



University of Kelaniya - Sri Lanka
Centre of Distance and Continuing Education
Bachelor of Arts Degree First Examination (External) – 2024
CBEN 18213 – English for Humanities and Social Sciences

No of questions: 04

Total marks: 80%

Time: 3 hours

Index No:

Answer all questions on this paper.

Question No.	Marks	
	Examiner 01	Examiner 02
01		
02		
03		
04		
Total (80%)		



1. Reading comprehension (20%)

A) Passage I

Read the following text and answer the given questions. (2 mark × 6 – 12 marks)

Are zoos a good thing?

Zoos are hugely popular attractions for adults and children alike. But are they actually a good thing? Critics of zoos would argue that animals often suffer physically and mentally from being enclosed. Even the best artificial environments can't match the space, diversity, and freedom that animals have in their natural habitats. This deprivation causes many zoo animals to become stressed or mentally ill. Capturing animals in the wild also causes significant suffering by separating families. Some zoos make animals behave unnaturally: for example, marine parks often force dolphins and whales to perform tricks. These mammals may die decades earlier than their wild relatives, and some even try to commit suicide.

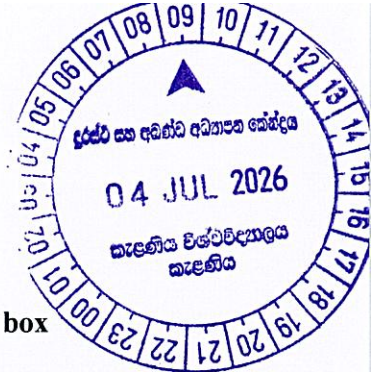
On the other hand, by bringing people and animals together, zoos can educate the public about conservation issues and inspire them to protect animals and their habitats. Some zoos provide a safe environment for animals which have been mistreated in circuses or pets which have been abandoned. Zoos also conduct important research on subjects such as animal behaviour and the treatment of illnesses.

One of the most important modern functions of zoos is supporting international breeding programmes, particularly for endangered species. In the wild, some of the rarest species struggle to find mates and breed, and they may also be threatened by poachers, habitat loss, and predators. A good zoo will enable these species to live and breed in a secure environment. In addition, as the numbers of some wild species decline, the risk of populations becoming too genetically similar increases. Breeding programmers provide a safeguard: zoo-bred animals can be released into the wild to increase genetic diversity.

However, opponents of zoos say that the vast majority of captive breeding programs do not release animals back into the wild. Surplus animals are sold not only to other zoos but also to circuses or hunting ranches in the US or South Africa, where some people are willing to pay a lot of money for the chance to kill an animal in a fenced enclosure. Often, these animals are familiar with humans and have very little chance of escaping.

So, are zoos good for animals or not? It all depends on how well individual zoos are managed, and the benefits of zoos can outweigh their harmful effects. However, it is understandable that many people believe imprisoning animals for any reason is simply wrong.

Source: <https://learnenglishteens.britishcouncil.org/skills/reading/b2-reading/are-zoos-good-thing>



Are these sentences true or false? If true, write 'T' and if false, write 'F' in the box

1. Modern zoos can offer animals a living environment that is as good as their natural habitats.	
2. One of the reasons zoo animals become distressed is that they are separated from their families.	
3. Dolphins and whales usually live longer in zoos than in the wild.	
4. People who have visited zoos are more likely to support animal conservation and protection.	
5. Zoos protect animals from being used for scientific research.	
6. In their natural habitats, animals suffer problems related to human activity.	

B) Passage II

Read the passage and then answer all the questions below. (1 mark × 8 – 8 marks)

Video games are good for you!

For years, video games have been criticized for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on Wii have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly in distinguishing shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better at mentally manipulating 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX, and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in the experiment, a film of traumatic scenes of injury and death was used – can actually prevent people from having disturbing flashbacks.

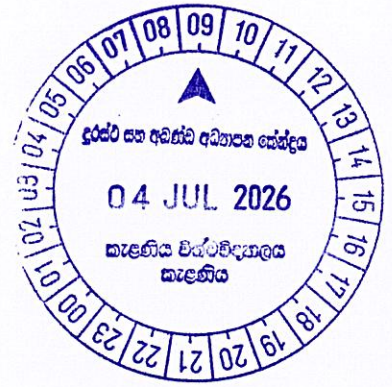
The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological conditions that incorporate video game play.

Source: <https://learnenglishteens.britishcouncil.org/skills/reading/b2-reading/video-games-are-good-you>

Underline the correct answer.

1. Very young children show improved ____ after playing video games.
 - a. muscle control and co-ordination
 - b. social interaction
 - c. decision-making
 - d. ability to differentiate between different colours
2. Only relatively recently have people started to realize _____.
 - a. the harmful effects of video games
 - b. the beneficial effects of video games
 - c. how much we don't know about video games' effects
 - d. how much do video games affect the people who play them
3. Playing video games helps doctors _____.
 - a. do operations and read X-rays
 - b. make decisions under pressure
 - c. operate complex equipment
 - d. tend to more than one patient at a time
4. Video gamers' decision-making speed is significantly improved by _____.
 - a. years of gaming experience
 - b. long periods of game playing





- c. playing video games in short bursts
- d. certain types of video games

5. Women who play video games demonstrate ____.
- a. faster reaction speeds
 - b. reduced stress levels
 - c. better spatial awareness
 - d. better multitasking ability
6. In one research study, the video game Tetris helped people to ____.
- a. improve their concentration
 - b. overcome depression
 - c. forget disturbing experiences
 - d. make decisions faster
7. Research shows that violent video games ____.
- a. have no negative effects on players
 - b. only affect players' brains after extended hours of play
 - c. may have positive and negative effects on the brain
 - d. only affect players' brains in beneficial ways
8. In the future, computer games may be used for ____.
- a. treating a variety of medical problems
 - b. training doctors to deal with emotional pressure
 - c. helping parents to deal with difficult teenagers
 - d. treating prisoners with a history of violent behaviour

2. Grammar (30%)

A) Choose and underline the most appropriate preposition. (1 mark × 10 -10 marks)

1. We arrived ____ (at / to) the airport ahead of schedule.
2. She has always been interested ____ (in / on) studying ancient history.
3. I will see you ____ (on / at) Friday evening.
4. Your keys are ____ (on / over) the kitchen counter.
5. The students were impressed ____ (by / with) the guest speaker.
6. We have been waiting ____ (since / for) nearly an hour.
7. The museum is famous ____ (for / about) its collection of ancient artifacts.
8. They travelled ____ (across / through) the desert by jeep.
9. We are responsible ____ (for / to) keeping the classroom clean.
10. He is terrified ____ (of / from) heights.

B) Write the appropriate Wh-question (*Who, What, Where, When, Why, How, Which*) or Yes/No (using auxiliary verbs like *Do, Is/Are, Was/Were, Has/Have, Will*) question for each response given below. (1 mark × 10 – 10 marks)

1.

Yes, I have visited Kandy several times.

2.

I travel to work **by train**.

3.

Yes, they are planning to attend the conference next week.

4.

They **are playing** tennis right now.

5.

We met **during a training** programme.

6.

We'll be **leaving** around 8:45 a.m.

7.

No, the manager hasn't signed the contract yet.

8.

We **first met** in 2021.

9.

We will go to the **beach** tomorrow.

10.

They are **discussing** the new research project.



C) Write down the most suitable form of the verb given within brackets to complete the sentences. (1 mark × 10 – 10 marks)

1. If you do not wear a jacket, you (catch) a cold in this weather.
2. My brother usually (drink) a glass of milk before going to bed.
3. Hurry up! The bus (come) down the street right now.
4. Last summer, our family (travel) to the countryside for a holiday.
5. She (attend) a workshop when the power went out.
6. They..... (complete) the assignment before the deadline yesterday.
7. My brother usually (drive) to work.
8. We (not receive) the results yet.
9. Look! The children (play) in the garden.
10. If it rains tomorrow, we (cancel) the trip.



3.Vocabulary (10%)

Choose the most appropriate word and fill in the blanks. (1 mark × 10 – 10 marks)

1. The manager gave us some useful _____ (advice / advise).
2. She walked _____ (quietly / quiet) into the room.
3. The weather was so bad that the match had to be _____ (cancelled / canceledly).
4. Please _____ (accept / except) my sincere apologies.
5. The students showed great _____ (patience / patients) during the examination.
6. He was unable to _____ (affect / effect) the final decision.
7. The train arrived exactly on _____ (time / timely).
8. We need to find a practical _____ (solution / solve) to this problem.
9. The teacher asked us to work _____ (individually / individual).
10. The company plans to _____ (expand / expansion) its business next year.



4. Writing (20%)

Select one topic from the given list and write an essay. (Approximately 250 words)

1. The Impact of Social Media on Young People.
2. The Importance of Healthy Eating Habits.
3. 'Public transport is better than using private vehicles'. Do you agree or disagree? Explain your opinion.