



Федеральное государственное бюджетное образовательное учреждение
высшего образования

**Российская академия народного хозяйства и государственной службы
при Президенте Российской Федерации**

Олимпиада школьников РАНХиГС

Заключительный этап

Класс	8
Профиль	ИНОСТРАННЫЙ (АНГЛИЙСКИЙ) ЯЗЫК
Фамилия	МУРАТОВА
Имя	МАРИЯ
Отчество	АЛЕКСАНДРОВНА
Страна	РОССИЙСКАЯ ФЕДЕРАЦИЯ
Регион	АЛТАЙСКИЙ КРАЙ

ВСЕГО СТРАНИЦ

5

ПОДПИСЬ УЧАСТНИКА



Task 1.

1. Mr. Gupta told Rohan to make tasks in his life step by step, manage time wisely and not waste time on pointless things and not only be disciplined and productive but also love time, spent with his close people.
2. Young man listened to Mr. Gupta and changed his routine, began to eliminate distractions and evaluate time, transforming his life.
3. Rohan realized from Mr. Gupta: time is a treasure, that can open your hidden talents and make your relationships with family and friends more enjoyable.
4. Rohan understood that time is a thing you must not miss, opportunities are always there, you just have to be disciplined.
5. As he grew old, Rohan met younger people and was highly honored by them as he explained the ~~valued~~ value of time, learned and taught to be cherish moments.
6. The Rohan's story made a great impact on other people, turned many people to use time wisely and manage different tasks.
7. According to the text, the first man who showed knowledge of time and ~~taught~~ taught it people of the village is Mr. Gupta.
8. The main lesson, Rohan wanted to give the younger generation, is that time is important for not only completing tasks, but in general sense of countless opportunities, ~~the~~ time gives each one of us.



9. Rohan's story inspired many people to use all opportunities they have, enjoy time, spent with family and friends and choose time wisely in the best way possible.
10. People, resulting from Rohan's lifetime, began to understand time better, evaluate everything right.

Task 2. A)

1. currently
2. introduction
3. competition
4. searcher
5. retace

Task 2. B)

1. c
2. a
3. a
4. b
5. a

Task 3.

loving, demanding, willing

Task 4.

1. yellow
2. stripy
3. baggy
4. merryable
5. irrelevant
6. ~~tele~~ Russian
7. unmerryable

Task 5.

- A)
1. establishing
 2. similarity
 3. childhood
 4. independent
 5. society
 6. knowledge

Task 6.

1. When did you see this film?
2. I communicate with ~~nobody~~ anybody who is too pessimistic.
don't



3. Everybody in our company is eager to participate in this discussion.
4. Did your team play football this week?
5. Laura doesn't play tennis, so she won't take part in a tennis tournament.
6. I had read an interesting book which I had bought last week.
7. Do we have anything for a barbecue party?
8. They finished ~~eating~~ editing this text two hours ago.
9. Can you write your business partner a thank-you note?
10. You should put on your jacket, it's cold and windy today.



Task 7.

I think a lot of people are struggling to understand each other, so I'm happy to help you to figure out what your friend means.

First of all, many people don't like unmodernized places and countryside is a town with not much technology.

Second, living in ^{the} countryside sometimes means having little access to markets, Wi-Fi, and school or university, if your friend is a student.

So, I think not everyone loves countryside.



Task 8.

Given pie chart presents daily activities for teenagers.

The highest percent - 30% was given to sleeping, what confirms that teenagers sleep a lot. Another percent - 15% refers to studying/homework and also to section "eating". These percents seem quite logical because young people eat a lot and they are usually students. Sports' percent among teenagers is 10% which means most of boys and girls exercise or do some sport. Thirty other percents are given to on-line activities, such as phoning/texting (email), online (surfing the internet) and videogames. This is how teenagers spend their free time during breaks.

My hypotheses about changes in teenagers' daily routine in next 10 years consists 2 parts. First part is that percent of studying/homework will increase to 20% and videogames will decrease to 5%. Connected, time online will fall, too, percent of sleeping must increase. Second part is that less teenagers will do sports, its percent will fall to 5%.

Task 9.

1. critics
2. restaurant
3. backpack
4. lunch
5. learning

