

Codice dell'alunno:

**Državni izpitni center**



**6<sup>a</sup>  
classe**



**Mercoledì, 10 maggio 2017 / 60 minuti**

*All'alunno è consentito l'uso della penna stilografica o della penna a sfera di colore blu o nero.*

**VERIFICA DELLE COMPETENZE**

**classe 6<sup>a</sup>**

#### INDICAZIONI PER L'ALUNNO

Leggi attentamente queste istruzioni.

Incolla o scrivi il tuo numero di codice nello spazio apposito su questa pagina in alto.

Per ogni esercizio, scrivi la risposta nello spazio all'interno del riquadro o della tabella.

Leggi attentamente le istruzioni di ciascuno degli esercizi della prova e poi risolvili.

Nella prima parte ascolterai dei testi registrati e risolverai due esercizi di comprensione dell'ascolto.

Poi dovrai risolvere gli altri esercizi contenuti nella prova.

Scrivi in modo leggibile. Se sbagli, traccia una riga sulla risposta sbagliata e riscrivi la risposta.

Se hai risolto tutti gli esercizi e hai ancora tempo a disposizione, usalo per ricontrollare le tue risposte.

Buon lavoro.

*La prova ha 16 pagine, di cui 3 vuote.*





**A) COMPrensione DELL'ASCOLTO**

**Esercizio 1**

Ascolta il dialogo fra Tina e Jim sulle Hawaii. Completa il testo sottostante con le parole presenti nel riquadro. In esso ci sono cinque parole di troppo. Segui l'esempio 0.

HAPPY HAWAII



different	foggy	five	<del>Hawaii</del>	lava	necklaces
rainy	same	sharks	three	wave	whales



0. **State:** Hawaii

1. **Weather:** \_\_\_\_\_ in all seasons

2. **Weather in the mountains:** \_\_\_\_\_

3. The word **ALOHA** has \_\_\_\_\_ meanings

4. **Presents** for tourists: \_\_\_\_\_

5. A very **unusual** Hawaiian **sport**: \_\_\_\_\_ surfing

6. **Only if you are lucky, you can see:** \_\_\_\_\_ in the sea

(6 punti)



## Esercizio 2

Ascolta il testo riguardante una lucertola di nome Larry e cerchia la lettera che precede la risposta corretta.

### LARRY THE LIZARD



LARRY THE LIZARD



GUMBALL  
MACHINE

0. Larry the lizard lives in a \_\_\_\_\_ shop.
- A toy
  - B pet
  - C sweet

1. Larry wants to \_\_\_\_\_
- A have a gumball.
  - B be as colourful as gumballs.
  - C give a kid a gumball.

2. Before two girls pass his aquarium, Larry \_\_\_\_\_
- A falls asleep.
  - B turns into a kitten.
  - C changes colour.



N 1 7 1 2 4 1 2 1 0 5

3. The boy's mother doesn't \_\_\_\_\_

- A want to buy any pets.
- B notice Larry.
- C want to buy Larry.

4. Mr. Snorkley thinks that \_\_\_\_\_

- A there is something wrong with Larry.
- B nobody will buy Larry.
- C Larry is a perfect pet for the girl.

5. In the end, the girl's dad buys \_\_\_\_\_

- A the green lizard.
- B leaves for the lizard.
- C another lizard.

6. The message of the story is: \_\_\_\_\_

- A Listen to your friends.
- B Do what your parents say.
- C Be yourself.

(6 punti)



## B) COMPrensione DI TESTI SCRITTI

### Esercizio 1

Leggi il seguente testo, riguardante una ragazza di nome Marjorie, e rispondi alle domande formulando FRASI BREVI. Segui l'esempio 0.

## RECIPE FOR A HAPPY DAY

Every morning Marjorie's Mamma has problems with her daughter who doesn't want to get up when her mum calls her. One day she asks Marjorie to go shopping for milk and eggs. Marjorie shuts the door as she goes out with the basket. She is so angry that she doesn't notice the beautiful sunshine or the pretty birds singing.



0. **What** does mum need from the shop?

*Milk and eggs.*

1. **How** does Marjorie feel when mum sends her to the shop?

\_\_\_\_\_

On her way Marjorie sees a little elf sitting upon a stone at the side of the road. He wears a little green suit and a funny little pointed cap.

"Hello, I'm Merry Chuckle from Wonderland! You must be Marjorie. What's the matter?"

"I just hate to go to the store! It's too far!" She drops her basket on the ground and sits down beside the elf.

"Isn't it funny?" laughs Merry Chuckle. "There are hundreds of children just like you! But I can help you!"

2. **What colour** are the elf's clothes?

\_\_\_\_\_

3. **Where** does the elf live?

\_\_\_\_\_



N 1 7 1 2 4 1 2 1 1 0 7

“Really?”

“First of all, when you wake up, you must say to yourself, ‘Oh what a lovely, happy day this is going to be!’ and always remember to put your toes on the floor first. If you get out of bed backwards, the ugly witch turns your good days into bad days”.

“Oh dear, I always get out of bed backwards!” Marjorie says. “Today is a bad day. It’s a fifteen-minute walk to the shop and the road is muddy!”

“But the longer the road the more happiness you can find along the way!” Merry Chuckle replies. “Just look up at the blue sky and sing with the birds. As you run along, you’ll find the road too short and you’ll be back before you notice it. Just try it and see.”

4. **Who** makes good days into bad days?

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5. **How much time** does Marjorie need to get to the shop?

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Marjorie looks up the road with a smile. When she turns around, the little elf disappears and returns home. Marjorie picks up her basket and skips down the road singing and before she has time to think about how far it is, she is back home.

From now on she knows her days are going to be great.

6. **What** happens to the elf at the end of the story?

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(6 punti)

(Adattato da: <http://www.shortkidstories.com/story/recipe-happy-day/>. Acquisito in data 2. 5. 2016.)



## Esercizio 2

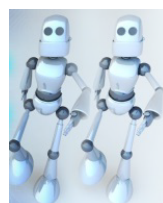
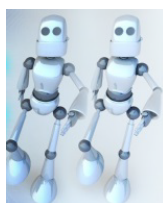
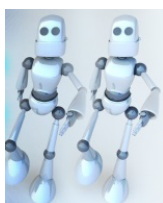
Leggi le descrizioni dei robot e le affermazioni che trovi nella tabella, e segna con una crocetta a quale robot si riferiscono. Ciascuna affermazione vale solo per UN robot. Segui l'esempio 0.

## ROBOTS

A 100 years ago robots were just a dream but now they are reality. Aibo, Asimo, Marsbot and Waitbot are four busy robots.

**Aibo** is a robot dog and is 17 years old. In Japan 220,000 families have got Aibo as a toy. People are very pleased with it because it is a very intelligent friend. It is so clever that it recognizes the owner's face and voice and does what he is asked to do. Aibo understands a hundred words. The children spend time with their pet robot playing football in the playroom.

**Waitbot** is a five-year-old robot that works in a restaurant in China. Customers simply use a touch screen on the robot and Waitbot brings the food and drinks they want. Waitbot is clever and understands about 40 everyday sentences. It even says hello to the customers as they enter the restaurant. There are sensors on the floor. These sensors tell the robot where it is going.



**Marsbot** is a very special robot that helps astronomers with their work. It is 12 years old and it works on Mars which is more than 50 million km from Earth. It works even if the temperatures are extremely low. At the moment Marsbot is exploring a 70-metre deep hole, the size of two football fields. It also sends pictures to Earth so the scientists can study them.

**Asimo** is ten years old. It looks like a human being and can walk. It can even go up and down the stairs. It can carry glasses on a plate without breaking them but cannot cook or serve food. Asimo's job is to iron the clothes and set the table. The children like Asimo because it reads them stories before they go to bed. Asimo is the family robot that makes sure the kids feel safe when the parents are away for a few hours.

(Adattato da: *Discovery Box 111.*)





N 1 7 1 2 4 1 2 1 1 0 9

	This robot	AIBO	ASIMO	MARSBOT	WAITBOT
0.	... is a pet robot.	✓			
1.	... takes photos.				
2.	... looks after the children.				
3.	... carries meals to tables.				
4.	... can play a sport.				
5.	... works outdoors only.				
6.	... is the youngest of them all.				

(6 punti)



(Fonte dell'immagine: [https://en.wikipedia.org/wiki/Robot\\_Hall\\_of\\_Fame#/media/File:ASIMO\\_4.28.11.jpg](https://en.wikipedia.org/wiki/Robot_Hall_of_Fame#/media/File:ASIMO_4.28.11.jpg). Acquisito in data 22. 4. 2016.)



## C) LESSICO

### Esercizio 1

Completa il seguente testo, riguardante i piccioni, con le parole presenti nei riquadri segnando negli spazi vuoti le lettere (A-I) a esse corrispondenti. Tre parole sono di troppo. Segui l'esempio 0.

## PIGEONS

A bread

B drink

C eat

D famous

E letter

F milk

G ~~often~~

H parks

I place

We all admire beautiful birds. But there are also birds we see so (0) G that we don't notice them anymore, for example pigeons. You can find these birds in city (1) \_\_\_\_\_. They like sitting on the high statues and roofs.



They have a long history. Ancient Greeks used them to carry messages from one (2) \_\_\_\_\_ to another. Today, these birds are in every big city, but the world's most (3) \_\_\_\_\_ pigeons are Italian – from Venice.

When most birds (4) \_\_\_\_\_ water, they raise their beak each time they take a sip. But pigeons don't have to do that. They can pump up the water in the same way as horses do. Baby pigeons feed on (5) \_\_\_\_\_, a white liquid that both parents produce in their throats.

Are pigeons ordinary? No, they are not!

(Adattato da: *Cricket*, vol 34, № 3, novembre 2006.)

(5 punti)

(Fonte dell'immagine: <http://www.diamonddove.info/bird14%20Rock%20Dove.htm>.  
Acquisito in data 22. 4. 2016.)

Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui.



N 1 7 1 2 4 1 2 1 I 1 1

# Pagina vuota

**VOLTA IL FOGLIO.**

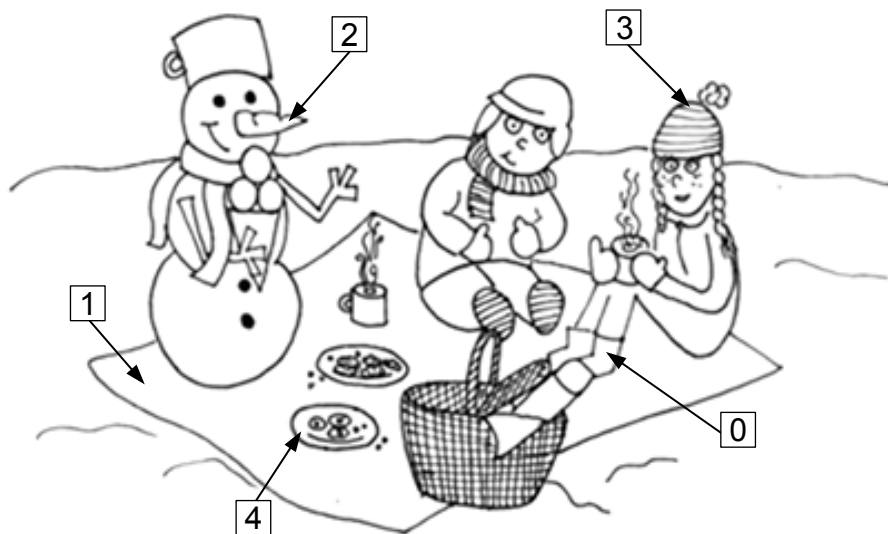


## Esercizio 2

### Parte A

Osserva l'immagine e leggi le parole che trovi nel riquadro. Scrivi nella tabella le lettere (A–H) che identificano le parole, corrispondenti agli oggetti numerati (1–4) nell'immagine. Tre parole sono di troppo. Segui l'esempio 0.

## SNOWY PICNIC



A blanket

~~B boots~~

C cap

D carrot

E pillow

F plate

G spoon

H tomato

0.
<b>B</b>

1.	2.	3.	4.

(4 punti)



N 1 7 1 2 4 1 2 1 1 3

**Parte B**

Osserva nuovamente l'immagine. Completa il testo che descrive l'immagine con le parole che iniziano con la lettera data. I numeri che precedono le parole mancanti non si riferiscono a quelli dell'immagine. A ciascuna lineetta corrisponde **UNA LETTERA**. Segui l'esempio 0.

White and snowy outside? It's the perfect time for a picnic! Now's your chance for a winter-wonderful picnic in the snow.

Make invitations for your **(0) f r i e n d s** and neighbours.

Put on your hat, scarf and a pair of warm **(1) g \_ \_ \_ \_ s**. Cold weather won't bother you a bit.

Fill a Thermos with soup or **(2) h \_ \_** cocoa to warm you up. Make your favourite biscuits or any other tasty **(3) f \_ \_ \_** you like. Grab some dishes, put them all in a **(4) b \_ \_ \_ \_**, and you're ready to go.

Pick a pretty place. Perhaps a picnic table in your backyard or a nearby park?

Enjoy. Sit down, take a look around, and pass the plates. Warm up with some snow games. Make a cheerful **(5) s \_ \_ \_ \_** to join your party! Don't forget to put a pot on his head and a scarf around his neck. How about making some snow ice-cream? Try it. What a happy ending for your snow picnic!

(Adattato da: *Ranger Rick*, febbraio 2011.)

(5 punti)



## D) COMUNICAZIONE SCRITTA

Una rivista inglese ha bandito un concorso per premiare il miglior testo riguardante il paese dei sogni, che si può trovare in qualsiasi luogo e dove qualsiasi cosa è possibile. Anche tu hai deciso di partecipare al concorso. Nel tuo testo:

- presenta il paese (dove si trova, com'è, chi ci vive, quali lingue parlano),
- confronta il paese dei sogni con la Slovenia,
- descrivi come si svolge una giornata qualunque nel paese dei sogni.

Scrivi almeno 10 frasi.

### MY DREAM LAND


Contenuto:	<i>4 punti</i>
Lessico e ortografia:	<i>3 punti</i>
Grammatica:	<i>3 punti</i>

**Punteggio complessivo: 48**

Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui. Non scrivere qui.



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# Pagina vuota



**Pagina vuota**