



Agencija za odgoj i obrazovanje  
Education and Teacher Training Agency



REPUBLIKA HRVATSKA  
Ministarstvo znanosti,  
obrazovanja i mladih

## ŽUPANIJSKO NATJECANJE IZ ENGLESKOGA JEZIKA za 7. razred osnovne škole

ŠKOLSKA GODINA 2025./2026.



Zaporka:

(zadana riječ)

### TEST

Slušanje s razumijevanjem:	12 bodova
Čitanje s razumijevanjem:	12 bodova
Uporaba jezika:	36 bodova
<b>Ukupno:</b>	<b>60 bodova</b>

**Napomena: Svi odgovori moraju biti prepisani na List za odgovore.**

**Sadržaj ove testne knjižice NE boduje se.**

## Tasks 1 and 2: LISTENING COMPREHENSION

### Task 3

You will hear a report on circus artist David “Cannonball” Smith. For each question (1–6), choose the correct answer (A, B, or C). There is an example at the beginning (0). You will hear each recording twice.

(0) What was David unsure about when he was younger?

**A** What job he wanted to do.

**B** Where he wanted to live.

**C** Which sport he liked most.

(1) Why did David stop training to be a maths teacher?

**A** He found the teaching course too difficult.

**B** He realised the job did not make him happy.

**C** He was offered a better paid job immediately.

(2) What made David decide to join the circus?

**A** He had a dream of working in a circus.

**B** His wife encouraged him to change careers.

**C** A friend told him about a chance to work there.

(3) How did David feel about his circus work after joining?

**A** He enjoyed it but found it tiring at times.

**B** He felt it was more like enjoyment than a job.

**C** He missed his previous teaching career.

(4) Why was David not very frightened when he first became a human cannonball?

**A** He trusted the equipment he made himself.

**B** He already knew how to do very long jumps.

**C** He always had his family nearby for help.

(5) What is true about David’s children?

**A** Only the boys learned how to perform dangerous acts.

**B** They were taught circus skills from an early age.

**C** They started performing only after becoming adults.

(6) What does the report say was most important to the Smith family?

**A** Becoming famous around the world for their performance.

**B** Breaking several world records with their circus skills.

**C** Exploring new places and making acquaintances.

**(6 points)**

## Task 2

You will hear a recording about social media in Australia. For sentences 1–6, decide whether they are true or false. Write T for true and F for false. There is an example (0) at the beginning. You will hear the recording twice.

- (0) *The article explains a new rule introduced in Australia.* (T) / F
- (1) Australia is one of several countries that have introduced this rule. T / F
- (2) Experts say social media can affect young people's sleep and mental health. T / F
- (3) Social media companies are not responsible for checking users' ages. T / F
- (4) Many parents believe the rule will help children develop healthier habits. T / F
- (5) Not all use of social media is bad for teenagers. T / F
- (6) Everyone agrees that the new rule will be easy to enforce. T / F

**(6 points)**

## Tasks 3 and 4: READING COMPREHENSION

### Task 3

Read the text about the popular video game Fortnite. Choose which parts of the sentences (A–J) best fit the gaps (1–6). There are three sentences that do not fit any of the gaps. There is an example (0) at the beginning. Write your answers on the Answer Sheet.

Fortnite is a very popular online video game created by the company Epic Games. Since its release in 2017, the game has attracted millions of players worldwide, (0) J. Fortnite includes several different game modes. One of them is called Save the World, (1) \_\_\_\_\_. In this mode, players work together, collect materials, and build shelters while fighting computer-controlled enemies.

The most well-known mode is Fortnite Battle Royale, (2) \_\_\_\_\_. Up to 100 players land on an island and must search for items and weapons. During the game, the playing area slowly becomes smaller, (3) \_\_\_\_\_.

Another popular mode is Fortnite Creative. It allows players to design their own islands and games, (4) \_\_\_\_\_. This mode is especially popular with players who enjoy building and planning.

Many people enjoy Fortnite because it allows players to connect with friends from around the world, (5) \_\_\_\_\_. The game can be played on computers, game consoles, and some mobile devices. Even though the game is several years old, Fortnite remains extremely popular today, (6) \_\_\_\_\_.

- A which forces players to move closer to each other
- B where players can invent their own rules and challenges
- C thanks to constant updates and live events
- D which is played in teams of up to four people
- E and communicate with them during the game
- F because it can only be played alone
- G but it is not free to play
- H since it requires special equipment
- I which is free to play and very competitive
- ~~J especially among teenagers and young people~~

(6 points)

#### **Task 4**

**Read the text about child prodigies. For each question (1–6), choose the correct answer A, B, C or D. There is an example at the beginning (0). Write your answers on the Answer Sheet.**

Many people believe that great success comes from starting very young and training very hard. Famous athletes like Novak Djokovic seem to prove this idea. He began tennis as a young child and later became one of the best players in the world. Because of stories like this, many parents and schools push seemingly talented children to train from very early on and in an extremely intense fashion.

However, a new scientific study published in the journal *Science* suggests that this common belief is often wrong. The research in question shows that most top adults were not child prodigies at all. In fact, people who become true superstars usually follow a slower and broader path when they are young.

The study was led by sports scientist Arne Güllich and it primarily looked at performance data from more than 34,000 elite performers. These people came from different fields, such as sport, chess, music, and academic research. The researchers compared how successful people were as children with how successful they became as adults.

The results were surprising. About 90% of elite adults were not top performers when they were young. At the same time, most highly successful children did not become world-class performers as adults. Early success did not predict later greatness and was even linked to lower chances of becoming a superstar in a certain field.

The adult superstars also trained differently when they were young. Many of them had several interests and tried out different activities for longer periods of time. For example, top athletes often played many sports before settling on one. When they finally focused on one field, they improved faster and trained more efficiently.

The researchers suggest three reasons for this pattern. First, having many interests helps people find the activity that fits them best. Second, learning different skills improves the ability to learn later. Third, avoiding very intense training in only one field may reduce stress, boredom, and burnout later on in their careers.

The researchers say early training can still create skilled people, but not usually the very best ones. They believe sports academies and elite schools should rethink their methods. Giving young people more time and freedom may help more of them reach the highest level as adult performers.

Adapted from: <https://www.economist.com/science-and-technology/2026/01/14/why-child-prodigies-rarely-become-elite-performers>

- (0)** According to the first paragraph, why do many people believe early training leads to success?
- A** Because schools demand it from their students.
  - B Because famous examples seem to support it.**
  - C** Because science has proven it numerous times.
  - D** Because children naturally enjoy doing difficult sports.
- (1)** What main idea does the study challenge in the second paragraph?
- A** That talent is not important for young people.
  - B** That success comes only from hard work from an early age.
  - C** That early excellence guarantees adult greatness.
  - D** That adults cannot improve later on even with practice.
- (2)** What kind of information did the researchers use for their study?
- A** Interviews with top athletes' parents and teachers.
  - B** Personal stories of top performers themselves.
  - C** Data from many top athletes in different fields.
  - D** Mostly the athletes' school exam results.
- (3)** What did the study discover about child prodigies and adult superstars?
- A** Child and adult excellence were usually different groups.
  - B** Early success strongly predicted later world-class success.
  - C** Most child prodigies became elite athletes as adults.
  - D** Adult success of top performers depended on family support.
- (4)** How did future superstars usually train when they were young?
- A** They focused on one activity very early on and then improved on it.
  - B** They completely avoided doing several activities at the same time.
  - C** They tried out several activities before focusing on only one.
  - D** They professionally played one sport for a longer period of time.
- (5)** Why might having many interests help future success, according to the study?
- A** It helps with finding future activities used to reduce stress.
  - B** It improves future learning skills and reduces burnout.
  - C** It helps people become fit because of intense training.
  - D** It automatically improves school results and reduces stress.
- (6)** What do the researchers suggest schools and academies should do?
- A** Stop training children early on.
  - B** Provide more time and flexibility.
  - C** Use stricter selection methods.
  - D** Focus only on elite performers.

**(6 points)**

## Tasks 5 – 9: USE OF ENGLISH

### Task 5

Read the text. For each gap (1–6), transform the given word to complete the text.

You must change the form of each given word. There is an example (0) at the beginning. Write your answers on the Answer Sheet.

### A Seagull's Unexpected Journey

A seagull in England recently went on a very (0) **unusual** journey. The bird landed on a garbage truck and stayed there as the vehicle drove for more than 80 miles. At first, the driver did not notice the bird, but later he was (1) \_\_\_\_\_ to see that the seagull was still sitting on top of the truck.

The journey began in a small (2) \_\_\_\_\_ town and ended near a large city. Experts believe the seagull may have been attracted by the strong smell of food coming from the truck. Seagulls are known for their (3) \_\_\_\_\_ behaviour and their ability to adjust quickly to new situations.

When the truck finally stopped, workers carefully helped the bird off the vehicle. The seagull did not appear injured or frightened, which was a great (4) \_\_\_\_\_ to everyone involved. Animal experts warn that although the bird was not harmed, such journeys are not always completely without (5) \_\_\_\_\_ for wild animals.

The story quickly became popular online, and many people shared it because of its (6) \_\_\_\_\_ and unexpected ending.

(0) USUAL

(1) AMAZEMENT

(2) COAST

(3) ADAPT

(4) RELIEVE

(5) DANGEROUS

(6) ENTERTAIN

Adapted from: <https://newsforkids.net/articles/2025/07/24/seagull-hitches-80-mile-ride-on-a-garbage-truck/>

(6 points)

## Task 6

Read the text. For each gap (1–8), choose the answer that best fits, A, B, C or D.

There is an example (0) at the beginning. Write your answers on the Answer Sheet.

### Retro Games Make a Comeback

From TV shows to fashion, hits from the 1980s and '90s are popular again. Game companies are getting (0) in on the trend. Inspired by the old-school arcade experience, new and upcoming video games are packed (1) \_\_\_\_\_ kooky colours and plenty of action.

### Beloved Gorilla

Nintendo introduced Donkey Kong in 1981. (2) \_\_\_\_\_ then, he's swung his way through lots of gaming platforms, from arcade machines to handhelds such as the 1998 Game Boy Colour. Now he's (3) \_\_\_\_\_ in Donkey Kong Bananza, available on Nintendo Switch 2. The game is inspired by the original, (4) \_\_\_\_\_ it's meant to be a new, 3D look at the characters. Expect lots of throwbacks and surprises.

### He-Man's New Look

Inspired by a popular 1980s cartoon, He-Man and the Masters of the Universe: Dragon Pearl of Destruction is all (5) \_\_\_\_\_ retro graphics. It combines arcade-style pixel-art animation with "fast-paced, modern gameplay," according to its manufacturer, Mattel. The game is expected to come out later this year, on multiple consoles. A PC version will be available, too.

### Bop Till You Drop

Do you have quick reflexes? Test your speed with "Bop It! The Video Game". It's inspired by the original "Bop It" game, which debuted in 1996. Players raced to hit, spin, and flick the handheld device before (6) \_\_\_\_\_ out of time. The video game version tests how quickly players can get (7) \_\_\_\_\_ four animated worlds. It's available now on Nintendo Switch, PC and Mac, and mobile.

### Pizza Cats Are Back

Samurai Pizza Cats, an animated kids' show, first aired in Japan in 1990. It followed a feline ninja crew who worked together to protect their hometown from evil (and to deliver pizza). Soon, the crafty cats will make their return, in Samurai Pizza Cats: Blast from the Past. It's an action-adventure game. Though still in development, Samurai Pizza Cats: Blast from the Past is expected (8) \_\_\_\_\_ all major platforms in 2027.

Adapted from: <https://www.timeforkids.com/g56/new-classics-g5/>

(0)

A on

B at

C in

D with

**(1)**

**A** by

**B** with

**C** of

**D** from

**(2)**

**A** During

**B** Since

**C** From

**D** For

**(3)**

**A** playing

**B** starring

**C** acting

**D** aping

**(4)**

**A** if

**B** but

**C** because

**D** unless

**(5)**

**A** about

**B** for

**C** with

**D** by

**(6)**

**A** going

**B** running

**C** passing

**D** losing

**(7)**

**A** through

**B** across

**C** over

**D** along

**(8)**

**A** in

**B** at

**C** on

**D** to

**(8 points)**

### Task 7

Read the text carefully. For each gap (1–8), write one word that best fits into the text. Use only one word in each gap. There is an example at the beginning (0).

Write your answers on the Answer Sheet.

#### NASA to Take Astronauts around the Moon for First Time in 50 Years

NASA is one step closer to taking astronauts around the moon for the first time in more than 50 years. The space agency moved the rocket towards the launchpad at the US space agency's Kennedy Space Centre in Florida on Saturday, ahead of the launch window for the Artemis II mission, (0) which opens on February 6.

The mission will last about 10 days and will be the first time humans have travelled around the Moon since 1972. Nasa said Artemis will send astronauts to explore the Moon and build the foundation for (1) \_\_\_\_\_ future missions to Mars. Scientists hope these missions will help them learn more about space and prepare for longer journeys.

The crawler-transporter vehicle carried the rocket and spacecraft along the four-mile route from the assembly building to the launch pad. This slow journey can take (2) \_\_\_\_\_ to 12 hours to complete. Engineers carefully monitor every step to make sure everything is safe.

Once at the launch pad, engineers will prepare the rocket for an important test. This test includes loading all (3) \_\_\_\_\_ the fuel into the rocket and checking the systems. These preparations are necessary before astronauts can safely travel into space.

Nasa Administrator Jared Isaacman said the mission would fulfil a promise that humans will return (4) \_\_\_\_\_ the Moon. He explained that the Moon is an ideal place to test new technologies before future missions go even farther.

The Artemis II crew includes astronauts from the United States and Canada. One astronaut said the mission was important not only (5) \_\_\_\_\_ scientists but also for people around the world. He added that space exploration helps people understand their place in the universe.

Another astronaut explained that astronauts must be ready for situations (6) \_\_\_\_\_ they do not expect. This ability to adapt is one of the most important skills for astronauts working in space.

The mission will end when the spacecraft lands in the Pacific Ocean, (7) \_\_\_\_\_ it and the crew will be safely recovered by the US Navy. This mission is an important step (8) \_\_\_\_\_ future human exploration of the Moon and Mars.

Adapted from: <https://www.independent.co.uk/space/nasa-artemis-moon-launch-rocket-b2904046.html>

(8 points)

**Task 8**

Read the text carefully. For each gap (1–6) choose one answer (A–J) which fits best. There are three answers that you do not need. There is an example at the beginning (0). Write your answers on the Answer Sheet.

**How People Learn to Become Resilient**

Resilience is the ability to face difficult situations, such as stress or loss, and continue living in (0) a healthy and positive way. Recent findings show that resilience is not a fixed quality and can be learned over time.

The psychologist Norman Garmezy was one of the first researchers to study resilience. He worked with children (1) \_\_\_\_\_ grew up in very difficult environments, including poverty and family problems. While many people expected these children to fail, Garmezy noticed that some of them succeeded (2) \_\_\_\_\_ school and behaved well. He became interested in understanding why these children did well and began to study their strengths instead of only their weaknesses.

Another important researcher, Emmy Werner, followed children for more than thirty years. Her research showed that not all children from “at-risk” backgrounds had serious problems as adults. Some became confident and successful. These children often had support (3) \_\_\_\_\_ one caring adult, such as a parent or teacher. They also believed that their own actions could influence what happened in their lives, (4) \_\_\_\_\_ helped them deal with difficulties.

Finally, there is the work of psychologist George Bonanno. He explains that stressful events are not always traumatic by (5) \_\_\_\_\_. What matters (6) \_\_\_\_\_ is how people think about these events. If a person sees a difficult situation as something they can learn from, it is less likely to cause long-term harm.

**A** a

**B** who

**C** on

**D** from

**E** which

**F** them

**G** most

**H** whose

**I** at

**J** themselves

Adapted from: <https://www.newyorker.com/science/maria-konnikova/the-secret-formula-for-resilience>

**(6 points)**

### Task 9

For questions 1–8, read the text below and look carefully at each line. Some of the lines are correct and some have a word which should not be there.

If a line is correct, put a tick (✓). If a line has a word which should not be there, write the word. There are two examples at the beginning (0 and 00).

Write your answers on the Answer Sheet.

### Why Listening Can Count as Reading

(0) Reading is often seen only as reading books, but experts now say listening can  
(00) count as reading to. A recent report by the National Literacy Trust explains how  
(1) young people’s reading habits are changing in the digital world. The report it says  
(2) that instead of worrying about fewer book readers, we should celebrate new ways  
(3) of reading. Many children no longer read books for enjoyment, they prefer to  
(4) audiobooks, comics and online stories. Research shows that reading a song  
(5) lyrics, fan fiction and digital comics can helps young people connect with stories.  
(6) The Trust believes schools should include audio and digital texts, and teachers  
(7) should not feel confident to use them. The report says children must learn to read  
(8) critically, especially when are using AI and online information.

- (0)           ✓
- (00)          to
- (1)     \_\_\_\_\_
- (2)     \_\_\_\_\_
- (3)     \_\_\_\_\_
- (4)     \_\_\_\_\_
- (5)     \_\_\_\_\_
- (6)     \_\_\_\_\_
- (7)     \_\_\_\_\_
- (8)     \_\_\_\_\_

Adapted from: <https://www.thetimes.com/uk/get-britain-reading/article/define-reading-include-audiobooks-screen-time-d8rkdhwz#Echobox=1763292002>

(8 points)

**THIS IS THE END OF THE TEST!**