SUGGESTED ANSWERS

THE NEW WORLD ISSUE

Contents

SUGGESTED ANSWERS

PERFECTING

Grammar Editing: Biotechnology – A Potential Force for Good

Here are suggested answers to our grammar exercise:

The worst of the pandemic is behind us, and the biotechnology industry has proven instrumental in the fight — at its immediate and tireless work to investigating Covid-19 to developed treatments and finally to stemming its spread with vaccination. But beyond overcoming the virus, the industry has learnt important lessons that have transform the way they operates. For one, the transmission and spread of Covid-19 has highlighted how everything on the planet is interconnected. As explained by Dr William Karesh, Executive Vice President for Health and Policy at a Echo Health Alliance, the health of people, animals, and our environment are inextricably linked and changes in one affects the others. This reality pushed companies to collaborate in devising pandemic solutions — some pivot from their own research projects to help, while others provided synthetic versions of the virus to study. Armed for these lessons and experiences, the biotechnology sector is poised to become a beacon of hope in future health emergencies.	1. from 2. developing 3. transformed 4. it 5. √ 6. the 7. affect 8. √ 9. pivoted 10. with

Nature of errors:
1. preposition phrase "from…to"
2. present continuous tense for consistency
3. past participle
4. subject verb agreement, singular pronoun to match "the industry"
5. √
6. article for a specific organisation
7. subject verb agreement, singular verb to match multiple subjects
8. √
9. past tense
10. preposition "with"

SUGGESTED ANSWERS

PERFECTING

Visual Comprehension: All Eyes on Them

Here are suggested answers to our visual comprehension exercise:

1. Look at Text 1. Tick two reasons the poster is giving to visit Japan.

   ☑ The scenery in Japan
   ☑ Japan's cultural sites
   ☐ The weather in Japan

2. Identify **two** verbs in Text 2 that imply that South Korea's soft power to influence what people do is strong.

   > The verbs are "seized" and "dictating".

3. Identify the phrase in Text 2 which reflects the poster's goal to attract tourists.

   > The phrase is "brought the world to their doorstep".

4. Look at Text and 1 and 2 and statements (a) and (b) below.
   Decide whether the statements refer to Text 1, Text 2, both texts, or neither text.
   Circle the answer you have chosen for each statement.

   (a) The content is attempting to persuade the reader/viewer.

   Text 1   /   Text 2   /   ~~Both~~   /   Neither

   (b) The content has a personal voice.

   Text 1   /   ~~Text 2~~   /   Both   /   Neither

SUGGESTED ANSWERS

PERFECTING

Listening Comprehension: The Powers that Feed Us

Here are answers for our listening comprehension exercise:

In this listening comprehension exercise, you will hear two friends discuss how global events are affecting the availability and prices of food.

1. The boy thinks that global food prices have increased because

B. supplies from Ukraine and Russia have been greatly reduced.

2. The two friends agree that food insecurity means that

C. some families cannot afford nutritious meals.

SUGGESTED ANSWERS

PERFECTING
Expository Text Comprehension: The Metaverse: Get Your Skin in the Game

Here are suggested answers to our text comprehension exercise:

1. (i) From Paragraph 1, identify a possible problem with the use of the metaverse.

A possible problem is that people are spending excessive screen time/time spent online. [1]

1. (ii) Which sentence shows the problem you have identified?

The sentence is "Millions of people are spending countless hours a day in virtual spaces like Roblox and Fortnite." [1]

2. How does the example in Paragraph 3 reflect the passage's title?

The example states that players of the game were able to train up characters and earn money from their work [1], showing how they have a stake in the game / how they are able to shape the game / are personally invested in the game. [1]

Note: answer should both identify the relevant part of the example and explain how this is connected to the title.

3. In Paragraph 4, we are told that brands must "further embrace an ethos of co-creation and collaboration with the consumers". Identify **two** reasons why they must do so.

It is so that the brands can create lasting brand identities and relationships with consumers. [1] OR It allows brands the opportunity to curate and deliver experiences that resonate. [1] OR it allows brands to support a variety of voices in the digital space.[1]

Note: select any two points.

SUGGESTED ANSWERS

4. From Paragraph 4, what does the word "potentially" in line 38 tell us about the benefits of the metaverse technology?

> It tells us that the benefits of the metaverse are not a given / immediate and that brands would need to make extra effort to reap them. [1] OR and that brands may not necessarily use the metaverse technology for good. [1]

5. What does the phrase "Godmother of the Metaverse" in Paragraph 5 suggest about Cathy Hackl's contribution to the development of the metaverse?

> It suggests that Cathy Hackl contributed significantly to / did pioneering work / has great influence in the development of the metaverse. [1]

6. (i) What is an example, from Paragraph 4, that shows how "we can be more involved" in the metaverse's development as Francis mentions?

> An example is how Prada and Adidas initiated an NFT project that allowed people to contribute their own art to a larger NFT art piece. [1]

6. (ii) Thahirah mentions that there may be problems to consider when it comes to the metaverse. Identify **one** problem from Paragraph 5, using your **own words as far as possible**.

> A problem is the metaverse's inability to help with unfair income distribution. [1]

7. **Using your own words as far as possible,** summarise why the metaverse is an attractive prospect for ordinary users and for brand owners, as well as what the possible downsides of the metaverse might be.

Use only information from Paragraphs 2 to 5.

Your summary must be in continuous writing (not point form). It must not be longer than 80 words (not counting the words given to help you begin).

The metaverse is an attractive prospect for ordinary users because… [15]

	Text from passage	Paraphrased
1	She has spent over 15 years making her living designing, marketing, and selling avatars, pets, and accessories for citizens of *Second Life*, a game that launched in 2003 as a digital world where users could buy land and spend actual money on in-world customisable clothing.	**[attractive prospect]** (infer point from example) it could allow users to purchase digital assets using actual money
2	other players were forging real connections to those virtual animals	**[attractive prospect]** (infer point from example) and have true bonds with those digital assets.
3	The demand for her products reflects how interest in purely digital ownership has spiked dramatically	**[attractive prospect]** This is appealing because of significant increase in demand for entirely digital ownership.
4	each token is unique and irreplaceable, just like a bank note. As they cannot be	**[attractive prospect]**

SUGGESTED ANSWERS

	replicated, they can be used to represent one's ownership of anything from digital art to digital real estate	NFTs are <u>distinct and unrepeatable</u> so they can reflect ownership of anything digital,	
5	This technology allows digital assets to be <u>safely</u> shared across the world without <u>needing</u> a traditional <u>intermediary</u> like a bank	**[attractive prospect]** allowing users to send digital items anywhere <u>securely</u> without <u>requiring</u> a <u>middleman</u>.	
6	<u>Power</u> is thereby given to the people to <u>buy, sell and trade</u>	**[attractive prospect]** Therefore, the people have the <u>autonomy</u> of online <u>transactions</u>.	
		The metaverse also helps brands	
7	brands seeking to enter the metaverse and <u>create lasting</u> brand identities and <u>relationships with consumers</u> in these emerging digital realities	**[attractive prospect]** <u>forge memorable</u> brand identities and long-term <u>bonds with customers</u>,	
8	providing an opportunity for brands to <u>curate and deliver</u> experiences that will <u>resonate</u>	**[attractive prospect]** and <u>create and present</u> experiences that <u>connect</u> with people,	
9	Using a collaborative approach also allows brands to support <u>a diversity of voices</u> in the space	**[attractive prospect]** as well as support <u>various people</u> online.	
10	Many metaverse critics point out that these exciting opportunities should not cause us to overlook the myriad of problems that we have <u>yet to solve</u> in our current online existence	**[downsides]** However, there are still many different <u>unaddressed</u> issues online.	
11	"There's no way the metaverse is going to help with <u>things like income inequality</u>,"	**[downsides]** Furthermore, the metaverse does not solve <u>social issues</u> **[sense-for-sense paraphrase]** OR issues of unfair wealth distribution, or unequal access to food and health care.	

Accept any 8 points for 1 mark each.

Total: 15 marks
- Content: 8 marks
- Language: 7 marks (grammar, spelling, punctuation, vocabulary)