

**CONCURSUL DE LIMBA ENGLEZĂ PENTRU LICEE
CU PROFIL TEHNOLOGIC ȘI Vocațional
ETAPA JUDEȚEANĂ, 23 mai 2026
CLASA a XII-a**

- Toate subiecte sunt obligatorii
- Timp de lucru: 2 ore
- Total puncte: 90
- Se acordă 10 puncte din oficiu

SUBJECT I

20 points

Read the text below. For questions 1 – 8, choose the answer (A, B, C or D) which you think fits best according to the text.

Kids take to new technology like flies to honey. Among many older folks, it's conventional wisdom that if you've been flummoxed by your computer, video recorder or other high-tech gadget, the quickest and cheapest way to solve the problem is to call in a twelve-year-old to fix it. Lots of kids today grow up with a keyboard in one hand and a joystick in the other.

There are plenty of benefits to introducing kids to tech devices early. Using the devices becomes second nature to them, so the learning curve is less steep. Playing video games helps to develop hand-eye coordination. They learn multi-tasking skills from juggling several computer programs at once. Surfing the web can expose them to a vast array of knowledge that wasn't available to those of us who grew up without the availability of commercial Internet services, even in some of our best libraries. And kids can have a rich social life and meet a much more diverse group of people to which they might never be exposed in their own hometowns. They can also stay in touch with family members and friends, regardless of whether they live close by or at a distance, much more easily.

Unfortunately, there are potential harmful effects, in addition to the positive ones. Many parents worry that violent video games may desensitize children to violent behaviour in real life, and that the Web will lead them to pornography or hate groups as well as information for completing their schoolwork. The people your kids meet online can be good influences - or they could be pedophiles posing as other children to lure unsuspecting youngsters into their traps.

Some experts fear that even in the innocuous communications with people they know, kids may be exposing themselves to hidden ill effects. For example, one type of communication that's very popular with teenagers is real-time chat. This includes Web-based chat, use of IRC (Internet Relay Chat) programs, Instant Messaging services such as those offered by MSN, AOL and Yahoo, as well as SMS messaging via cell phones.

In order to type their messages more quickly, kids often use a type of phonetic shorthand instead of grammatically correct, properly spelled sentences. For example: "R U going 2?" is much faster and easier to type than "Are you going, too?" This becomes an especially attractive option when using a small keyboard like those on cell phones.

But is this making kids illiterate? Educators, parents and others are divided on that question. Some folks argue that language is always evolving, and newer and more efficient spellings are a good thing. After all, a glance at a page of Old English will show you that we don't use the same spelling now that our

ancestors used. Other, more pessimistic folks say IM isn't so much making kids illiterate as reflecting the growing illiteracy of younger generations.

Some researchers have concluded that teens are able to slip easily between the abbreviations and conventional spelling, but some teachers say they're seeing the messaging lexicon show up in kids' school work. Does Shakespeare lose something in translation to "2 b R not 2 b"?

Some experts say the problem is not the lingo itself, but the fact that kids are unable to differentiate between when it is and isn't appropriate. Like slang and other informal language, what's okay for chatting with peers is not acceptable when writing an essay or applying for a job.

(www.usatoday.com)

1. Children

- A. start using technology at an early age.
- B. can fix any technology related problem.
- C. are prone to accidents.
- D. have an appeal for technology.

2. It is thought that

- A. kids learn faster than adults.
- B. early introduction to technology is beneficial for kids.
- C. kids are exposed to high levels of radiation.
- D. playing computer games has become second nature to kids.

3. Access to technology

- A. makes children lazy and anti-social.
- B. enables children to communicate more easily.
- C. atrophies children's social skills.
- D. is harmful to young children.

4. Parents are concerned that

- A. children spend too much time in front of the computer.
- B. children will become 'immune' to violence.
- C. children will display a violent behaviour.
- D. children will act violently in real life.

5. To write messages faster, children

- A. take up shorthand writing classes.
- B. devise secret codes.
- C. use shortened words.
- D. don't punctuate their sentences.

6. Educators and parents

- A. are worried about the children's spelling mistakes.
- B. believe technology makes children illiterate.
- C. don't have a unanimous opinion on the issue.
- D. team up to teach children to read better.

7. **Nowadays, we**

- A. employ the same spelling as our predecessors.
- B. are more literate than our predecessors.
- C. use a different spelling than our predecessors.
- D. have to fight against illiteracy.

8. **Children**

- A. don't adapt their language to the linguistic context.
- B. chat too much with their peers.
- C. don't write good essays anymore.
- D. are unable learn the messaging lexicon.

SUBJECT II

20 points

You have recently had a class discussion regarding the importance of family in every person's life. Your English teacher has asked you to write an **essay** expressing your opinion on the following quotation:

"Family, nature and health all go together." (Olivia Newton-John)

Write your answer in 200-250 words.

SUBJECT III

20 points

Read the text below and use the words given in capitals to form words that fit in the gaps. There is an example at the beginning (0).

EATING IN SPACE

Over the years, space ...**exploration**... (0) has had a huge amount of investment and involved many people. All of this has been ... (1) to society; without it we wouldn't have such devices as mobile phones or satellite TV today. There have been countless ... (2) in many aspects of space travel but advances made to food consumed in space have been ... (3) slow.

Most early suggestions for the ... (4) of food for astronauts were unacceptable, for example shredding their printed mission instructions and sprinkling them with water enriched with vitamins. The freeze-dried foods they did initially consume would doubtlessly have been regarded as total ... (5) by those of us on Earth.

Today, the ... (6) of the International Space Station fortunately have a more appetising diet, since the larger spacecraft which is now being used ... (7) them to take tinned foods and flexible pouches containing meat and vegetables. However, despite this, their food still remains limited, due to the ... (8) challenges encountered with lack of gravity and the necessity for food to be sterile.

- 0. EXPLORE
- 1. BENEFIT
- 2. DEVELOP
- 3. RELATE
- 4. PROVIDE
- 5. EDIBLE
- 6. INHABIT
- 7. ABLE
- 8. GO

SUBJECT IV

20 points

Read the text below and think of the word which best fits each gap. Use only one word in each gap. There is an example at the beginning (0).

EXTREME SPORTS

People who are ...**into**... (0) extreme sports love the idea of a challenge. For some, it's escaping the monotony of everyday life and the planning is more important than the actual sport, for example organizing the event in great detail, or raising money ... (1) charity. But adrenaline, too, plays a big part, with many saying they need a physical buzz that they can't get from normal life.

... (2) can be a misconception to believe that these people are reckless; in fact, they are often the opposite of what we assume. They try their hardest not to leave things ... (3) chance and they don't do anything ... (4) they're ready.

There's also a lot of creativity in the things extreme-sports people do. These sports don't have established rules; the participants have to work them out ... (5) they go along. Crucial to this ... (6) a sense of trust in oneself and the environment, ... (7) something that is necessarily encouraged nowadays. After all, we're living in a time ... (8) health and safety rules are dominant.

SUBJECT V

10 points

Complete the second sentence so that it has a similar meaning to the first sentence, using the word given. Do not change the word given. You must use between three and six words, including the word given.

1. If no one turns up for the meeting, you can go home. **LONG**

You can go home, turns up for the meeting.

2. 'Don't leave the building without locking up, John', said the manager. **LEAVING**

The manager reminded John the building.

3. I feel quite ill – maybe I'm getting a cold. **COMING**

I feel quite ill – maybe a cold.

4. My brother never considered the option of taking a year out, until I did it. **MIND**

The option of taking a year out never, until I did it.

5. 'I don't want you driving at night,' Anne told John. **RATHER**

Anne told John that she at night.