government oversight

38. technical jargon

39. financial corporations

Section 7

Example: influential

40. direct reinforcement

41. modelling

42. violently

43. intrinsic reinforcement // internal reward

44. distracts your attention

45. improvement // skill advancement

46. reward (and) punishment

Sections 8 and 9 are meant to be corrected and graded by an examiner.