

Track 4 00:56

**Task 1 (15 marks)**

You are helping your colleagues prepare information for a special feature on the culture of vending machines. Listen to the conversation and fill in the missing information in the spaces below. You now have 30 seconds to study the task. At the end of the task, you will have one minute to tidy up your answers.

**The Culture of Vending Machines**

**Vending machines fun facts**

- The first vending machine was developed in (1) England/Britain in the (2) early 1880s selling (3) postcards.
- The US has about (4) seven millions vending machines, **the most** in the world.
- Japan has (5) the highest density of vending machines. There are about (6) five millions of them nationwide.

\* At times the point are repeated (rephrased/summarized)

**Vending machines in Japan**

<b>Things to sell</b>	<ul style="list-style-type: none"> <li>• Almost everything</li> </ul>
<b>Reasons for their rise</b>	<ul style="list-style-type: none"> <li>• (7) <u>Shortage of workers (after Second World War)</u></li> <li>• (8) <u>High cost of labour</u></li> <li>• (9) <u>Lack of storage space in cities' stores</u></li> <li>• (10) <u>Low crime rates.</u></li> </ul>
<b>Reasons for their popularity</b>	<ul style="list-style-type: none"> <li>• Everyone can own a vending machine to (11) <u>sell things</u></li> <li>• Japanese people's (12) <u>love of technology</u></li> <li>• (13) <u>First-class/excellent maintenance services</u></li> </ul>

The (vending) machines are always well-maintained.

**Examples of other uses of vending machines**

Country / Place	Other uses
<b>Japan</b>	<ul style="list-style-type: none"> <li>• (14) <u>To advertise goods/ for advertising by companies</u></li> </ul>
<b>USA</b>	<ul style="list-style-type: none"> <li>• (15) <u>To provide free essentials to the homeless by charity organizations/ charities</u></li> </ul>

Answers written in the margins will not be marked.

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END OF TASK 1

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Task 2 (14 marks)

You are talking to another team about a feature they will be doing for the special issue. Listen to the conversation and fill in the missing information in the spaces below. You now have 30 seconds to study the task. At the end of the task, you will have one minute to tidy up your answers.

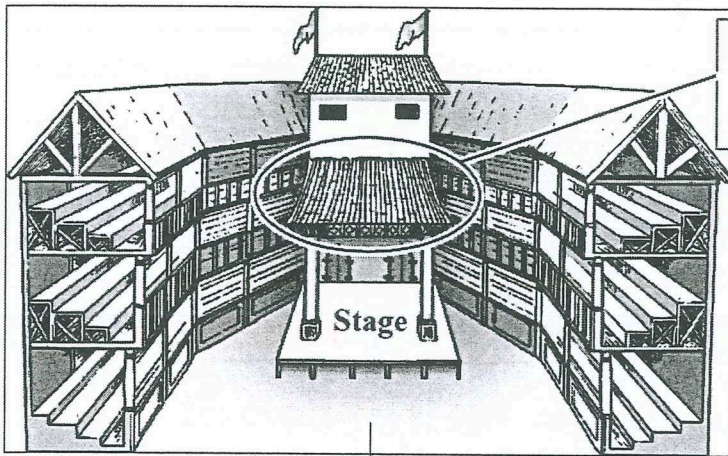
Stage Plays during Shakespearean Times

- **Plays:** (16) Very adaptable / versatile
- Reasons: To suit different venues such as an outdoor playhouse, an (17) indoor theatre, (18) a royal palace or (19) a courtyard of an inn
- **Stage:** Quite (20) bare
- **Actors:** (21) All men or boys / No women or girls
- Talents: Skilful in acting, singing, dancing and (22) at playing musical instruments
- **Audiences:**
  - Men and women from (23) different social backgrounds
  - Rich women going to see plays in theatres would (24) hide their face by wearing a mask

Answers written in the margins will not be marked.

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### A Typical Playhouse



The roof over the stage is called

(25) 'The Heavens'

• (26) Galleries

• (27) a) yard or (28) a) pit

• (29) No seating in the yard/pit

(X 'People stood to watch the performance')

Answers written in the margins will not be marked.

Track 6 00256

END OF TASK 2

**Task 3** (14 marks)

Your colleague has interviewed Laura Yeung, the art and culture consultant of the magazine, who had visited the Digital Art Museum in Tokyo earlier. Listen to the interview and fill in the missing information in the spaces below. You now have 30 seconds to study the task. At the end of the task, you will have one minute to tidy up your answers.

**Digital Art Museum**

*The world's first all-digital museum*

	Information / Details
<b>Differences from other art museums</b>	<ul style="list-style-type: none"><li>• (30) <u>No paintings in the whole museum</u></li><li>• (31) <u>No art can be seen / One cannot see any art</u></li><li>• (32) <u>No guide maps</u></li><li>• (33) <u>No signs that / to warn people</u> _____ about not touching artworks</li></ul>
<b>Type of artworks</b>	• (34) <u>Technicolour digital artworks</u>
<b>Number of artworks</b>	• (35) <u>50</u>
<b>Medium of artworks</b>	• (36) <u>light projected through computers</u>
<b>Number of equipment used for generating artworks</b>	• (37) <u>990</u>

(i.e. 520 + 5470)

P.T.O.

Answers written in the margins will not be marked.

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<p><b>How the artworks interact with visitors</b></p>	<p>• (38) <u>They react to touch and movement</u></p>
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**A Section for Children: Athletics Forest and Future Park**

**Purpose:**

- (39) To provide entertainment and
- (40) to promote brain development for learning and memory

**Artworks:**

- (41) (All) 3D artworks
- ( " " a particular area in the brain that is ... )*

**Art activities:**

- They were (42) scientifically researched and developed to not just entertain but also promote the development of (43) creativity and to help them become aware of their own abilities.

Answers written in the margins will not be marked.

**Task 4** (14 marks) *Track 7 00:49*

**END OF TASK 3**

*\* answers - not all in order - repeated if long*

You are listening to a podcast about popular culture and high culture. Listen to the podcast and answer the questions below. You now have 30 seconds to study the task. At the end of the task, you will have three minutes to tidy up your answers.

## Pop Culture and High Culture

What is pop culture also referred to?

(44) the culture of the people / general public

What are the characteristics of pop culture products or activities?

(45) (Having) mass accessibility / (Being) accessible by the

(46) Easy to understand | majority

(47) Entertaining / always having / It always | (of people)

(48) Reflect | has an entertaining element in it  
different aspects  
of people's lives

What are the characteristics of high culture?

(49) More sophisticated

(50) More complex

(51) More intellectually challenging

According to the speaker, why do many people have the feeling that high culture is unapproachable?

(52) (Because) some experts impose standards

According to the speaker, how can we judge if a piece of work belongs to high culture?

(53) It can stand the test of time

(54) It can cross cultural borders

Answers written in the margins will not be marked.

P.T.O.

How can governments promote high culture?

- (55) To fund museums, orchestras and ballet companies
- (56) Through free broadcasting of high cultural activities on TV or radio

Give one example of how orchestras try to promote classical music and widen its appeal.

- (57) (I) include pop and folk music in their performances with a classical musical twist

Answers written in the margins will not be marked.

**END OF TASK 4**

**End of Part A**

**Now go on to Part B**