

ANGLIA EXAMINATIONS LISTENING SCRIPT (for recording artists)

FOUR SKILLS MODEL

Please record the following.

Cast needed:

Section L1 – 1 Male, 1 Female

Section L2 – 1 Male, 1 Female

Section L3 -1 Male, 1 Female

Section L4 - Male and Female

NB: DO NOT RECORD THE TEXT IN BRACKETS.

This is Anglia Examinations, England.

(pause)

Listening Examination

(pause)

Level Three, Masters Sample

(pause)

Instructions

(pause)

These sections require you to listen to a selection of recorded material and answer the accompanying questions.

Sections L1 and L4 will be heard twice. Sections L2 and L3 will be heard once only.

There will be a pause before each part to allow you to read the questions and other pauses to let you think about your answers.

(pause)

When you hear the tone (**example of tone**), you should write your answers on the question paper.

(pause)

Write clearly in the spaces provided.

Use a black PEN in the spaces provided.

You must ask any questions now, as you cannot speak during the test.

(pause 5 seconds) (tone)

Listen to the first part of the test
(pause 3 seconds)

Section L1.

You are going to listen to an interview with Martin Weald, a video game designer. Answer the eight questions below by marking the correct box with a tick. You will hear the recording twice.

(pause 3 seconds)(tone)

(F) So, Martin, you're quite a big name in the world of video games. When did you start designing them?

(M) Well, everyone I know is a gamer and I have been most of my life since I was about 10 I guess, that's when I got heavily into gaming. In the 90s there was an explosion in the gaming industry, and that was perfect for a boy like me. Even though I started to learn about game design on my own on my home computer, even making a couple of rudimentary games in my teens- seventeen I think I was, it wasn't until I graduated from uni that I actually got paid to do what I do now, professionally. I turned 30 last year and I'm making a good wage, but it wasn't always like this; it's been a hard road.

(F) But you are indeed very successful now, so tell us how do you start a new game design?

(M) It's not all fun and games, so to speak, I don't just sit around in front of the console, but I do do research. Having spoken to so many in the industry, I can confirm that most of us start the process in the same way, by tinkering around with design equipment and seeing what the software is capable of. It's safer to avoid looking at what the competition has to offer as that can interfere with your own design. You can never unsee something, and it can be hard not to imitate. When my ideas have taken shape I make some notes and leave it for a day or two before coming back with a critical eye.

(F) What kind of games do you like to play?

(M) Well most kids love games full of action; explosions and chases between the good guy and the baddie. And that's okay – I make games for the masses. But a story that opens a world of possibilities and lets my imagination run wild makes for a great game, that's more up my street. You know, exciting twists and turns. I never play games that are horrific and glorify dying in a realistic sense. But slaying a dragon or escaping from a mythical beast is my choice. Something with a strategic element, but not one that goes all in for that – I find those games boring. Imagination and excitement do it for me.

(M) So how many of your own ideas and stories end up in the game?

(F) When you're in designing mode, you tend to spend 90 to 100% of your waking time thinking of new ideas and formats. That leaves a tiny bit of time to eat and talk to any family that you live with. Then, when you consider the technical limits you can discount about 80% of that becoming a reality. So what you're left with is much less to work with, but that 20% has the potential for a great game so you start to fill it out with help and support from colleagues' input. Then about five years later, you'll see your game – often not much like your original idea at all!

(F) So, tell us about the last game you designed.

(M) I had a really fun time with this last one; it was so different from all the others as it wasn't a

textbook scenario for me. I'd taken up running to get out of the house and away from the computer. This inspired me to create a track and field layout design and it's awesome. It's also made me appreciate how popular the football games are as a sports market favourite, which I'd never really got before, as it's never been my thing. I really see now how games like this can compete with the top of the line role playing games out there.

(F) How long would you say it takes you to design a game?

(M) The industry average is six months but it depends on the complexity of the game, of course. I set myself limits now, as I used to spend much longer than that, more like nine months which is inefficient. However, I can pretty much keep to the industry average now. It's not uncommon for designers to take just three months if it's a fairly small download game, or to take a year if they have a multi platform commission to bring to deadline. I'm lucky I don't, as I'd find that too pressured, or too drawn out.

(F) It must be such a fun job, but are there any downsides to it?

(M) Of course gaming for a living is a dream job, and yes it's fun and pays well. You have to be disciplined so it doesn't take over, and of course there are drawbacks. The obvious is being in front of a screen all day, but that's modern life isn't it? We all do that to some extent, so in many ways my working life is no different to many others', but what gets me sometimes is the isolation of it. I don't work in an office 9-5 with other people to bounce ideas off but on the upside I can stop and start when I like.

(F) So what is in store for you? Do you have a grand plan?

(M) Oh, well, I love what I do and the gaming industry is always moving, so I feel like this provides enough variation. Whilst the idea of working with better tech and spearheading new things sounds attractive, I have no intention of moving to Silicon Valley in the US or anything like that. I could try to move up to a senior level and have been encouraged to do so, but the truth is I've never been that ambitious. Better the devil you know, I reckon.

(F) Well, Martin, thanks for....

(fade)

(pause 3 seconds)

Now listen to Section L1 again. **(pause 3 seconds and repeat)**

Now listen to the second part of the test.

Section L2.

(pause 3 seconds) (tone)

You will hear two friends, one male and one female, discussing music festivals. For questions 9 – 13 decide whether the opinions are expressed by Matt, the male speaker, Fiona the female speaker or whether both speakers agree. Write B, if both speakers agree, write M for Matt and F for Fiona. You will hear the recording once only.

(pause 3 seconds) (tone)

- (F) Have you bought tickets for the summer festival yet?
- (M) No, it's a complete rip off. Tickets start at £80, so it's double that before Lucy and I have even walked out the door!
- (F) Yes, but you get to see more than one band; there's music to suit everyone's taste; and it lasts all day. Surely that's pretty good value.
- (M) OK, so there's more than one band on offer, but not much!
- (F) Last year, Dave and I took the kids, and they had a great time on the rides, trying different types of food and listening to live music.
- (M) Call me old fashioned but I hate all those rides and stuff. Festivals should stick to one thing and one thing only: music. I'm surprised there's no security checks for under-aged kids, actually, but you managed to get yours in?
- (F) That's right, you can buy family tickets, which state conditions about accompaniment. I did see loads of teenagers after dark there. That's part and parcel of growing up though – sneaking into pubs and clubs, it's not a big deal.
- (M) But an open field with thousands of people gallivanting around isn't the same as going to an indoor club. The whole area should be policed and properly managed.
- (F) You do have a point. We didn't see many security guards on duty, just the perimeter fences looking for gate crashers and that was during the day mostly. Come nightfall it was lacking.
- (M) Hmmm. And as soon as the weather gets warm, there's practically one festival every weekend. The roads around the venues are jammed, public transport can't cope....
- (F) I must say, it's a bit of an overload these days, and that takes the edge off the special occasion.
- (M) And it's not even that special! The line ups are most often pretty mediocre. Sometimes I've never even *heard* of them! That's why I don't like going.
- (F) Well, I like to discover new acts I'd never normally listen to and going to festivals does that for me.
- (M) I like to know exactly what I'm getting for my money. One ticket – one artist of my choosing!

(pause 3 seconds)

That is the end of section L2. **(pause 3 seconds and repeat)**

Now listen to the third part of the test. You will hear this section once only.

Section L3.

(pause 3 seconds) (tone)

You will hear two extracts from different conversations. After each extract there are two multiple-choice questions. For questions 15-18, choose the answer which fits best, according to what you hear. You will hear the extracts once only.

Extract one. You will hear a woman talking about gardening. You now have 10 seconds to read questions 15 and 16.

(pause 10 seconds)

I used to think that only old people gardened. I would always see my grandmother planting out seeds in January when nothing in the garden looked alive and she would be digging up the weeds saying, 'It's all about the bigger picture' and I never really understood, or offered to give her a hand as a kid. But now I do it and I'm the same, constantly thinking about next month's growth and making little changes in each bed, priming the soil and feeding it in readiness. **(pause 2 seconds)** I get really excited when the snowdrops emerge from their winter slumber in February – the first signs of spring bring out the best in people. When I think back to November, the hard work clearing the garden and bedding in the bulbs, it's all worth it when you see the first yields. When the insects visit the garden in early March, that's when the whole place starts to come alive. It really is the most wonderful time. For many, June, or high summer is favourite, with its long days, but it doesn't come close for me.

(pause 3 seconds) (tone)

Extract Two- You will hear a man talking about his boat. You now have 10 seconds to read questions 17 and 18.

(pause 10 seconds)

The first time I actually sailed a boat was when I was fourteen and in the Sea Scouts. While other teenagers were into football, I just loved being on the water. At sixteen, I left school and got my first job. Getting a weekly pay check set my mind to getting a boat but I realised that I just couldn't afford my own straight away and that I'd have to work hard to get one. Four years later, in my twenties, my dream started to become a reality, and the opportunity, and my finances made it seem within reach. **(pause 2 seconds)**. When I'm on the boat, it feels like the world's my oyster, but you have to be so careful when you sail. It can be so peaceful when all is smooth, but the minute the wind gets up and the sea turns, you have to have your wits about you. The tricky part is keeping track of the weather forecasts, it's so changeable and you can't afford to relax for a minute, even when the sun's shining and the wind seems favourable. Even experienced sailors struggle with this.

That is the end of Section L3.

(pause 3 seconds) (tone)

Now listen to the fourth part of the test. You will hear this section twice.

Section L4

(pause 3 seconds) (tone)

(female voice)

You hear an advertisement on the radio for an open water swimming club and a club that only swims in an indoor pool. Your friend has recently expressed an interest in wild swimming in open water and you think she might be interested. Listen to the advertisement, select only the relevant information, and make notes to complete the table below.

Include the following relevant points:

- usual meeting place and time
- cost
- age and ability restrictions

- what to bring apart from swimsuit
- any trip details and prices
- contact details for information and booking

You will hear this section twice.

(pause 3 seconds) (tone)

(male voice)

(if possible, last few bars of some local radio music – this is an imitation local radio advertisement)

Swimming is a great activity that works out your whole body, and *Mermaids* offers swimming clubs for anyone. Mermaids Open Water Swimming Club may be just for you. We swim in the sea, lakes, rivers and canals, what's become known as *wild* swimming. It meets every Thursday and Saturday morning in the car park behind the butterfly museum. Fancy something a little tamer? Mermaids Indoor Swimming uses the Waldorf swimming pool, and we meet every Sunday morning at 9. Our open-water club caters for over 18s due to safety concerns, but the indoor club welcomes all ages. We start early, so be ready by 6.30 am for wild swimming and 9 for pool swimmers. Our swimming pool club is for confident swimmers, not beginners– there will be a competitive element. However, so long as you're old enough, people of all abilities can attend wild swimming!

A two-hour pool session costs £7.50, which includes the use of showers and changing rooms. We charge only £2.50 for a wild-swimming session. That's for two hours! But of course the warm shower will have to wait until you get home.

What will you need? Swimsuits are a must of course, or a wetsuit if wild swimmers prefer. Water shoes are recommended. Don't forget a swimming cap for either club and money for the café if you're swimming in open water; we usually swim near one. Some people bring a diving mask as there can be jellyfish in the sea! Everyone needs to bring a towel. You'll want a pound coin for a locker in the swimming pool and a twenty-pence coin for hairdryers.

We have a trip coming up for our open-water swimmers – in September, we'll be swimming the rivers of central France. That's from the 4th to 8th, so hopefully the rivers will be at their peak temperature after the summer. You'll see this beautiful country, make lasting friendships and enjoy the local cuisine. At £300 for 5 days, including food and accommodation, that's a great deal. For pool swimmers there's a day trip to Westwood Diving Pool. This specialist diving centre is great if you're considering moving onto the next step with diving. The cost is £25, including transport and food. That trip is on September 11th.

So, whatever kind of swimming you're interested in, give us a call on 0 -1- 4 - 2 -4 -3 -3 -6- 2 – 8- 7 for more details, that's 01424 336287. For more information visit our website at www.wearemermaids.co.uk.

(pause 3 seconds)

Now listen to section L4 again.

That is the end of the listening test. You will now have three minutes to check your answers. Your listening paper will then be collected.