



CANDIDATE
NAME

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CENTRE
NUMBER

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CANDIDATE
NUMBER

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0510/33

October/November 2020

Approximately 40 minutes

No additional materials are needed.

- Answer **all** questions.
- Use a black or dark blue pen.
- Write your name, centre number and candidate number in the boxes at the top of the page.
- Write your answer to each question in the space provided.
- Do **not** use an erasable pen or correction fluid.
- Do **not** write on any bar codes.
- Dictionaries are **not** allowed.

- The total mark for this paper is 30.
- The number of marks for each question or part question is shown in brackets [].

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[Turn over

Exercise 1

You will hear four short recordings. Answer each question on the line provided. Write no more than **three words** for each answer.

You will hear each recording twice.

- 1 (a) What will the students take photographs of?
..... [1]
- (b) Who will judge the students' work?
..... [1]
- 2 (a) What is the boy excited about seeing at the anime exhibition?
..... [1]
- (b) Where will the friends meet before going to the anime exhibition?
..... [1]
- 3 (a) Where was the girl when she decided to become a guitar maker?
..... [1]
- (b) What did the girl attend in order to teach herself to make guitars?
..... [1]
- 4 (a) Where in his friend's garden does the man think he left his jacket?
..... [1]
- (b) What is the man going to have next weekend?
..... [1]

[Total: 8]

Exercise 2

- 5** You will hear a teacher giving a talk about umami, which is one of the five basic tastes found in food. Listen to the talk and complete the sentences below. Write **one** or **two words** only in each gap.

You will hear the talk twice.

Umami

Umami is known as a taste, along with the four other basic tastes.

The umami taste was first identified in a food which has as an ingredient.

The teacher says that the word '.....' is one of the translations of umami.

The place you're in, your cultural background and your can all affect your sense of taste.

The ability to detect different tastes helps people to avoid, which tends to be bitter.

We are keen to eat sweet foods, which give us a source of

Umami is made up of a combination of a type of acid and other natural

Umami can help people such as children, old people or enjoy food more.

[8]

Exercise 3

- 6** You will hear six people talking about their jobs, which involve working in and around water. For each of speakers 1 to 6, choose from the list, **A** to **G**, which opinion each speaker expresses. Write the letter in the appropriate box. Use each letter only once. There is one extra letter which you do not need to use.

You will hear the recordings twice.

- | | | |
|-----------|--------------------------|--|
| Speaker 1 | ☐ | A I am fascinated by the slow processes involved. |
| Speaker 2 | ☐ | B I enjoy observing what people are doing around me. |
| Speaker 3 | ☐ | C I feel I am bringing pleasure to people. |
| Speaker 4 | ☐ | D I like the wide range of activities most of all. |
| Speaker 5 | ☐ | E I love spending time in an unusual place. |
| Speaker 6 | ☐ | F I particularly like tackling the problems involved. |
| | | G I find the people I work with inspiring. |

[6]

Please turn over for Exercise 4.

Exercise 4

- 7 You will hear an interview with a woman called Tanya Madden, who is a video games designer. Listen to the interview and look at the questions. For each question, choose the correct answer, **A**, **B** or **C**, and put a tick (✓) in the appropriate box.

You will hear the interview twice.

- (a) Tanya decided to become a video games designer because she

A thought she could improve the video games she played.

☐

B wanted to put her drawing skills to use.

☐

C enjoyed creating games as a child.

☐

[1]

- (b) What does Tanya say about finding ideas for games?

A It is difficult to avoid copying what others do.

☐

B She approaches colleagues for their views.

☐

C Many of her games have a similar theme.

☐

[1]

- (c) What does Tanya say about developing characters for games?

A She finds it hard to draw what she has thought of.

☐

B She sometimes spends too long on a single idea.

☐

C She does not enjoy certain aspects of it.

☐

[1]

- (d) How does Tanya feel about getting feedback on game ideas?

A hurt by some of the more unkind remarks

☐

B excited to find out what people close to her think

☐

C surprised by how hard it can be to find people to comment

☐

[1]

- (e) Tanya thinks it is important for a games designer to be

A a clear communicator.

☐

B good at solving problems.

☐

C well organised.

☐

[1]

(f) Which part of her job does Tanya enjoy most?

A working on her own from start to finish

☐

B acquiring new skills from her teammates

☐

C having shared goals with colleagues

☐

[1]

(g) What does Tanya find most difficult about the work she does?

A deciding when a product is ready to release

☐

B having little time to develop new products

☐

C waiting for customer reviews of products

☐

[1]

(h) What advice does Tanya give about becoming a games designer?

A find people with the right skills to work with

☐

B avoid wasting time when you're starting out

☐

C gain the relevant qualifications in advance

☐

[1]

[Total: 8]

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