



แบบทดสอบ SAMSEN PRETEST 2020

เพื่อเตรียมความพร้อมในการศึกษาต่อระดับชั้นมัธยมศึกษาตอนต้น ห้องเรียนพิเศษ  
ปีการศึกษา 2563 จัดโดย สมาคมผู้ปกครองและครูโรงเรียนสามเสนวิทยาลัย  
รอบเช้า เวลา 08.30 – 12.00 น.

คำชี้แจง

1. ห้ามเปิดข้อสอบก่อนที่กรรมการควบคุมห้องสอบจะอนุญาต อ่านคำชี้แจงที่ปกหน้า
2. แบบทดสอบ ฉบับที่ 2 : วิชาภาษาอังกฤษ  
วิชาภาษาอังกฤษ แบบเลือกตอบ 5 ตัวเลือก จำนวน 60 ข้อ คะแนนเต็ม 100 คะแนน
3. เวลาในการทำข้อสอบทั้งฉบับรวม 3 วิชา วิชาคณิตศาสตร์ วิทยาศาสตร์ ภาษาอังกฤษ 210 นาที
4. กระดาษคำตอบ มี 2 แผ่น
  - แผ่นที่ 1 ใช้กับวิชาคณิตศาสตร์และวิชาวิทยาศาสตร์ ต้องเขียนชื่อ – สกุล นักเรียน ห้องสอบ ..... เลขที่ (ในห้องสอบ) และเลขประจำตัวสอบ ลงในช่องว่างที่กำหนดให้ เขียนเลขประจำตัวสอบจำนวน 6 หลัก ลงในช่องเลขประจำตัว แล้วระบายในวงกลมที่มีหมายเลขตรงกับตัวเลขที่เขียนไว้ในช่องด้านบนให้ครบทั้ง 6 หลัก
  - แผ่นที่ 2 ใช้กับวิชาภาษาอังกฤษ ต้องเขียนชื่อ – สกุล นักเรียน ชั้น ม.1 เลขที่ (ในห้องสอบ) และเลขประจำตัวสอบ ลงในช่องว่างที่กำหนดให้ เขียนเลขประจำตัวสอบจำนวน 6 หลัก ลงในช่องเลขประจำตัว แล้วระบายในวงกลมที่มีหมายเลขตรงกับตัวเลขที่เขียนไว้ในช่องด้านบนให้ครบทั้ง 6 หลัก
5. คำตอบแต่ละข้อที่นักเรียนตอบ ต้องใช้ดินสอ 2B ขึ้นไปในการระบายคำตอบเท่านั้น ลงในกระดาษคำตอบ และให้ตรงกับข้อคำถาม
6. ไม่อนุญาตให้ใช้เครื่องคิดเลข โทรศัพท์หรือเครื่องมืออิเล็กทรอนิกส์ใดๆ
7. นักเรียนจะออกจากห้องสอบได้เมื่อหมดเวลาสอบ โดยวางกระดาษคำตอบ กระดาษทด และแบบทดสอบไว้บนโต๊ะ
8. กระดาษทุกแผ่น เช่น แบบทดสอบ กระดาษคำตอบ กระดาษทด (ถ้ามี) จะถูกเก็บคืนทั้งหมด ไม่อนุญาตให้นำออกนอกห้องสอบโดยเด็ดขาด
9. การตัดสินของคณะกรรมการถือเป็นข้อยุติ

แบบทดสอบฉบับนี้ เป็นลิขสิทธิ์ของสมาคมผู้ปกครองและครูโรงเรียนสามเสนวิทยาลัย  
ห้ามเผยแพร่ อ้างอิง ตัดต่อ ดัดแปลงหรือเฉลย ก่อนได้รับอนุญาต





8. Mark Larsen, who won nine million pounds on the lottery, was unhappy because \_\_\_\_\_ friends asked him for money, and he had \_\_\_\_\_ arguments with his wife. He says, "I feel lonely now. Life was better if I didn't have \_\_\_\_\_ money.
1. a lot of / much / any                      2. some / a lot of / much                      3. any / many / much  
4. a few / many / some                      5. many / a lot of / a few
9. Interviewer: What makes you feel happy?  
Interviewee: \_\_\_\_\_ my favorite TV program at home. I don't need \_\_\_\_\_ out when I am not feeling well.
1. Watching / to go                      2. To watch / going                      3. Watch / to go  
4. To watching / to going                      5. Watching / going
10. People say that life is \_\_\_\_\_ in the countryside, but I don't agree. The birds are so loud, and they often wake me up!
1. as quiet as                      2. quieter than                      3. the most quiet  
4. the quietest                      5. the more quiet

**For Items 11-15** Choose the best alternative to complete the article.

Thousands of teenagers post on social networks every day. So far, it \_\_\_\_ (11.) \_\_\_\_ the most popular way for them to communicate. Why is it so popular, and do we use it too much?

Firstly, social networks are a quick, easy and cheap way to tell your friends your news. You can also post photos and weblinks, and share music and video clips. \_\_\_\_ (12.) \_\_\_\_, you can combine it with other computer activities.

On the other hand, there are negatives, too. For one thing a lot of friends aren't friends anymore. If you \_\_\_\_ (13.) \_\_\_\_, you'll share personal information with complete strangers. Lastly, some people \_\_\_\_ (14.) \_\_\_\_ only socialize online.

On balance, I don't think teenagers use these sites too much and \_\_\_\_ (15.) \_\_\_\_ our friends

11. 1. becomes                      2. became                      3. will become  
4. has become                      5. are becoming
12. 1. Although                      2. In contrast                      3. In addition  
4. However                      5. As a result
13. 1. are careful                      2. aren't careful                      3. don't careful  
4. won't be careful                      5. wouldn't be careful









For Items 35 – 37 Choose the best alternative to complete the following conversation.

Bob : Dan isn't here. He's at the new school in Ireland, and we haven't got a guitarist for our band!

Sam: I play the guitar ...

Bob: We need a new guitarist. \_\_\_\_\_ (35.) \_\_\_\_\_

Jack: Hmm. My cousin, Molly's got a guitar. She's got long hair. She's the perfect rock guitarist.

Sam: But I play the guitar ...

Bob: But does she want to be in a band? Ask her, Jack! Invite her to our club after school.

At the club after school

Molly: Hi everyone. So, this is Bob's band ... What do you need?

Bob: We need a guitarist. \_\_\_\_\_ (36.) \_\_\_\_\_

Molly: I like listening to rock, but I don't like playing it. I love playing classical guitar.

Jack: Ah. We play rock and pop, but \_\_\_\_\_ (37.) \_\_\_\_\_.

Sam: I play the guitar.

Molly: Well, sorry. I can't help you.

Jack: Now what do we do?

Sam: I PLAY THE GUITAR!

- |     |   |  |
|-----|---|--|
| 35. | 1. Is Molly your cousin?                | 2. Does your cousin have a guitar?       |
|     | 3. What's your cousin's name?           | 4. Ask her if she wants to join our band |
|     | 5. Have you got a friend with a guitar? |  |
| 36. | 1. Do you like rock music?              | 2. Can you play the guitar?              |
|     | 3. What is your favorite music?         | 4. Are you good at playing the guitar?   |
|     | 5. Have you got a classical guitar?     |  |
| 37. | 1. we love classical music also         | 2. we don't have the guitarist           |
|     | 3. we need to play classical music      | 4. we're talented at all types of music  |
|     | 5. we don't know much classical music   |  |



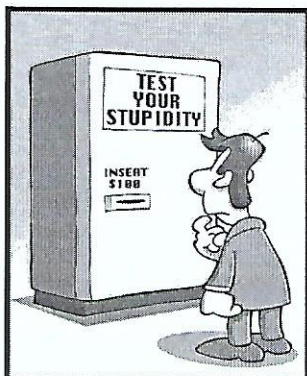


For Item 42 Read the following chat conversation and choose the best answer to the question.



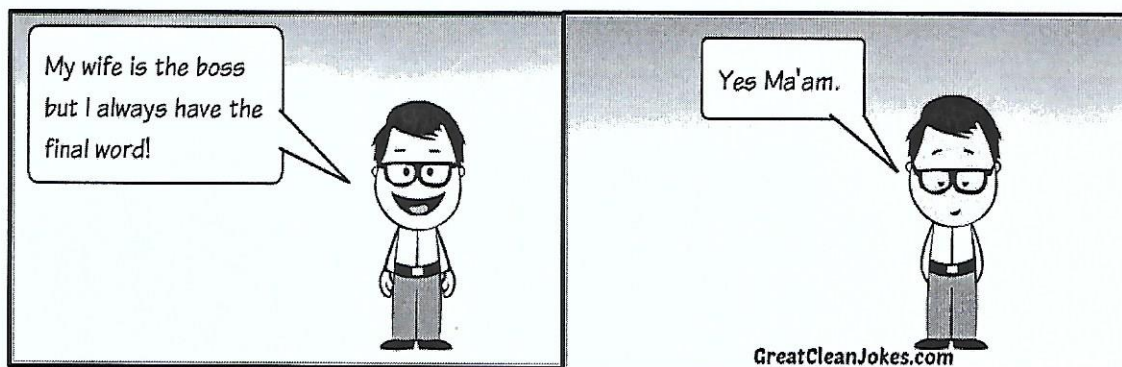
42. According to the conversation, what is Mark's roommate like?
1. He is quite selfish.
  2. He doesn't like Mark.
  3. He is very considerate to Mark.
  4. He prefers using Mark's shampoo.
  5. He always shares his things to Mark.

For Item 43 Read the following text on the machine and choose the best answer to the question.



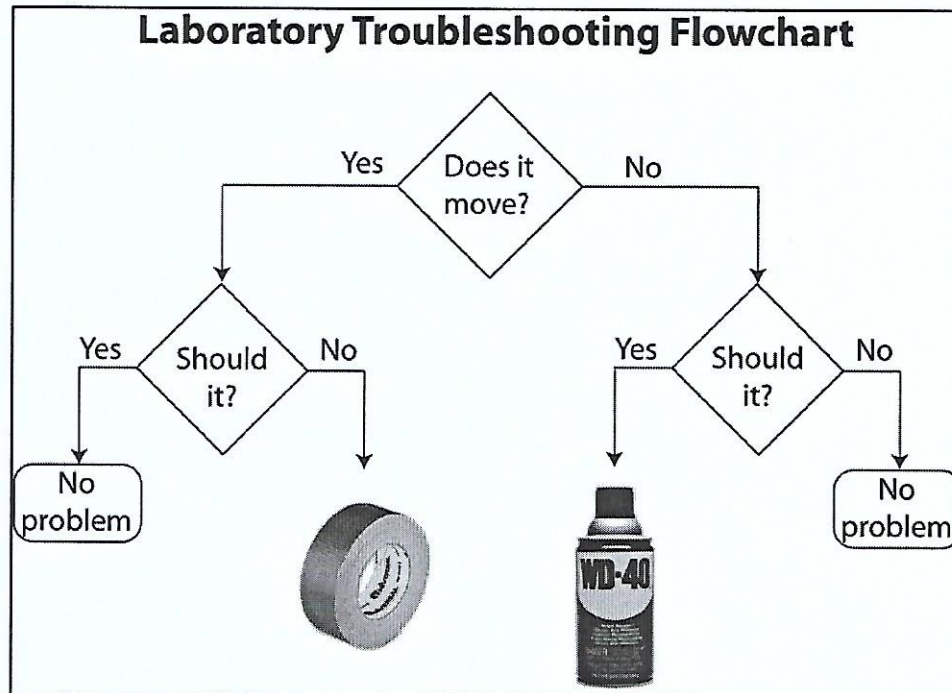
43. Who might be trapped by the machine?
1. People who are not rich
  2. People who are in a hurry
  3. People who are intelligent
  4. People who are not clever enough
  5. People who are good at communication

For Item 44 Read the following cartoon and choose the best answer to the question.



44. From the cartoon, which is the most probably CORRECT about the man?
1. He doesn't mind what his wife wants.
  2. He rarely refuses what his wife wants.
  3. He wants his wife to do what she wants.
  4. He never lets his wife do what she wants.
  5. He can't stand accepting what his wife does.

For Item 45 Read the following flowchart and four given statements. Then, choose the best answer to the question.



- A) To fix an object that should move, and it moves, you can apply a duct tape on it.  
 B) To fix an object that should not move but moves, you can apply a duct tape on it.  
 C) To fix an object that should move but does not, you can spray metal lubricant on it.  
 D) To fix an object that should not move, and it does not move, you can spray metal lubricant on it.

45. Which of the given statements are CORRECT?

1. A only  
 2. B only  
 3. B and C  
 4. C and D  
 5. B, C, and D



For Item 46 Read the following comic strip and choose the best answer to the question.



46. According to the comic strip, which of the following is INCORRECT?

1. "Arcade games are just ..., magical," Luna said.
2. Luna just learned that arcade games were interesting.
3. Luna did her duty to show an arcade game to the man.
4. The man is Luna's father who really loves arcade games.
5. The man stated that there is just something magical about an arcade.



For Items 47 – 48 Read the following instructions and choose the best answer to the question.

<p>1</p>	<p>2</p>	<p>3</p>
<p>Never pull a cat's tail, whiskers, ear, fur ... you get the point.</p>	<p>Don't wake a sleeping cat, but you can take a photo of one.</p>	<p>Never attempt to hold or carry a cat, but it's OK if they jump on your lap.</p>
<p>4</p>	<p>5</p>	<p>6</p>
<p>Take lots of pictures, but without the flash please.</p>	<p>Don't allow cats to drink from your cup or eat from your plate</p>	<p>Speak softly at all times. Cats do not like loud or sudden noise.</p>

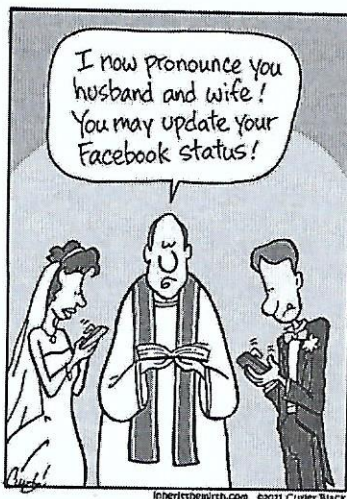
47. Which of the following can people do with the cats?

- |  |                                |
|--|--------------------------------|
| 1. Cuddle the cats.                                | 2. Share drinks with the cats. |
| 3. Selfie with the cats.                           | 4. Shout to the cats loudly.   |
| 5. Use the flash with taking pictures of the cats. |                                |

48. Which of the following can you see the instructions?

1. a zoo      2. a café      3. a park      4. a supermarket      5. a veterinarian's

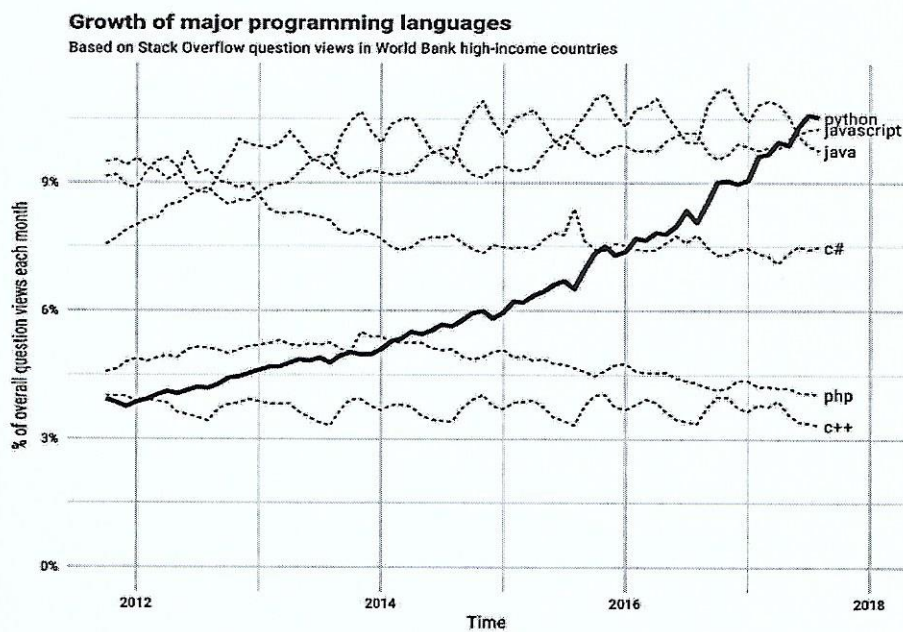
For Item 49 Look at the following picture and choose the best answer to the question.



49. Which of the following word has the same meaning as the word 'pronounce' in the dialogue?

- |             |             |             |
|-------------|-------------|-------------|
| 1. argue    | 2. discuss  | 3. conclude |
| 4. persuade | 5. announce |             |

For Item 50 Look at the following graph and choose the best answer to the question.



50. According to the graph, which of the languages is the least popular in 2012?

1. c#
2. c++
3. php
4. javascript
5. python

For Item 51 – 53 Read the following email and choose the best answer to the question.

To: Clint Barton  
From: Natasha Romanoff  
RE: University Retention Rate by Age

Hi Clint,

Here is my analysis of the statistics we received yesterday:

I separated the population of university students into a sample group. There are 1,000 students in the sample, with a range between eighteen and twenty-two years old. We analyzed how many of them transferred or drop out at that age. The mean is 19, the median is 18.5, and the mode is 18. Conclusion: Students are most likely to leave school between ages eighteen and nineteen.

The university requested recalculations before we submit our findings. I attached a copy of the raw data. That way, you can perform the calculations yourself. I didn't calculate the mean absolute deviation. Would you do that? Also, make sure to highlight any variations or deviations in the data set. We'll have to account for any variance.

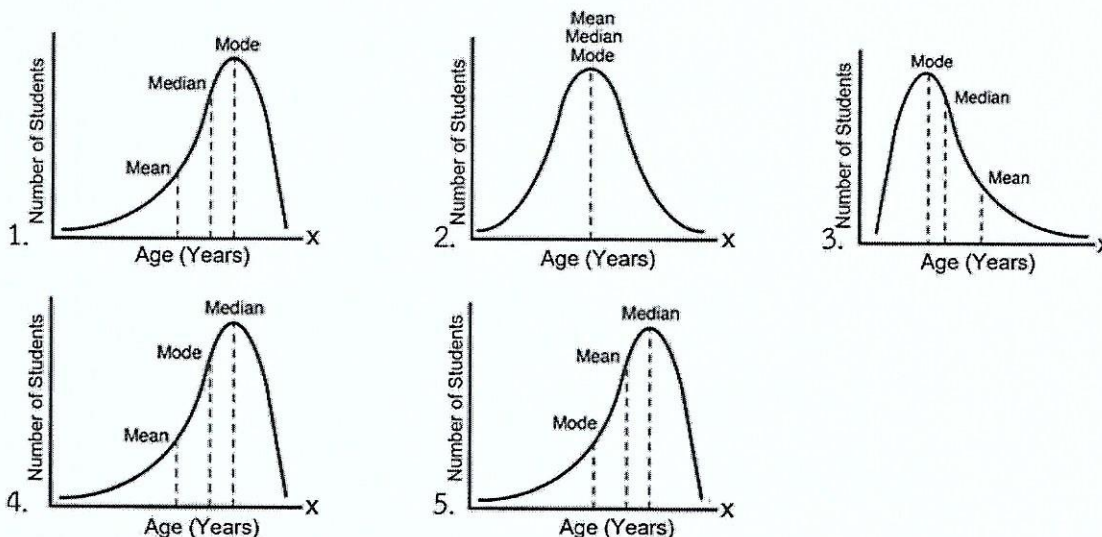
Let me know if you have any questions.

Natasha

51. What was the finding of the study mentioned in the email?
1. There are 1,000 students in the population group.
  2. Students are less likely to drop out at the age of 17.
  3. The sample group is students between the ages of 18 and 19.
  4. It is most likely that students drop out between ages of 18 and 19.
  5. The mean absolute deviation of the data set could not be calculated.
52. Which of the following **cannot** be found in the email?
1. a copy of the raw data
  2. a peer review of the analysis
  3. an interpretation of the data
  4. a detailed description of the sample group
  5. none of the following



53. Which of the following figure can best represent the analysis in the email?



For Items 54 – 55 Read the following paragraph and choose the best answer to the question.

Games are important at any age to keep your mind sharp, learn new things, and maintain social skills. People say you can't teach an old dog new tricks. Modern research has shown that senior people can continue to grow brain cells by exercising their mind. Games are a great way to help develop your mind. By concentrating on the tactics of the game, memorizing moves, and learning your games strategies, you can keep your brain functioning and growing. Besides playing games is the easiest way to learn the way people interact and react as they play while it helps build the relationship among people. Regardless of your age, people should play games in order to gain the benefits.

54. What can be inferred from the passage?

1. Games can be used to help senior people learn new things.
2. Games can educate skills; senior people should play games.
3. There are a lot of benefits of spending much time playing games.
4. Games are important for everyone who wants to train their mind.
5. Playing games can help people learn new things and build relationship.

55. According to the passage, which statement is **INCORRECT**?

1. Games can help senior people develop their mind.
2. Senior people can learn new things by playing games.
3. Games can help people make a good relationship to each other.
4. Games are important for everyone who wants to grow brain cells.
5. Modern research has shown that people at any age should play games.

**For Items 56 – 58** Read the following article and choose the best answer to the question.

### **Too Much Technology**

Have you ever walked down the street and noticed that almost every single person is walking with their face down watching on the screen? It seems that technology has completely taken over lives today! Kids aren't getting outside and playing anymore, so they don't have imagination and they certainly aren't getting any exercise. Too much technology in our lives means that we don't have real conversations and therefore we are becoming disconnected from each other. Technology makes us stressed and frustrated, so it is time that we take a break and drag our eyes away from the screens.

Children today lack imagination and aren't able to just go outside and play. They spend so much time staring at a screen and playing games that they no longer have the skills needed to be creative and have fun without technology. All this time spent sitting down using technology is definitely bad for the health of the children in our country. Kids should be out in the fresh air, running around, and having fun, not shut in a dark, dreary room staring at a screen like zombie.

Technology is also tearing families and friends apart. Instead of having a real conversation with our family and friends, we are having disjointed and unrealistic conversations using social media. This means that we aren't really show each other our true selves. We need to have face to face conversations in order to truly connect with people. Is it really that hard to put down the phone and have the proper conversation with someone?

It is also important to realize that technology can make us frustrated and angry. This is especially true when things start to break down and not work. Staring down at a screen all day is not good for our mental health and make up tired and irritated. Everyone would be so much happier if they gave up the technology and went outside for a lovely long walk or had a nice picnic. Technology is *irritating*, and awful.

Overall, it is very clear that our lives would be so much better with less technology. Instead of playing computer games and using social media, children could get outside in the beautiful fresh air and enjoy the sunlight. They would be healthier and fitter if it weren't for technology. All this technology is detecting people and preventing us from really connecting with each other. We would be less grumpy and irritable if we weren't spending our days staring at a screen. It's time to really together and get rid of all this technology to create a happier healthier society!

56. What is the passage mainly about?

- |   |                                      |
|---|--------------------------------------|
| 1. The advantages of technology         | 2. The history of technology         |
| 3. The new inventions of technology     | 4. The procedure of using technology |
| 5. The negative effects from technology |                                      |



57. According to the passage, which sentence is **INCORRECT**?
1. Technology is the tool which makes people annoying.
  2. Technology can worsen mental and emotional health.
  3. Technology should be used more in people's daily lives.
  4. Technology is not the main factor of developing imagination in children.
  5. Technology can make the relationship of families and friends unrealistic.
58. What does the word "*irritating*" mean?
1. hopeful
  2. nervous
  3. pleased
  4. frustrating
  5. annoying

**For Items 59 – 60** Read the following webpage and choose the best answer to the question.

Gears & Gadgets

> About us > Our Process

Before we release a product, it goes through a careful analysis and design. We follow the same steps from initial conception to final release. These steps help us give you the best products we can.

1. Identify a gap in the market through research.
2. Verify the need for a new product through focus group.
3. Perform a feasibility study before any design work begins.
4. Assemble a team of designers to submit sketches for further research.
5. Narrow submissions down to find a promising preliminary design.
6. Request a more detailed design from an expert designer.
7. Construct a model for targeted analysis, and to estimate cost.
8. Isolate any design constraints that are evident in the model.
9. Review criteria for usability, functionality, marketability, and style.
10. Perform the final round of market research with a preliminary version of product.
11. Release the product to the general public.

59. Which of the following is done before the design process?
1. isolating constraints
  2. submitting sketches
  3. constructing a model
  4. conducting a feasible study
  5. assembling a team of designer
60. According to the webpage, why do they need focus groups?
1. to perform a feasibility study
  2. to verify need for the product
  3. to identify a gap in the market
  4. to request a more detailed design
  5. to target analysis and cost estimate



