Inspectoratul Şcolar Judeţean Prahova

OLIMPIADA DE LIMBA ENGLEZĂ – ETAPA LOCALĂ
28 FEBRUARIE 2026
CLASA a XII-a - SECȚIUNEA A

VARIANTA 1
NOTĂ: Toate subiectele sunt obligatorii. Se acordă 10 puncte din oficiu. Timpul efectiv de lucru este de 3 ore.

SUBIECTUL A - USE OF ENGLISH 40 points

I. 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. (5 X 2p = 10 p)

1. We never needed to show our train tickets during our journey.
   REQUIRED
   At no …… show our train tickets during our journey.
2. The delegates arrived late for the conference because of the traffic jam.
   PREVENTED
   The traffic jam ……time for the conference.
3. "I don't want you driving at night," Ann told Jim.
   RATHER
   Ann told Jim that she …….. at night.
4. Delia said she would no longer tolerate her colleagues being rude.
   PUT
   "I'm not willing ……..from my colleagues any longer," said Delia.
5. Your mobile phone should be switched off at all times during the performance.
   SHOULD
   Under no …… your mobile phone switched on during the performance.

II. Choose the correct answer A, B, C or D. (10 X 1p = 10p)

Girls and technology

If you want your daughter to succeed, buy her a toy construction set. That is the advice from Britain's (1)……female engineers and scientists. Marie-Noelle Barton, who heads an Engineering Council campaign to encourage girls into science and engineering, maintains that some of Britain's most successful women have had their careers (2)…..by the toys they played with as children. Even girls who end (3)…..nowhere near a microchip or microscope could benefit from a better (4)…..of science and technology. "It's a (5)…..of giving them experience and confidence with technology so that when they are (6)…..with a situation requiring some technical know-how, they feel they can handle it and don't just (7)……defeat immediately", says Mrs Barton. "I believe that lots of girls feel unsure of themselves when it comes (8)…..technology and therefore they might be losing out on jobs because they are reluctant even to apply for them."
Research recently carried (9)…..suggests that scientific and constructional toys should be (10)….to girls from an early age, otherwise the result is "socialisation" into stereotypically female roles, which may explain why relatively few girls study science and engineering at university in Britain.

1	A foremost	B uppermost	C predominant	D surpassing
2	A styled	B shaped	C built	D modelled
3	A in	B by	C on	D up
4	A hold	B grasp	C insight	D realisation
5	A matter	B situation	C state	D cause
6	A approached	B encountered	C presented	D offered
7	A admit	B allow	C receive	D permit
8	A for	B to	C from	D with
9	A off	B through	C forward	D out
10	A accessible	B feasible	C reachable	D obtainable

III. Write <u>one</u> word in each gap. (10 X 1p = 10p)

People who are (1) ..... 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 organising the event in great detail, or raising money (2) ..... charity. But adrenaline, too, plays a big part, with many saying they need a physical buzz that they can't (3)…….. from normal life. (4) ..... can be a misconception to believe these people are reckless; in fact, they are often the opposite of what we assume. They try their hardest not to leave things (5) ..... chance and they don't do anything (6) ..... they're ready. There's also a lot of creativity in the things extreme-sports people do. These sports often don't have established rules; the participants have to work them out (7) ..... they go along. Crucial to this (8) ..... a sense of trust in oneself and the environment, (9) ..... something that is necessarily encouraged nowadays. After all, we're living in a time (10) ..... health and safety rules are dominant.

IV. Write the correct form of the word in CAPITALS to complete the gaps: (10 X 1p = 10p)

Skiing is one of the most straightforward forms of exercise there is. It offers the participant, whether a novice or an old hand at the sport a great deal of excitement and (1)....., plus lots of fresh air. But skiing does have its various (2)…… . When it comes to guaranteeing a profitable day's downhill skiing, there are two essential ingredients. You need hills or (3)……mountains, in order to get the most out of this (4)…… ; then you need a fairly generous covering of snow. (5)……. , there are usually snow machines to supplement any natural (6)..... in the supply of this second (7)……. , and help may now be at hand too for those lacking in the first, through the sport of snow-kiting.

Snow-kiting is a wintry offshoot of kite-surfing, an established watersport. By harnessing their skis to an inflated kite, snow-kiters can move at speed across even the very flattest of landscapes. All they need is a (8)……wind, then they can enjoy all the exhilaration of a fast downhill ski run. In fact, partly because of (9)…….objects such as electricity pylons, the best location for snow-kiting is not a ski resort at all, but a vast (10)……plain. Skiing may never be the same again.

1	PLEASE	6	DEFICIENT
2	ADVANTAGE	7	REQUIRE
3	PREFER	8	REASON
4	PURSUE	9	HAZARD
5	FORTUNE	10	INTERRUPT

SUBIECTUL B – INTEGRATED SKILLS (50 points)

I. Read the text below and do the tasks that follow. (5 X 1p = 5p)

Critical Thinking

Critical, or analytical thinking is a way of interacting with what we read or listen to in attempt to have a deeper understanding. 'There is a belief that argument is a way of finding the truth,' observes Adrian West, research director at the Edward de Bono Foundation U.K

Although there's little debate that information technology complements - and often enhances - the human mind in the quest to store information and process an ever-growing tangle of bits and bytes, there's increasing concern that the same technology is changing the way we approach complex problems and making it more difficult to really think. 'We're exposed to greater amounts of poor yet charismatic thinking, the fads of intellectual fashion, opinion, and mere assertion,' says West. 'The wealth of communications and information can easily overwhelm our reasoning abilities.' What's more, it's ironic that ever-growing piles of data and information do not equate to greater knowledge and better decision-making. What's remarkable, West says, is just 'how little this has affected the quality of our thinking.'

According to the National Endowment for the Arts, literary reading, for one thing, declined 10 percentage points from 1982 to 2002, and the rate of decline is accelerating. Many, including Patricia Greenfield, a professor of psychology, believe that a greater focus on visual media comes at a price. 'A drop-off in reading has possibly contributed to a decline in critical thinking,' she says. 'There is a greater emphasis on real-time media and multi-tasking rather than focusing on a single thing.' Nevertheless, a definitive answer about how technology affects critical thinking is not yet available. Instead, due to the ever greater presence of technology, critical thinking has landed in a mushy swamp and academics can no longer rely on fundamental beliefs that they previously held.

While it's tempting to view computers, video games, and the internet in a largely good or bad way, the reality is that they may be both, with different technologies, systems and uses yielding entirely different results. For example, a video game may promote critical thinking or detract from it. Reading on the internet may ratchet up one's ability to analyze while chasing an endless array of hyperlinks may undercut deeper thought.

'Exposure to technology fundamentally changes the way people think', says Greenfield. As visual media have exploded, noticeable changes have resulted. 'Reading enhances thinking and engages the imagination in a way that visual media do not,' Greenfield explains. 'It develops imagination, induction, reflection, critical thinking, and vocabulary.' However, she has found that visual media actually improve some types of information processing. Unfortunately, 'most visual media are real-time and do not allow time for reflection, analysis, or imagination,' she says. The upshot? Many people - particularly those who are younger - wind up not making the most of their capabilities.

How society views technology has a great deal to do with how it forms perceptions about critical thinking. And nowhere is the conflict more apparent than at the intersection of video games and cognition. James Paul Gee, a professor of educational psychology, points out that things aren't always as they appear. 'There is a strong undercurrent of opinion that video games aren't healthy for kids,' he says. 'The reality is that they are not only a major form of entertainment, they often provide a very good tool for learning.' In fact, joysticks can go a long way toward building smarter children with better reasoning skills. Games extend beyond rote memorization, and teach decision-making and analytical skills in immersive, virtual environments that resemble the real world. Moreover, these games give participants freedom to explore ideas and concepts that might otherwise be inaccessible.

1. In the second paragraph, it is said that information technology
A does not help us to manage large amounts of data.
B does not enable us to make better judgements.
C does not improve our ability to remember details.
D does not allow us to find solutions to problems faster.

2. What does Patricia Greenfield say about the decline of literary reading?
A It is the result of the popularity of the moving image.
B It is unrelated to people's ability to multi-task.
C It has led to an increased awareness of critical thinking.
D It has been caused by the growing tendency to read online.

3. In the fourth paragraph, what point does the writer make about hyperlinks in internet texts?
A They prevent the reader from considering other points of view.
B They diminish the reader's experience of engaging with the material.
C They offer the reader an opportunity to explore subjects in greater depth.
D They make life easier for the reader by offering instant access to information.

4. Based on her research into learning and technology, Greenfield believes that visual media
A might actually develop people's creativity in new ways.
B have contributed significantly to linguistic change.
C may prevent certain users from fulfilling their potential.
D can detract from people's ability to relate to each other.

5. In the sixth paragraph, the writer reports the view that, for young people, playing video games
A is a means of escape from the pressures of everyday life.
B is a highly suitable medium for intellectual development.
C teaches effective ways of solving conflict.
D allows enjoyment of a safe form of entertainment.

II. Read the text again and write a compelling and thought-provoking article that explores the impact of technology on teenagers' creativity and critical thinking. Your article should blend informative content with engaging storytelling to capture the reader's interest. (250-280 words)
(45 p)