



YABANCI DİL SEVİYE TESPİT SINAVI (YDSTS) FOREIGN LANGUAGE PLACEMENT EXAM

INSTRUCTIONS

- Time allowed is 60 minutes.
- Keep your IKU student ID card on your desk throughout the exam.
- Sign the exam attendance sheet.
- Fill in the relevant spaces on your Optical Answer Sheet before the start of the exam.
- You are allowed to use a pencil and an eraser only.
- Dictionaries of any kind or any electronic gadget with a dictionary feature are not allowed.
- Only the **OPTICAL ANSWER SHEET** with your answer marks will be taken into account for the assessment of your exam; any answer marks made on the Exam Booklet will not be taken into account.
- Look through each and every page of your Exam Booklet, checking page numbers and readability.
- Your Exam Booklet will be taken by the Exam Invigilator at the end of the exam.

SINAV YÖNERGESİ

- Sınav süresi 60 dakikadır.
- Öğrenci kimlik kartınızı sınav boyunca sıranızın üstünde bulundurunuz.
- Sınav yoklama kâğıdını imzalayınız.
- Sınava başlamadan önce kimlik bilgilerinizi ve diğer bilgileri ilgili yerlere yazınız.
- Yalnız **OPTİK CEVAP KÂĞIDINIZA** işaretlediğiniz cevaplar üzerinden puanlama yapılacaktır, soru kitapçığı üzerine yaptığınız işaretlemeler değerlendirmeye alınmayacaktır.,
- Sözlük veya sözlük özelliğine sahip bir araç kullanmanıza izin verilmez.
- Sınav kitapçığının her sayfasının tam ve okunabilir olduğunu kontrol ediniz.
- Sınav kitapçığınız ve cevap kâğıdınız sınav sonunda gözetmenler tarafından teslim alınacaktır.

PART I. For questions 1-25, choose the correct answer A, B, C or D.

1. They _____ fill in all the form-their names and signature are enough.
a. mustn't b. don't have to c. couldn't d. shouldn't

2. I feel OK, but my doctor tells me that I _____ take more exercise.
a. must b. ought c. had to d. could

3. Luckily, I did not have to pay for my training. The company _____.
a. has b. does c. is d. did

4. Patients mustn't eat before their operations _____ it might be dangerous!
a. but b. until c. because d. or

5. At the moment, the guests _____ at the beach.
a. swim b. are swimming c. swims d. swam

6. Alex felt a bit sad after the presentation because _____ has really understood what he talked about.
a. nobody b. anybody c. somebody d. everybody

7. _____ his fame and success, Tom is a modest schoolboy.
a. However b. In spite of c. Despite of d. Although

8. Life _____ easier if everybody _____ English!
a. will be/spoke b. would be/speaks c. would be/spoke d. would be/will speak

9. _____ the weather is nice this weekend, I won't play tennis with Becky. Instead, I will stay in and watch TV.
a. If b. Unless c. Provided d. Should

10. I never know what he is going to do next. He's so _____!
a. predictable b. modest c. dishonest d. unpredictable

11. Tom has _____ work. Therefore, he really needs a personal _____.
a. too many/assistance b. too much/assistant c. too many/assistant d. too much/assist

12. I told _____ I loved her so much.
a. to her b. she c. her d. to she

13. My students felt exhausted after studying non-stop for the final exams. I think they should go _____ holiday and relax!
- a. on b. to c. with d. off
14. Tom's sister was accused of _____ private property.
- a. vandal b. vandalise c. vandalising d. vandalism
15. Two burglars _____ our house and stole some valuable things.
- a. found out b. put off c. got away with d. broke into
16. Driving across the desert was _____ the journey.
- a. more boring part than
b. the most boring part from
c. most boring part during
d. the most boring part of
17. At the airport, I realised that I _____ my passport and ticket at home.
- a. left b. had left c. was leaving d. have left
18. _____ man appeared in court yesterday. _____ man admits committing the crime.
- a. The/A b. A/The c. A/- d. A/A
19. Some people say the Internet is not safe. _____, it can help us to relax.
- a. However b. In addition c. Although d. Therefore
20. Jason: "I'm really sorry about breaking the vase that was on the coffee table."
He _____ for having broken the vase that had been on the coffee table.
- a. refused b. admitted c. apologized d. warned
21. A lot of people claim that BBC has lost its reputation over the years. However, _____, the BBC broadcast better programmes than the others.
- a. in my opinion b. my belief c. accordingly d. in my shoes
22. Sorry, I don't understand it. Can you tell me what _____ by REM sleep?
- a. do you mean
b. is the meaning
c. you mean
d. meant

23. The Internet _____ by millions of people all over the world every day.
 a. uses b. is used c. has used d. is being used
24. It is a pity that it _____ sunny since last week. We might have to cancel our camping holiday if the weather does not change.
 a. wasn't b. isn't c. hasn't been d. won't be
25. I _____ up with Mary because we were always arguing.
 a. broke b. fell c. got d. felt

PART II. Read the text below. For questions 26-35, choose the correct answer A, B, C or D.

Many people believe that playing computer games is fun and educational. Everywhere is full of children playing one of these exciting games. Computer games also make children think **26.** _____, and they have to move their hands and eyes quickly. Moving eyes and hands at the same time can **27.** _____ the way the children's brain works. In addition, they can become imaginative **28.** _____ these types of games because they have to do many creative tasks, like drawing and building things. Computer games are also a good way to teach children about technology, especially computers.

29. _____, recent research shows that computer games can be dangerous for children. Firstly, children spend most of their time playing games on the computer. This can **30.** _____ health problems. Some of them may become overweight. In addition, if children play games too often and don't do their homework, they can get bad **31.** _____ or even fail. Computer games can also **32.** _____ children's social skills in a negative way. If they don't play and work with their friends, they don't become social. Furthermore, children don't need to ask their parents for money when they want to play games **33.** _____ many online games can be downloaded for free. This means that many parents don't know what their children are playing. They may play violent or scary games which have a negative **34.** _____ on their personality development.

It is clear that playing computer games have some advantages and disadvantages. They are fun and have many educational **35.** _____ for children. On the other hand, they can cause some health and social problems.

26.	a. quietly	b. traditionally	c. locally	d. creatively
27.	a. join	b. improve	c. create	d. apply
28.	a. thanks to	b. in terms of	c. instead of	d. such as
29.	a. As	b. In addition	c. In contrast	d. Because
30.	a. look after	b. lead to	c. get around	d. take part
31.	a. notes	b. degrees	c. grades	d. courses
32.	a. describe	b. protect	c. become	d. affect
33.	a. because	b. so	c. also	d. however
34.	a. skill	b. effect	c. schedule	d. training
35.	a. races	b. skills	c. benefits	d. matters

PART III. Read the texts carefully. For questions 36-50, choose the correct answer A, B, C or D.

TEXT I. DREAMS

¶1 People dream four to six times a night. They dream while they are in the REM (Rapid Eye Movement) stage of sleep. During REM sleep, you breathe faster, and your heart beats faster than in any stages one through four. Sleepers go into the REM stage about every 90 minutes. The first dream of the night may take about ten minutes. Each dream gets a little longer. The last dream of the night may be an hour long.

¶2 People need their dreams. Younger children spend more time dreaming. Babies spend almost half of their sleep in the REM stage. One experiment showed that everyone needs to dream. Doctors gave some people sleeping pills. These sleeping pills didn't let them go into REM sleep. After several nights without dreams, they began to feel bad. They became angry easily, they worried a lot, and they wanted to fight with everyone. Then they stopped taking the sleeping pills. They all began to dream all night for a few nights to catch up.

¶3 Finally, how can dreaming help people? Dreams give them time to find the answers to some of their issues. If they think they will have difficulties the next day, they may spend more time in REM sleep the night before. In their dreams, they may find an answer to their concerns.

36. As people sleep deeper, their dreams get _____.
a. faster b. longer c. shorter d. more beautiful
37. How long does the last dream of the night take?
a. 10 minutes b. 30 minutes c. 60 minutes d. 90 minutes
38. Who spends the most time dreaming?
a. Babies b. Teenagers c. Adults d. Old people
39. During the experiment, people felt _____ after a few nights without dreams.
a. happy b. relaxed c. calm d. aggressive
40. If people sleep and dream enough, _____.
a. they can solve their problems
b. the REM stage will be shorter
c. they won't need sleeping pills forever
d. there will be no worries in their lives

TEXT II. POPULAR vs. QUALITY NEWSPAPERS

¶1 Students of English as a foreign language often ask teachers which newspaper to read. They naturally suppose that reading an English newspaper will be a good way of improving their knowledge of the language. However, they are frequently frustrated because they cannot understand popular newspapers and think the 'quality' newspapers will be even more difficult.

¶2 In fact, the opposite is usually the case. Popular newspapers are written for people who haven't got much time for reading and who, perhaps, do not read as fast or enjoy reading as much as those who buy 'quality' newspapers. Therefore, the editors try to attract the readers' attention with **sensational** headlines in big black type.

¶3 However, the headlines do not explain the content of the news item underneath. On the contrary, **they** are often designed to puzzle the reader so that he will be persuaded to read the item to find out the meaning of the headline. Apart from that, they use double meanings, so a foreign reader is usually confused by them. Editors are also afraid that the readers will not be patient enough to read a long paragraph. Thus, almost every sentence becomes a paragraph in itself, which is also a drawback for the student of English as a foreign language.

41. Students of English as a foreign language want to read English newspapers because they _____.

- a. don't want to be disappointed by the difficulty of newspapers
- b. do not prefer reading longer texts like novels
- c. think they will learn the language better in this way
- d. find it easier to understand printed material

42. Editors think that people who read popular newspapers _____.

- a. do not have much time to read
- b. do not enjoy reading very much
- c. cannot read very fast
- d. all of the above are correct

43. In paragraph 2, '**sensational**' probably means _____.

- a. beautiful
- b. interesting
- c. serious
- d. huge

44. In paragraph 3, '**they**' in bold refers to _____.

- a. the readers
- b. the editors
- c. the headlines
- d. the news items

45. Which of the following is not a disadvantage of a popular newspaper?

- a. The sentences are long.
- b. The headlines do not explain the content of the news.
- c. Foreign readers are confused by the headlines.
- d. The headlines are big and black.

TEXT III. IMPROVEMENT OF YOUR VISION AND FUTURE VIA VIDEO GAMES

¶1 Video games get a bad reputation: they're blamed for adolescent obesity and even for promoting violent behaviour. However, finally, some good news comes to the gaming world: the latest research from *Nature Neuroscience* proves action video games actually improve vision. That's right: researchers at the University of Rochester discovered that shooter games increase contrast sensitivity, the primary factor with which doctors measure eyesight. Contrast sensitivity allows people to see slightly different shades of grey, and until now, doctors believed that this important aspect of vision could only be improved with eyeglasses, contact lenses or surgery, but the findings suggest not only that contrast sensitivity can be improved with certain video games, but improved significantly.

¶2 Another study conducted by researchers at Michigan State University suggests that playing video games helps the development of visual-spatial skills among school students. The ability to think visually is important in order to do well in fields like engineering and surgery. Video games, by improving visual-spatial skills, can essentially serve as pre-professional training for careers in science, math, technology, and engineering.

¶3 Yet, the total lack of games produced just for girls could be giving male students an academic advantage over their female counterparts. "Girls are at a disadvantage by not having that three-dimensional experience," according to a statement by Professor Linda Jackson, who led the three-year long study. "Thus, when they get to medical school and they're doing surgery in the virtual world, they're not used to it."

¶4 It's hard to argue with Jackson's point. If you had to run out and buy an Xbox game for a 12-year-old girl, what title would you purchase? There are some games, which are supposed to be for both genders, but even these are mostly for boys, and are advertised accordingly. Phone calls to six video game companies around the country to ask about games designed especially for girls produced nothing more than a handful of confused clerks.

¶5 The gaming industry, however, is well aware of the problem. At this year's Southwest Festival on Technology, a discussion was held entitled "Gaming: Getting Girls Interested in Technology," in which different factors contributing to the gender-gap were explored. One of the topics discussed was how girls' approach to gaming is quite different from that of boys. Games won't appeal to girls until they facilitate socializing rather than distract from it. Listen in on any conversation between girls and it will be 95% about people, with other subjects coming up only as necessary. Games will need to become more social before girls tune in.

¶6 Developing a popular video game is hard enough, though, let alone developing a game that is popular, educational, and attractive for both genders. But Jackson hopes that in the future developers will focus on creating games, which will appeal to more female players.

46. According to the first paragraph, games are accused of _____.
- a. damaging vision
 - b. encouraging violence
 - c. slowing down the process of thinking
 - d. causing eyesight problems which then require surgery
47. Based on the text, girls may be at a disadvantage when they study medicine because _____.
- a. they do not have three-dimensional vision
 - b. there are not enough video games for girls
 - c. they are not given the chance to try surgery
 - d. they are not good at maths
48. It would be difficult to buy a video game for a 12-year-old girl because _____.
- a. girls don't like video games
 - b. girls are too social
 - c. game developers don't create games just for girls
 - d. video games for girls are not advertised enough

49. When girls are having a conversation, they talk _____.

- a. mostly about other people
- b. about every subject
- c. only about necessary things
- d. about everything but games

50. The purpose of this article is to _____.

- a. discuss the negative effects of video games
- b. talk about the differences between girls and boys
- c. present some positive aspects of video games
- d. give advice on buying video games for girls

ANSWER KEY

1. B
2. A
3. D
4. C
5. B
6. A
7. B
8. C
9. B
10. D
11. B
12. C
13. A
14. C
15. D
16. D
17. B
18. B
19. A
20. C
21. A
22. C
23. B
24. C
25. A
26. D
27. B
28. A
29. C
30. B
31. C
32. D
33. A
34. B
35. C
36. B
37. C
38. A
39. D
40. A
41. C
42. D
43. B
44. C
45. D
46. B
47. B
48. C
49. A
50. C