

TRƯỜNG ĐẠI HỌC VĂN LANG

KHOA: NGOẠI NGỮ

**ĐỀ THI VÀ ĐÁP ÁN ĐỀ THI KẾT THÚC HỌC PHẦN****Học kỳ 1, năm học 2023- 2024**

Mã học phần: 71ENGL30372

Tên học phần: Đọc 1

Mã nhóm lớp học phần: 71ENGL30372\_05,06

Thời gian làm bài (phút/ngày): 60 phút

Hình thức thi: **Trắc nghiệm kết hợp tự luận**SV được tham khảo tài liệu: Có Không **Cách thức nộp bài phần tự luận (Giảng viên ghi rõ yêu cầu):**

- SV gõ trực tiếp trên khung trả lời của hệ thống thi;

**PHẦN TRẮC NGHIỆM (8 điểm)****SECTION 1: (3 marks – 0.3 each)**

**Read the passage and choose the correct option A, B, C, or D to answer each given question.**

**1** One of the reasons scientists think that there is a link between stress and cancer is the idea that there may be a cancer-prone personality. The cancer-prone personality consists of a set of personality traits that are found more frequently in people who have cancer than in **those** who do not.

**2** What personality traits make up the cancer-prone personality? Most often, people who are polite, unaggressive, and agreeable are said to have this type of personality. They seem to have trouble showing when they are angry. Even in situations in which people should be angry, **they** appear to be calm and happy.

**3** When faced with a stressful event, people with the cancer-prone personality do not show stress outwardly. Instead, they keep their emotions bottled inside. They repress, or hide, their emotions, even from themselves.

**4** The cancer-prone personality is linked to the **likelihood** of getting cancer, and the same personality traits seem to help affect a cancer victim's recovery. For example, some studies have looked at cancer patients who accept the cancer without getting angry. These patients get sick faster and they die sooner than people who became angry at their cancer and fight the disease.

**5** However, it is important to keep in mind that some scientists interpret these research findings differently. First of all, not everyone who has a cancer-prone personality gets cancer. Therefore, it is incorrect to conclude that anyone unaggressive is a cancer patient. Besides, not everyone that has cancer has a cancer-prone personality. Even more important, there is no proof that having a cancer-prone personality causes cancer. In fact, it may be the other way around: getting cancer may cause people to develop a cancer-prone personality.

**6** All in all, if you are a very calm person, don't feel worried that you will **catch** a kind of cancer.

What can be the best title of this passage?

- A. A mystery about cancer-prone traits
- B. Solutions to change cancer-prone traits
- C. Negative effects of cancer-prone traits
- D. Cancer-prone traits and other illnesses

ANSWER: A

According to the passage, what is a cancer-prone personality?

- A. agreeable
- B. rude
- C. aggressive
- D. brutal

ANSWER: A

What is true about cancer-prone personalities?

- A. They are related to our ability to recover from cancer.
- B. All people with cancer-prone traits will surely get cancer.
- C. They are related to our relatives' ability to get cancer.
- D. All people with cancer-prone traits are more vulnerable.

ANSWER: A

According to the passage, what is NOT true about unaggressive people?

- A. They are suffering from any kind of cancer.
- B. They possess certain cancer-prone personalities.
- C. They seem to withhold their anger many times.
- D. They have difficulty expressing their anger.

ANSWER: A

What does the word “**those**” (the last sentence in Paragraph 1) refer to?

- A. people
- B. women
- C. scientists
- D. traits

ANSWER: A

What does the word “**they**” (the last sentence in Paragraph 2) refer to?

- A. people
- B. women
- C. situations
- D. emotions

ANSWER: A

According to the context, the word “**likelihood**” (the first sentence in Paragraph 4) is closest in meaning to .....

- A. probability
- B. volume

- C. skill
- D. maturity

ANSWER: A

According to the context, the word “**catch**” (Paragraph 6) is closest in meaning to .....

- A. contract
- B. attain
- C. deny
- D. approve

ANSWER: A

What is Paragraph 4 about?

- A. The probability of getting cancer due to cancer-prone personalities
- B. The solution to overcome cancer
- C. A study on how to change cancer-prone personalities
- D. An example of how cancer-prone personalities affect work

ANSWER: A

What is the main idea of Paragraph 5?

- A. Findings about cancer-prone personalities are different.
- B. Everyone with cancer-prone personalities will surely get cancer.
- C. Cancer-prone personalities are unavoidable.
- D. Don't feel afraid of contracting cancer because of medicine.

ANSWER: A

## **SECTION 2: (3 marks – 0.3 each)**

**Read the passage and decide whether the following statements are true (T) or false (F).**

**1** With the rise of social networking sites and online communication of all kinds, the idea that we can meet and interact with people online is becoming more and more acceptable. Across the globe, people can share hobbies and interests – or even meet that ‘special

someone'. Millions of people have now found love on internet dating sites. If you are careful and follow a few sensible rules, it's a relatively safe way to meet a romantic partner. And, these days, more and more people are taking virtual dating a step further.

**2** Online gaming has become very popular in recent years. Thousands of people spend hours each day having adventures in virtual fantasy worlds. Missions or quests within the game often require characters to work together to solve problems and progress through the game's levels. Most games have a chat function, or even voice communication software. Using this technology, friendships can sometimes form between players through their virtual characters or 'avatars'.

**3** Online games are now so sophisticated that players are not restricted to a single path and game progression as they were in earlier games. Since the development of 'go anywhere' gameplay, characters can wander around and explore the fantasy landscape however they like. Or they can just sit together next to a virtual waterfall and chat. And they do! Friends who meet up to kill a dragon may sit down later to talk about their lives and dreams. This has prompted many players to say that you can learn as much about a person through gaming as you can in real life.

**4** But is it possible to form an accurate impression of a person through the way he or she behaves in an online game? In a virtual world, people do amazing things in exciting situations. And they may create avatars who have characteristics they don't have in real life. However, psychologists say that most gamers create avatars that are surprisingly true to themselves. Of course, they may not really be a 6-foot warrior, but there is a stronger connection to reality than people might expect. And their interactions with others are sometimes franker and more honest than they might be if they were on a date in the real world.

**5** Of course, meeting strangers can be dangerous. Gamers, online daters and users of social networks have to be cautious. In the twenty-first century we are all learning what it means to be connected to the rest of the world – and we need to be very careful when we choose how connected we want to be. However, growing numbers of people are choosing to meet, chat, date – and even get married in the virtual world!

You can meet a romantic partner in a safe way on internet dating sites.

**A.** True

**B. False**

ANSWER: A

It's impossible to make friends with one another when we play online games.

**A. False**

**B. True**

ANSWER: A

It is impossible to work together to face challenges on each of the game levels.

**A. False**

**B. True**

ANSWER: A

Some digital games can help their players talk to each other.

**A. True**

**B. False**

ANSWER: A

Online games are now high-tech.

**A. True**

**B. False**

ANSWER: A

You can understand as much about a person via playing games as possible in real life.

**A. True**

**B. False**

ANSWER: A

Psychologists concluded that most of the gamers' avatars don't show their real personalities.

**A. False**

**B. True**

ANSWER: A

Gamers' online communications are not as honest and frank as they might be in real life at all.

**A.** False

**B.** True

ANSWER: A

We have to be cautious when we meet up with strange online friends in real life.

**A.** True

**B.** False

ANSWER: A

There is a decrease in the number of people selecting online dating.

**A.** False

**B.** True

ANSWER: A

### **SECTION 3: (2 marks – 0.5 each)**

**Read the passage and match each given heading with the correct paragraph.**

#### **Post-Traumatic Stress Disorder**

**(A)** Post-traumatic stress disorder is a clinical mental illness that was first observed in war veterans. The condition results from trauma that is either life threatening, the cause of a serious injury, or something that the affected person responded to with intense fear, helplessness or horror. In the 1970s, in the aftermath of the Vietnam War, a behavioural pattern was observable in many of the returning American soldiers. They were emotionally distant, irritable, had trouble sleeping and were prone to severe fits of anger. Anti-Vietnam War activists advocating the troubled veterans coined the term 'post-Vietnam Syndrome' to describe their array of severe psychological symptoms.

**(B)** The type of trauma that leads to PTSD is almost always unexpected, and leaves the person involved feeling powerless to stop the traumatic event. Situations that are likely to

result in such trauma are varied. Accidents, serious crimes, combat experience, and the sudden death of loved ones can all lead to PTSD. However, not everyone who experiences trauma develops PTSD, and researchers are still trying to figure out why some people are more susceptible to this condition.

**(C)** Symptoms of PTSD can include persistent memories or nightmares about a traumatic event, dissociation from the surrounding world, avoidance of anything related to the trauma and increased anxiety or 'hyper arousal'. People with PTSD are constantly on guard for danger even when there is no indication of threat in their immediate environment. This heightened state of anxiety or irritability has other consequences as well, such as being prone to outbursts of anger or violent aggression, having difficulties concentrating, and having trouble sleeping.

**(D)** Contrary to common belief, PTSD is a treatable disorder, and there is a range of treatments available to PTSD sufferers. Once a patient is diagnosed with PTSD, they are almost always put on some form of anti-anxiety or anti-depressant medication, which will often be used in conjunction with some form of therapy. The most effective therapeutic models for PTSD sufferers are exposure therapy, eye movement desensitisation and reprocessing (EMDR), and cognitive-behavioural therapy (CBT). As the name suggests, exposure therapy involves exposing the patient to their trauma in a safe environment so that they can become desensitised. EMDR combines exposure therapy with guided eye movements that help individuals process traumatic memories. CBT, on the other hand, teaches patients skills such as relaxation and mindfulness techniques that help them deal with their memories of trauma more effectively. Although these treatments can be highly effective, many victims of PTSD will experience painful relapses during the course of their lives; ensuring the long-term availability of care and support is thus of paramount importance.

**Paragraph A:**

- A.** The meaning and origin of the term PTSD
- B.** Various types of care for PTSD patients
- C.** The difficulty of detecting PTSD
- D.** Why meditation helps PTSD

ANSWER: A



**Paragraph B:**

- A. Causes of trauma that can lead to PTSD
- B. The effect on families
- C. Some symptoms of PTSD
- D. The difficulty of detecting PTSD

ANSWER: A

**Paragraph C:**

- A. Some symptoms of PTSD
- B. The meaning and origin of the term PTSD
- C. The effect on families
- D. Why meditation helps PTSD

ANSWER: A

**Paragraph D:**

- A. Various types of care for PTSD patients
- B. Why meditation helps PTSD
- C. The effect on families
- D. Causes of trauma that can lead to PTSD

ANSWER: A

**PHẦN TỰ LUẬN (2 điểm)****SECTION 4: (2 marks – 0.2 each)**

Fill in each blank of the following sentences with the correct word given in the box.

universal	gesture	offensive	identify	demonstrate
occur	factor	obstacle	manner	reliable

Câu 1 (0.2 điểm): As soon as he realized that we weren't going to buy anything, his whole \_\_\_\_\_ changed.

**Đáp án câu 1: manner**

Câu 2 (0.2 điểm): Even the smallest baby can \_\_\_\_\_ his or her mother by her voice.

**Đáp án câu 2: identify**

Câu 3 (0.2 điểm): Currently, investors do not always have access to \_\_\_\_\_ information when they need it.

**Đáp án câu 3: reliable**

Câu 4 (0.2 điểm): Love and relationships will always be a topic of \_\_\_\_\_ interest.

**Đáp án câu 4: universal**

Câu 5 (0.2 điểm): Grades are still a crucial \_\_\_\_\_ in determining who gets into which university.

**Đáp án câu 5: factor**

Câu 6 (0.2 điểm): You need to \_\_\_\_\_ to the examiners that you have more than a literal understanding of the text.

**Đáp án câu 6: demonstrate**

Câu 7 (0.2 điểm): If these symptoms \_\_\_\_\_ while you are taking the medication, consult your doctor immediately.

**Đáp án câu 7: occur**

Câu 8 (0.2 điểm): We've received a complaint from one of our listeners about \_\_\_\_\_ language.

**Đáp án câu 8: offensive**

Câu 9 (0.2 điểm): He made a rude \_\_\_\_\_ to the crowd after he lost his tennis match.

**Đáp án câu 9: gesture**

Câu 10 (0.2 điểm): The biggest \_\_\_\_\_ in our way was a tree trunk in the road.

**Đáp án câu 10: obstacle**

*Ngày biên soạn: 4/10/2023*

**Giảng viên biên soạn đề thi: Lê Thị Trung Đình**

*Ngày kiểm duyệt: 31/10/2023*

**Phó Trưởng Bộ môn kiểm duyệt đề thi: TS. Nguyễn Hòa Mai Phương**