

Read this text and the words in capital letters below it. Change the form of each word if necessary, so that it fits the numbered space.

We all welcomed the teacher's (0) that we should do something else after the last exercise. Usually the teacher gives us very good (1) and we have faith in all her (2) So we were rather (3) she asked us to make small (4) in the form of words like 'suggest', 'advise', and so on. In fact, one of the students seemed to have a very strong (5) to the idea because there was such a clear (6) between these words and the words we had just studied. 'I'll jump out of the window if we go on doing this,' he said. The teacher smiled because she knew the student was only (7) and then asked 'Are you making a promise or is that a (8) ?' There was a great deal of (9) as we listened to the student's (10)

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|---|-----------|----|-----------|
| 0 | SUGGEST | 6 | CONNECT |
| 1 | ADVISE | 7 | JOKE |
| 2 | RECOMMEND | 8 | THREATEN |
| 3 | SURPRISE | 9 | LAUGH |
| 4 | CHANGE | 10 | APOLOGIZE |
| 5 | OBJECT | | |

Use the words given in capital letters below the text to form a word that fits the numbered space.

'Space Warrior's Wrist' is only one of the (0) conditions that can be caused by (1) playing computer games. Children also suffer from a strange (2) feeling in their upper arms or shoulders. Another problem that doctors have reported is a (3) of appetite in some children. The (4) for this seems to be that they don't get enough exercise. This may also explain the (5) of some children to put on weight. The high sugar (6) of the convenience foods the same children eat is (7) also a cause. Some people believe that it is the (8) of the government to do something about this problem. However, it is difficult for even the most (9) government to stop people doing what they want to do. One official recently said 'All we can do is put a (10) on the games, saying that they can harm your health.'

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| 0 | PAIN | 6 | CONTAIN |
| 1 | CONSTANT | 7 | PROBABLE |
| 2 | ACHE | 8 | RESPONSIBLE |
| 3 | LOSE | 9 | POWER |
| 4 | EXPLAIN | 10 | WARN |
| 5 | TEND | | |
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