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# Trọn bộ bài tập Multiple Choice IELTS Reading kèm đáp án

## Phần 1: Đề bài

### 1. Bài tập 1

**THE PSYCHOLOGY OF INNOVATION**

***Why are so few companies truly innovative?***

Innovation is key to business survival, and companies put substantial resources into inspiring employees to develop new ideas. There are, nevertheless, people working in luxurious, state-of-the-art centres designed to stimulate innovation who find that their environment doesn't make them feel at all creative. And there are those who don't have a budget, or much space, but who innovate successfully.

For Robert B. Cialdini, Professor of Psychology at Arizona State University, one reason that companies don't succeed as often as they should is that innovation starts with recruitment. Research shows that the fit between an employee's values and a company's values makes a difference to what contribution they make and whether, two years after they join, they're still at the company. Studies at Harvard Business School show that, although some individuals may be more creative than others, almost every individual can be creative in the right circumstances.

One of the most famous photographs in the story of rock'n'roll emphasises Ciaidini's views. The 1956 picture of singers Elvis Presley, Carl Perkins, Johnny Cash and Jerry Lee Lewis jamming at a piano in Sun Studios in Memphis tells a hidden story. Sun's 'million-dollar quartet' could have been a quintet. Missing from the picture is Roy Orbison' a greater natural singer than Lewis, Perkins or Cash. Sam Phillips, who owned Sun, wanted to revolutionise popular music with songs that fused black and white music, and country and blues. Presley, Cash, Perkins and Lewis instinctively understood Phillips's ambition and believed in it. Orbison wasn't inspired by the goal, and only ever achieved one hit with the Sun label.

The value fit matters, says Cialdini, because innovation is, in part, a process of change, and under that pressure we, as a species, behave differently, 'When things change, we are hard-wired to play it safe.' Managers should therefore adopt an approach that appears counterintuitive -they should explain what stands to be lost if the company fails to seize a particular opportunity. Studies show that we invariably take more gambles when threatened with a loss than when offered a reward.

Managing innovation is a delicate art. It's easy for a company to be pulled in conflicting directions as the marketing, product development, and finance departments each get different feedback from different sets of people. And without a system which ensures collaborative exchanges within the company, it's also easy for small 'pockets of

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innovation' to disappear. Innovation is a contact sport. You can't brief people just by saying, 'We're going in this direction and I'm going to take you with me.'

Cialdini believes that this 'follow-the-leader syndrome, is dangerous, not least because it encourages bosses to go it alone. 'It's been scientifically proven that three people will be better than one at solving problems, even if that one person is the smartest person in the field.' To prove his point, Cialdini cites an interview with molecular biologist James Watson. Watson, together with Francis Crick, discovered the structure of DNA, the genetic information carrier of all living organisms. 'When asked how they had cracked the code ahead of an array of highly accomplished rival investigators, he said something that stunned me. He said he and Crick had succeeded because they were aware that they weren't the most intelligent of the scientists pursuing the answer. The smartest scientist was called Rosalind Franklin who, Watson said, "was so intelligent she rarely sought advice".'

Teamwork taps into one of the basic drivers of human behaviour. 'The principle of social proof is so pervasive that we don't even recognise it,' says Cialdini. 'If your project is being resisted, for example, by a group of veteran employees, ask another old-timer to speak up for it.' Cialdini is not alone in advocating this strategy. Research shows that peer power, used horizontally not vertically, is much more powerful than any boss's speech.

Writing, visualising and prototyping can stimulate the flow of new ideas. Cialdini cites scores of research papers and historical events that prove that even something as simple as writing deepens every individual's engagement in the project. It is, he says, the reason why all those competitions on breakfast cereal packets encouraged us to write in saying, in no more than 10 words: 'I like Kellogg's Com Flakes because… .' The very act of writing makes us more likely to believe it.

Authority doesn't have to inhibit innovation but it often does. The wrong kind of leadership will lead to what Cialdini calls 'captainitis, the regrettable tendency of team members to opt out of team responsibilities that are properly theirs'. He calls it captainitis because, he says, 'crew members of multipilot aircraft exhibit a sometimes deadly passivity when the flight captain makes a clearly wrong-headed decision'. This behaviour is not, he says, unique to air travel, but can happen in any workplace where the leader is overbearing.

At the other end of the scale is the 1980s Memphis design collective, a group of young designers for whom 'the only rule was that there were no rule'. This environment encouraged a free interchange of ideas, which led to more creativity with form, function, colour and materials that revolutionised attitudes to furniture design.

Many theorists believe the ideal boss should lead from behind, taking pride in collective accomplishment and giving credit where it is due. Cialdini says: 'Leaders should encourage everyone to contribute and simultaneously assure all concerned that every recommendation is important to making the right decision and will be given full attention.' The frustrating thing about innovation is that there are many approaches, but

no magic formula. However, a manager who wants to create a truly innovative culture can make their job a lot easier by recognising these psychological realities.

***Choose the correct letter, A, B, C or D***

1. The example of the 'million-dollar quartet' underlines the writer's point about
   A recognising talent.
   B working as a team.
   C having a shared objective.
   D being an effective leader.
2. James Watson suggests that he and Francis Crick won the race to discover the DNA code because they
   A were conscious of their own limitations.
   B brought complementary skills to their partnership.
   C were determined to outperform their brighter rivals.
   D encouraged each other to realise their joint ambition.
3. The writer mentions competitions on breakfast cereal packets as an example of how to
   A inspire creative thinking.
   B generate concise writing.
   C promote loyalty to a group.
   D strengthen commitment to an idea.
4. In the last paragraph, the writer suggests that it is important for employees to
   A be aware of their company's goals.
   B feel that their contributions are valued.
   C have respect for their co-workers‟ achievements.
   D understand why certain management decisions are made.

## 2. Bài tập 2

**WHEN EVOLUTION RUNS BACKWARD**

***Evolution isn't supposed to run backwards – yet an increasing number of examples show that it does and that it can sometimes represent the future of a species.***

The description of any animal as an 'evolutionary throwback' is controversial. For the better part of a century, most biologists have been reluctant to use those words, mindful of a principle of evolution that says 'evolution cannot run backwards. But as more and more

examples come to light and modern genetics enters the scene, that principle is having to be rewritten. Not only are evolutionary throwbacks possible, they sometimes play an important role in the forward march of evolution.

The technical term for an evolutionary throwback is an 'atavism', from the Latin atavus, meaning forefather. The word has ugly connotations thanks largely to Cesare Lombroso, a 19th-century Italian medic who argued that criminals were born not made and could be identified by certain physical features that were throwbacks to a primitive, sub-human state.

While Lombroso was measuring criminals, a Belgian palaeontologist called Louis Dollo was studying fossil records and coming to the opposite conclusion. In 1890 he proposed that evolution was irreversible: that 'an organism is unable to return, even partially, to a previous stage already realised in the ranks of its ancestors. Early 20th-century biologists came to a similar conclusion, though they qualified it in terms of probability, stating that there is no reason why evolution cannot run backwards -it is just very unlikely. And so the idea of irreversibility in evolution stuck and came to be known as 'Dollo's law.

If Dollo's law is right, atavisms should occur only very rarely, if at all. Yet almost since the idea took root, exceptions have been cropping up. In 1919, for example, a humpback whale with a pair of leglike appendages over a metre long, complete with a full set of limb bones, was caught off Vancouver Island in Canada. Explorer Roy Chapman Andrews argued at the time that the whale must be a throwback to a land-living ancestor. 'I can see no other explanation,' he wrote in 1921.

Since then, so many other examples have been discovered that it no longer makes sense to say that evolution is as good as irreversible. And this poses a puzzle: how can characteristics that disappeared millions of years ago suddenly reappear?

In 1994, Rudolf Raff and colleagues at Indiana University in the USA decided to use genetics to put a number on the probability of evolution going into reverse. They reasoned that while some evolutionary changes involve the loss of genes and are therefore irreversible, others may be the result of genes being switched off. If these silent genes are somehow switched back on, they argued, long-lost traits could reappear.

Raff's team went on to calculate the likelihood of it happening. Silent genes accumulate random mutations, they reasoned, eventually rendering them useless. So how long can a gene survive in a species if it is no longer used? The team calculated that there is a good chance of silent genes surviving for up to 6 million years in at least a few individuals in a population, and that some might survive as long as 10 million years. In other words, throwbacks are possible, but only to the relatively recent evolutionary past.

As a possible example, the team pointed to the mole salamanders of Mexico and California. Like most amphibians these begin life in a juvenile 'tadpole' state, then metamorphose into the adult form – except for one species, the axolotl, which famously lives its entire life as a juvenile. The simplest explanation for this is that the axolotl lineage alone lost the ability to metamorphose, while others retained it. From a detailed analysis of the salamanders' family tree, however, it is clear that the other lineages

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evolved from an ancestor that itself had lost the ability to metamorphose. In other words, metamorphosis in mole salamanders is an atavism. The salamander example fits with Raff's 10million-year time frame.

More recently, however, examples have been reported that break the time limit, suggesting that silent genes may not be the whole story. In a paper published last year, biologist Gunter Wagner of Yale University reported some work on the evolutionary history of a group of South American lizards called Bachia. Many of these have minuscule limbs; some look more like snakes than lizards and a few have completely lost the toes on their hind limbs. Other species, however, sport up to four toes on their hind legs. The simplest explanation is that the toed lineages never lost their toes, but Wagner begs to differ. According to his analysis of the Bachia family tree, the toed species re-evolved toes from toeless ancestors and, what is more, digit loss and gain has occurred on more than one occasion over tens of millions of years.

So what's going on? One possibility is that these traits are lost and then simply reappear, in much the same way that similar structures can independently arise in unrelated species, such as the dorsal fins of sharks and killer whales. Another more intriguing possibility is that the genetic information needed to make toes somehow survived for tens or perhaps hundreds of millions of years in the lizards and was reactivated. These atavistic traits provided an advantage and spread through the population, effectively reversing evolution.

But if silent genes degrade within 6 to million years, how can long-lost traits be reactivated over longer timescales? The answer may lie in the womb. Early embryos of many species develop ancestral features. Snake embryos, for example, sprout hind limb buds. Later in development these features disappear thanks to developmental programs that say 'lose the leg'. If for any reason this does not happen, the ancestral feature may not disappear, leading to an atavism.

***Choose the correct letter, A, B, C or D***

1. When discussing the theory developed by Louis Dollo, the writer says that
   A it was immediately referred to as Dollo's law.
   B it supported the possibility of evolutionary throwbacks.
   C it was modified by biologists in the early twentieth century.
   D it was based on many years of research.
2. The humpback whale caught off Vancouver Island is mentioned because of
   A the exceptional size of its body.
   B the way it exemplifies Dollo's law.
   C the amount of local controversy it caused.
   D the reason given for its unusual features.

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3. What is said about 'silent genes'?

A Their numbers vary according to species.

B Raff disagreed with the use of the term.

C They could lead to the re-emergence of certain characteristics.

D They can have an unlimited life span.

4. The writer mentions the mole salamander because

A it exemplifies what happens in the development of most amphibians.

B it suggests that Raff's theory is correct.

C it has lost and regained more than one ability.

D its ancestors have become the subject of extensive research.

5. Which of the following does Wagner claim?

A Members of the Bachia lizard family have lost and regained certain features several times.

B Evidence shows that the evolution of the Bachia lizard is due to the environment.

C His research into South American lizards supports Raff's assertions.

D His findings will apply to other species of South American lizards.

## 3. Bài tập 3

### THE PIRATES OF THE ANCIENT MEDITERRANEAN

***In the first and second millennia BCE, pirates sailed around the Mediterranean, attacking ships and avoiding pursuers***

**A** When one mentions pirates, an image springs to most people's minds of a crew of misfits, daredevils and adventurers in command of a tall sailing ship in the Caribbean Sea. Yet from the first to the third millennium BCE, thousands of years before these swashbucklers began spreading fear across the Caribbean, pirates prowled the Mediterranean, raiding merchant ships and threatening vital trade routes. However, despite all efforts and the might of various ancient states, piracy could not be stopped. The situation remained unchanged for thousands of years. Only when the pirates directly threatened the interests of ancient Rome did the Roman Republic organise a massive fleet to eliminate piracy. Under the command of the Roman general Pompey, Rome eradicated piracy, transforming the Mediterranean into 'Mare Nostrum' (Our Sea).

**B** Although piracy in the Mediterranean is first recorded in ancient Egypt during the reign of Pharaoh Amenhotep III (c 1390–1353 BCE), it is reasonable to assume it predated this powerful civilisation. This is partly due to the great importance the Mediterranean held at this time, and partly due to its geography. While the Mediterranean region is predominantly fertile, some parts are rugged and hilly, even mountainous. In the ancient times, the inhabitants of these areas relied heavily on marine resources, including

fish and salt. Most had their own boats, possessed good seafaring skills, and unsurpassed knowledge of the local coastline and sailing routes. Thus, it is not surprising that during hardships, these men turned to piracy. Geography itself further benefited the pirates, with the numerous coves along the coast providing places for them to hide their boats and strike undetected. Before the invention of ocean-going caravels* in the 15th century, ships could not easily cross long distances over open water. Thus, in the ancient world most were restricted to a few well-known navigable routes that followed the coastline. Caught in a trap, a slow merchant ship laden with goods had no other option but to surrender. In addition, knowledge of the local area helped the pirates to avoid retaliation once a state fleet arrived.

**C** One should also add that it was not unknown in the first and second millennia BCE for governments to resort to pirates' services, especially during wartime, employing their skills and numbers against their opponents. A pirate fleet would serve in the first wave of attack, preparing the way for the navy. Some of the regions were known for providing safe harbours to pirates, who, in return, boosted the local economy.

**D** The first known record of a named group of Mediterranean pirates, made during the rule of ancient Egyptian Pharaoh Akhenaten (c 1353–1336 BCE), was in the Amarna Letters. These were extracts of diplomatic correspondence between the pharaoh and his allies, and covered many pressing issues, including piracy. It seems the pharaoh was troubled by two distinct pirate groups, the Lukka and the Sherden. Despite the Egyptian fleet's best efforts, the pirates continued to cause substantial disruption to regional commerce. In the letters, the king of Alashiya (modern Cyprus) rejected Akhenaten's claims of a connection with the Lukka (based in modern-day Turkey). The king assured Akhenaten he was prepared to punish any of his subjects involved in piracy.

**E** The ancient Greek world's experience of piracy was different from that of Egyptian rulers. While Egypt's power was land-based, the ancient Greeks relied on the Mediterranean in almost all aspects of life, from trade to warfare. Interestingly, in his works the Iliad and the Odyssey, the ancient Greek writer Homer not only condones, but praises the lifestyle and actions of pirates. The opinion remained unchanged in the following centuries. The ancient Greek historian Thucydides, for instance, glorified pirates' daring attacks on ships or even cities. For Greeks, piracy was a part of everyday life. Even high-ranking members of the state were not beyond engaging in such activities. According to the Greek orator Demosthenes, in 355 BCE, Athenian ambassadors made a detour from their official travel to capture a ship sailing from Egypt, taking the wealth found onboard for themselves! The Greeks' liberal approach towards piracy does not mean they always tolerated it, but attempts to curtail piracy were hampered by the large number of pirates operating in the Mediterranean.

**F** The rising power of ancient Rome required the Roman Republic to deal with piracy in the Mediterranean. While piracy was a serious issue for the Republic, Rome profited greatly from its existence. Pirate raids provided a steady source of slaves, essential for Rome's agriculture and mining industries. But this arrangement could work only while the pirates left Roman interests alone. Pirate attacks on grain ships, which were essential to

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Roman citizens, led to angry voices in the Senate, demanding punishment of the culprits. Rome, however, did nothing, further encouraging piracy. By the 1st century BCE, emboldened pirates kidnapped prominent Roman dignitaries, asking for a large ransom to be paid. Their most famous hostage was none other than Julius Caesar, captured in 75 BCE.

**G** By now, Rome was well aware that pirates had outlived their usefulness. The time had come for concerted action. In 67 BCE, a new law granted Pompey vast funds to combat the Mediterranean menace. Taking personal command, Pompey divided the entire Mediterranean into 13 districts, assigning a fleet and commander to each. After cleansing one district of pirates, the fleet would join another in the next district. The process continued until the entire Mediterranean was free of pirates. Although thousands of pirates died at the hands of Pompey's troops, as a long-term solution to the problem, many more were offered land in fertile areas located far from the sea. Instead of a maritime menace, Rome got productive farmers that further boosted its economy.

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* caravel: a small, highly manoeuvrable sailing ship developed by the Portuguese

***Choose TWO letters, A–E.***

1. Which TWO of the following statements does the writer make about inhabitants of the Mediterranean region in the ancient world?

   A They often used stolen vessels to carry out pirate attacks.

   B They managed to escape capture by the authorities because they knew the area so well.

   C They paid for information about the routes merchant ships would take.

   D They depended more on the sea for their livelihood than on farming.

   E They stored many of the goods taken in pirate attacks in coves along the coastline.

***Choose TWO letters, A–E.***

2. Which TWO of the following statements does the writer make about piracy and ancient Greece?

   A The state estimated that very few people were involved in piracy.

   B Attitudes towards piracy changed shortly after the Iliad and the Odyssey were written.

   C Important officials were known to occasionally take part in piracy.

   D Every citizen regarded pirate attacks on cities as unacceptable.

   E A favourable view of piracy is evident in certain ancient Greek texts.

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# 4. Bài tập 4

## THINKING, FAST AND SLOW

The idea that we are ignorant of our true selves surged in the 20th century and became common. It's still a commonplace, but it's changing shape. These days, the bulk of the explanation is done by something else: the 'dual-process' model of the brain. We now know that we apprehend the world in two radically opposed ways, employing two fundamentally different modes of thought: 'System 1' and 'System 2'. System 1 is fast; it's intuitive, associative and automatic and it can't be switched off. Its operations involve no sense of intentional control, but it's the "secret author of many of the choices and judgments you make" and it's the hero of Daniel Kahneman's alarming, intellectually stimulating book Thinking, Fast and Slow.

System 2 is slow, deliberate and effortful. Its operations require attention. (To set it going now, ask yourself the question "What is 13 x 27?"). System 2 takes over, rather unwillingly, when things get tricky. It's "the conscious being you call 'I'", and one of Kahneman's main points is that this is a mistake. You're wrong to identify with System 2, for you are also and equally and profoundly System 1. Kahneman compares System 2 to a supporting character who believes herself to be the lead actor and often has little idea of what's going on.

System 2 is slothful, and tires easily (a process called 'ego depletion') – so it usually accepts what System 1 tells it. It's often right to do so, because System 1 is for the most part pretty good at what it does; it's highly sensitive to subtle environmental cues, signs of danger, and so on. It does, however, pay a high price for speed. It loves to simplify, to assume WYSIATI ('what you see is all there is'). It's hopelessly bad at the kind of statistical thinking often required for good decisions, it jumps wildly to conclusions and it's subject to a fantastic range of irrational cognitive biases and interference effects, such as confirmation bias and hindsight bias, to name but two.

The general point about our self-ignorance extends beyond the details of Systems 1 and 2. We're astonishingly susceptible to being influenced by features of our surroundings. One famous (pre-mobile phone) experiment centred on a New York City phone booth. Each time a person came out of the booth after having made a call, an accident was staged – someone dropped all her papers on the pavement. Sometimes a dime had been placed in the phone booth, sometimes not (a dime was then enough to make a call). If there was no dime in the phone booth, only 4% of the exiting callers helped to pick up the papers. If there was a dime, no fewer than 88% helped.

Since then, thousands of other experiments have been conducted, all to the same general effect. We don't know who we are or what we're like, we don't know what we're really doing and we don't know why we're doing it. For example, Judges think they make considered decisions about parole based strictly on the facts of the case. It turns out (to

simplify only slightly) that it is their blood-sugar levels really sitting in judgment. If you hold a pencil between your teeth, forcing your mouth into the shape of a smile, you'll find a cartoon funnier than if you hold the pencil pointing forward, by pursing your lips round it in a frown-inducing way.

In an experiment designed to test the 'anchoring effect', highly experienced judges were given a description of a shoplifting offence. They were then 'anchored' to different numbers by being asked to roll a pair of dice that had been secretly loaded to produce only two totals – three or nine. Finally, they were asked whether the prison sentence for the shoplifting offence should be greater or fewer, in months, than the total showing on the dice. Normally the judges would have made extremely similar judgments, but those who had just rolled nine proposed an average of eight months while those who had rolled three proposed an average of only five months. All were unaware of the anchoring effect.

The same goes for all of us, almost all the time. We think we're smart; we're confident we won't be unconsciously swayed by the high list price of a house. We're wrong. (Kahneman admits his own inability to counter some of these effects.) For example, another systematic error involves 'duration neglect' and the 'peak-end rule'. Looking back on our experience of pain, we prefer a larger, longer amount to a shorter, smaller amount, just so long as the closing stages of the greater pain were easier to bear than the closing stages of the lesser one.

***Choose the correct letter, A, B, C or D.***

1. The dual process model of the brain is

   A. The common practice of thinking about two things at the same time.

   B. The conflicting impulses pushing the brain to make both more and less effort

   C. The feeling of liking and not liking something simultaneously.

   D. The natural tendency to make sense of the world in two different ways.

2. System 2 takes charge of decision-making when

   A. When the brain needs a rest.

   B. When more mental effort is required.

   C. When a person feels excessively confident.

   D. When a dangerous situation is developing.

3. 'Confirmation bias' is an example of

   A. System 1 rushing to judgment.

   B. System 1 making a careful judgment.

   C. System 1 making a brave judgment

   D. System 1 judging a situation based on facts.

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4. The main conclusion of the phone booth experiment was that

   A. People are more likely to help someone that they are attracted to.

   B. People are more responsive to their environment than they realize.

   C. People are more likely to be helpful if they think they will be rewarded.

   D. People are generally selfish and will always do what is best for themselves.

5. The 'anchoring effect' is the process by which

   A. Decisions are made using a numerical system.

   B. A subconscious factor may strongly influence our decision-making

   C. Decisions about prison sentences are made by rolling a dice.

   D. We may emphasize certain factor too much in our decision-making.

## 5. Bài tập 5

**THE WORLD'S DESIRE FOR PLASTIC IS DANGEROUS**

**A** A million plastic bottles are purchased around the world every minute and the number will jump another 20% by 2021, creating an environmental crisis some campaigners predict will be as serious as climate change. The demand, equivalent to about 20,000 bottles being bought every second, is driven by an apparently insatiable desire for bottled water and the spread of a western, urbanised culture to China and the Asia Pacific region.

**B** More than 480 billion plastic drinking bottles were sold in 2016 across the world, up from about 300 billion a decade ago. If placed end to end, they would extend more than halfway to the sun. By 2021 this will increase to 583.3 billion, according to the most up-to-date estimates.

**C** Most plastic bottles, which are used for soft drinks and water, are made from Pet plastic, which is highly recyclable. But as their use grows rapidly across the globe, efforts to collect and recycle the bottles to keep them from polluting the oceans, are failing to keep up. For instance, fewer than half of the bottles bought in 2016 were collected for recycling and just 7% of those collected were turned into new bottles. Instead most plastic bottles produced end up in rubbish dumps or in the ocean.

**D** Whilst the production of single use plastics has grown dramatically over the last 20 years, the systems to contain, control, reuse and recycle them just haven't kept pace. In the UK 38.5 million plastic bottles are used every day – only just over half make it to recycling, while more than 16 million are put into rubbish dumps, burnt or leak into the environment and oceans each day. "Plastic production is set to double in the next 20 years and grow by 4 times that by 2050 so the time to act is now," according to environmentalist. There has been growing concern about the impact of plastics pollution

in oceans around the world. Last month scientists found nearly 18 tonnes of plastic on one of the world's most remote islands, an uninhabited place in the South Pacific.

**E** The majority of plastic bottles used across the globe are for drinking water, according to Rosemary Downey, head of packaging at Euromonitor and one of the world's experts in plastic bottle production. China is responsible for most of the increase in demand. The Chinese public's consumption of bottled water accounted for nearly a quarter of global demand, she said. "It is a critical country to understand when examining global sales of plastic Pet bottles, and China's requirement for plastic bottles continues to expand," said Downey. In 2015, consumers in China purchased 68.4 billion bottles of water and in 2016 this increased to 73.8 billion bottles, up 5.4 billion. "This increase is being driven by increased urbanisation," said Downey. "There is a desire for healthy living and there are ongoing concerns about contamination of water and the quality of tap water, which all contribute to the increase in bottle water use," she said. India and Southeast Asia are also witnessing strong growth, which is bound to cause problems in the future for the planet.

**F** Major drinks brands produce the greatest numbers of plastic bottles. Coca-Cola produces more than 100 billion single use plastic bottles every year – or 3,400 a second, according to analysis carried out by Greenpeace after the company refused to publicly disclose its global plastic usage. The top six drinks companies in the world use a combined average of just 6.6% of recycled Pet in their products, according to Greenpeace. A third have no targets to increase their use of recycled plastic and none are aiming to use 100% across their global production.

**G** Plastic drinking bottles could be made out of 100% recycled plastic, known as RPet – and campaigners are pressing big drinks companies to radically increase the amount of recycled plastic in their bottles. But brands are hostile to using RPet for cosmetic reasons because they want their products in shiny, clear plastic. The industry is also resisting any taxes or charges to reduce demand for single-use plastic bottles – like the 5p charge on plastic bags that is credited with reducing plastic bag use by 80%.

**H** Coca Cola said it was still considering requests from Greenpeace to publish its global plastics usage. The company said: "Globally, we continue to increase the use of recycled plastic in countries where it is feasible and permitted. We continue to increase the use of RPet in markets where it is feasible and approved for regulatory food-grade use – 44 countries of the more than 200 we operate in." Coca Cola agreed plastic bottles could be made out of 100 per cent recycled plastic but there was nowhere near enough high quality food grade plastic available on the scale that was needed to increase the quantity of RPet to that level. "So if we are to increase the amount of recycled plastic in our bottles even further then a new approach is needed to create a circular economy for plastic bottles," Coca Cola said.

**I** Greenpeace said the big six drinks companies had to do more to increase the recycled content of their plastic bottles. "During Greenpeace's recent exploration of plastic pollution on remote Scottish coast, we found plastic bottles nearly everywhere we

went," said Louisa Casson, oceans campaigner for Greenpeace. "It's clear that the soft drinks industry needs to reduce its plastic waste."

***Choose the correct letter, A, B, C or D.***

1. Every second, approximately how many plastic bottles are purchased on the planet?

   A. twelve thousand

   B. twenty thousand

   C. fifteen million

   D. thirty-eight million

2. Most plastic bottles that aren't recycled are…

   A. set fire to

   B. put into boats at sea

   C. put into garbage tips

   D. sent to companies

3. The majority of plastic bottles are used for…

   A. storage

   B. drinking water

   C. recycling

   D. Coca Cola

4. What is the percentage of drinks companies who have no plans to use more recyclable plastic in their products?

   A. 6.6%

   B. 30%

   C. 33%

   D. 100%

5. According to the article, RPet is

   A. a major drinks company

   B. an expert in plastic bottle production

   C. bottles made out of highly recyclable material

   D. bottles made out of 100% recycled plastic

6. Greenpeace thinks one way to reduce plastic waste is to…

   A. tax plastic manufactures

   B. clean the oceans

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C. stop drinking bottled water

D. use more recycled material

## 6. Bài tập 6

**QUANTITIVE RESEARCH IN EDUCATION**

Many education researchers used to work on the assumption that children experience different phases of development, and that they cannot execute the most advanced level of cognitive operation until they have reached the most advanced forms of cognitive process. For example, one researcher Piaget had a well-known experiment in which he asked the children to compare the amount of liquid in containers with different shapes. Those containers had the same capacity, but even when the young children were demonstrated that the same amount of fluid could be poured between the containers, many of them still believed one was larger than the other. Piaget concluded that the children were incapable of performing the logical task in figuring out that the two containers were the same size even though they had different shapes, because their cognitive development had not reached the necessary phase. Critics on his work, such as Donaldson, have questioned this interpretation. They point out the possibility that the children were just unwilling to play the experimenter's game, or that they did not quite understand the question asked by the experimenter. These criticisms surely do state the facts, but more importantly, it suggests that experiments are social situations where interpersonal interactions take place. The implication here is that Piaget's investigation and his attempts to replicate it are not solely about measuring the children's capabilities of logical thinking, but also the degree to which they could understand the directions for them, their willingness to comply with these requirements, how well the experimenters did in communicating the requirements and in motivating those children, etc.

The same kinds of criticisms have been targeted to psychological and educational tests. For instance, Mehan argues that the subjects might interpret the test questions in a way different from that meant by the experimenter. In a language development test, researchers show children a picture of a medieval fortress, complete with moat, drawbridge, parapets and three initial consonants in it: D, C, and G. The children are required to circle the correct initial consonant for 'castle'. The answer is C, but many kids choose D. When asked what the name of the building was, the children responded 'Disneyland'. They adopted the reasoning line expected by the experimenter but got to the wrong substantive answer. The score sheet with the wrong answers does not include in it a child's lack of reasoning capacity; it only records that the children gave a different answer rather than the one the tester expected.

Here we are constantly getting questions about how valid the measures are where the findings of the quantitative research are usually based. Some scholars such as Donaldson consider these as technical issues, which can be resolved through more rigorous experimentation. In contrast, others like Mehan reckon that the problems are not merely

with particular experiments or tests, but they might legitimately jeopardise the validity of all researches of this type.

Meanwhile, there are also questions regarding the assumption in the logic of quantitative educational research that causes can be identified through physical and/or statistical manipulation of the variables. Critics argue that this does not take into consideration the nature of human social life by assuming it to be made up of static, mechanical causal relationships, while in reality, it includes complicated procedures of interpretation and negotiation, which do not come with determinate results. From this perspective, it is not clear that we can understand the pattern and mechanism behind people's behaviours simply in terms of the casual relationships, which are the focuses of quantitative research. It is implied that social life is much more contextually variable and complex

Such criticisms of quantitative educational research have also inspired more and more educational researchers to adopt qualitative methodologies during the last three or four decades. These researchers have steered away from measuring and manipulating variables experimentally or statistically. There are many forms of qualitative research, which is loosely illustrated by terms like 'ethnography', 'case study', 'participant observation', 'life history', 'unstructured interviewing', 'discourse analysis' and so on. Generally speaking, though, it has characteristics as follows:

Qualitative researches have an intensive focus on exploring the nature of certain phenomena in the field of education, instead of setting out to test hypotheses about them. It also inclines to deal with 'unstructured data', which refers to the kind of data that have not been coded during the collection process regarding a closed set of analytical categories. As a result, when engaging in observation, qualitative researchers use audio or video devices to record what happens or write in detail open-ended field-notes, instead of coding behaviour concerning a pre-determined set of categories, which is what quantitative researchers typically would do when conducting 'systematic observation'. Similarly, in an interview, interviewers will ask open-ended questions instead of ones that require specific predefined answers of the kind typical, like in a postal questionnaire. Actually, qualitative interviews are often designed to resemble casual conversations.

The primary forms of data analysis include verbal description and explanations and involve explicit interpretations of both the meanings and functions of human behaviours. At most, quantification and statistical analysis only play a subordinate role. The sociology of education and evaluation studies were the two areas of educational research where-criticism of quantitative research and the development of qualitative methodologies initially emerged in the most intense way. A series of studies conducted by Lacey, Hargreaves and Lambert in a boys' grammar school, a boys' secondary modem school, and a girls' grammar school in Britain in the 1960s marked the beginning of the trend towards qualitative research in the sociology of education. Researchers employed an ethnographic or participant observation approach, although they did also collect some quantitative data, for instance on friendship patterns among the students. These researchers observed lessons, interviewed both the teachers and the students, and made

the most of school records. They studied the schools for a considerable amount of time and spent plenty of months gathering data and tracking changes over all these years.

***Question 1***

**Choose THREE letters, A-F.**

**The list below includes characteristics of the 'qualitative research'.**

**Which THREE are mentioned by the writer of the passage?**

A Coding behavior in terms of predefined set of categories

B Designing an interview as an easy conversation

C Working with well-organised data in a closed set of analytical categories

D Full of details instead of loads of data in questionnaires

E Asking to give open-ended answers in questionnaires

F Recording the researching situation and applying note-taking

***Question 2***

**Choose the correct letter, A, B, C or D.**

**What is the main idea of the passage?**

A to prove that quantitative research is most applicable to children's educationOnline education courses

B to illustrate the society lacks of deep comprehension of educational approach

C to explain the ideas of quantitative research and the characteristics of the related criticisms

D to imply qualitative research is a flawless method compared with quantitative one

## 7. Bài tập 7

**AN INTRODUCTION TO FILM SOUND**

Though we might think of film as an essentially visual experience, we really cannot afford to underestimate the importance of film sound. A meaningful sound track is often as complicated as the image on the screen, and is ultimately just as much the responsibility of the director. The entire sound track consists of three essential ingredients: the human voice, sound effects and music. These three tracks must be mixed and balanced so as to produce the necessary emphases which in turn create desired effects. Topics which essentially refer to the three previously mentioned tracks are discussed below. They include dialogue, synchronous and asynchronous sound effects, and music.Online movie streaming services

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Let us start with dialogue. As is the case with stage drama, dialogue serves to tell the story and expresses feelings and motivations of characters as well. Often with film characterization the audience perceives little or no difference between the character and the actor. Thus, for example, the actor Humphrey Bogart is the character Sam Spade; film personality and life personality seem to merge. Perhaps this is because the very texture of a performer's voice supplies an element of character.

When voice textures fit the performer's physiognomy and gestures, a whole and very realistic persona emerges. The viewer sees not an actor working at his craft, but another human being struggling with life. It is interesting to note that how dialogue is used and the very amount of dialogue used varies widely among films. For example, in the highly successful science-fiction film 2001, little dialogue was evident, and most of it was banal and of little intrinsic interest. In this way the film-maker was able to portray what Thomas Sobochack and Vivian Sobochack call, in An Introduction to Film, the 'inadequacy of human responses when compared with the magnificent technology created by man and the visual beauties of the universe'.

The comedy Bringing Up Baby, on the other hand, presents practically non-stop dialogue delivered at breakneck speed. This use of dialogue underscores not only the dizzy quality of the character played by Katherine Hepburn, but also the absurdity of the film itself and thus its humor. The audience is bounced from gag to gag and conversation to conversation; there is no time for audience reflection. The audience is caught up in a whirlwind of activity in simply managing to follow the plot. This film presents pure escapism – largely due to its frenetic dialogue.

Synchronous sound effects are those sounds which are synchronized or matched with what is viewed. For example, if the film portrays a character playing the piano, the sounds of the piano are projected. Synchronous sounds contribute to the realism of film and also help to create a particular atmosphere. For example, the 'click' of a door being opened may simply serve to convince the audience that the image portrayed is real, and the audience may only subconsciously note the expected sound. However, if the 'click' of an opening door is part of an ominous action such as a burglary, the sound mixer may call attention to the 'click' with an increase in volume; this helps to engage the audience in a moment of suspense.

Asynchronous sound effects, on the other hand, are not matched with a visible source of the sound on screen. Such sounds are included so as to provide an appropriate emotional nuance, and they may also add to the realism of the film. For example, a film-maker might opt to include the background sound of an ambulance's siren while the foreground sound and image portrays an arguing couple. The asynchronous ambulance siren underscores the psychic injury incurred in the argument; at the same time the noise of the siren adds to the realism of the film by acknowledging the film's city setting.

We are probably all familiar with background music in films, which has become so ubiquitous as to be noticeable in its absence. We are aware that it is used to add emotion and rhythm. Usually not meant to be noticeable, it often provides a tone or an emotional attitude toward the story and /or the characters depicted. In addition, background music

often foreshadows a change in mood. For example, dissonant music may be used in film to indicate an approaching (but not yet visible) menace or disaster.

Background music may aid viewer understanding by linking scenes. For example, a particular musical theme associated with an individual character or situation may be repeated at various points in a film in order to remind the audience of salient motifs or ideas.

Film sound comprises conventions and innovations. We have come to expect an acceleration of music during car chases and creaky doors in horror films. Yet, it is important to note as well that sound is often brilliantly conceived. The effects of sound are often largely subtle and often are noted by only our subconscious minds. We need to foster an awareness of film sound as well as film space so as to truly appreciate an art form that sprang to life during the twentieth century – the modern film.

***Choose the correct letter, A, B, C or D***

1. In the first paragraph, the writer makes a point that

   A. the director should plan the sound track at an early stage in filming.

   B. it would be wrong to overlook the contribution of sound to the artistry of films.

   C. the music industry can have a beneficial influence on sound in film.

   D. it is important for those working on the sound in a film to have sole responsibility for it.

2. One reason that the writer refers to Humphrey Bogart is to exemplify

   A. the importance of the actor and the character appearing to have similar personalities.

   B. the audience's wish that actors are visually appropriate for their roles.

   C. the value of the actor having had similar feelings to the character.

   D. the audience's preference for dialogue to be as authentic as possible.

3. In the third paragraph, the writer suggests thatOnline movie streaming services

   A. audiences are likely to be critical of film dialogue that does not reflect their own experience.

   B. film dialogue that appears to be dull may have a specific purpose.

   C. filmmakers vary considerably in the skill with which they handle dialogue.

   D. the most successful films are those with dialogue of a high Quality.

4. What does the writer suggest about Bringing Up

   A. The plot suffers from the filmmaker's wish to focus on humorous dialogue.

   B. The dialogue helps to make it one of the best comedy films ever produced.

   C. There is a mismatch between the speed of the dialogue and the speed of actions.

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D. The nature of the dialogue emphasises key elements of the film.

5. The writer refers to the 'click' of a door to make the point that realistic sounds

A. are often used to give the audience a false impression of events in the film

B. may be interpreted in different ways by different members of the audience.

C. may be modified in order to manipulate the audience's response to the film.

D. tend to be more significant in films presenting realistic situations.

## 8. Bài tập 8

### THE INNOVATION OF GROCERY STORES

**A** At the beginning of the 20th century, grocery stores in the United States were full-service. A customer would ask a clerk behind the counter for specific items and the clerk would package the items, which were limited to dry goods. If they want to save some time, they have to ask a delivery boy or by themselves to send the note of what they want to buy to the grocery store first and then go to pay for the goods later. These grocery stores usually carried only one brand of each good. There were early chain stores, such as the A&P Stores, but these were all entirely full-service and very time-consuming.

**B** In 1885, a Virginia boy named Clarence Saunders began working part-time as a clerk in a grocery store when he was 14 years old, and quit school when the shopkeeper offered him full-time work with room and board. Later he worked in an Alabama coke plant and in a Tennessee sawmill before he returned to the grocery business. By 1900, when he was nineteen years old, he was earning $30 a month as a salesman for a wholesale grocer. During his years working in the grocery stores, he found that it was very inconvenient and inefficient for people to buy things because more than a century ago, long before there were computers, shopping was done quite differently than it is today. Entering a store, the customer would approach the counter (or wait for a clerk to become available) and place an order, either verbally or, as was often the case for boys running errands, in the form of a note or list. While the customer waited, the clerk would more behind the counter and throughout the store, select the items on the list – some form shelves so high that long-handled grasping device had to be used – and bring them back to the counter to be tallied and bagged or boxed. The process might be expedited by the customer calling or sending in the order beforehand, or by the order being handled by a delivery boy on a bike, but otherwise, it did not vary greatly. Saunders, a flamboyant and innovative man, noticed that this method resulted in wasted time and expense, so he came up with an unheard-of solution that would revolutionize the entire grocery industry: he developed a way for shoppers to serve themselves.

**C** So in 1902, he moved to Memphis where he developed his concept to form a grocery wholesale cooperative and a full-service grocery store. For his new "cafeteria grocery", Saunders divided his grocery into three distinct areas: 1) A front "lobby"

forming an entrance and exit and checkouts at the front. 2) A sales department, which was specially designed to allow customers to roam the aisles and select their own groceries. Removing unnecessary clerks, creating elaborate aisle displays, and rearranging the store to force customers to view all of the merchandise and over the shelving and cabinets units of sales department were "galleries" where supervisors were allowed to keep an eye on the customers while not disturbing them. 3) And another section of his store is the room only allowed for the clerks which were called the "stockroom" or "storage room" where large refrigerators were situated to keep fresh products from being perishable. The new format allowed multiple customers to shop at the same time and led to the previously unknown phenomenon of impulse shopping. Though this format of grocery market was drastically different from its competitors, the style became the standard for the modern grocery store and later supermarket.

**D** On September 6, 1916, Saunders launched the self-service revolution in the USA by opening the first self-service Piggly Wiggly store, at 79 Jefferson Street in Memphis, Tennessee, with its characteristic turnstile at the entrance. Customers paid cash and selected their own goods from the shelves. It was unlike any other grocery store of that time. Inside a Piggly Wiggly, shoppers were not at the mercy of shop clerks. They were free to roam the store, check out the merchandise and get what they needed with their own two hands and feet. Prices on items at Piggly Wiggly were clearly marked. No one pressured customers to buy milk or pickles. And the biggest benefit at the Piggly Wiggly was that shoppers saved money. Self-service was positive all around. "It's good for both the consumer and retailer because it cuts costs," noted George T. Haley, a professor at the University of New Haven and director of the Center for International Industry Competitiveness. "If you looked at the way grocery stores were run previous to Piggly Wiggly and Alpha Beta, what you find is that there was a tremendous amount of labor involved, and labor is a major expense." Piggly Wiggly cut the fat.

**E** Piggly Wiggly and the self-service concept took off. Saunders opened nine stores in the Memphis area within the first year of business. Consumers embraced the efficiency, the simplicity and most of all the lower food prices. Saunders soon patented his self-service concept and began franchising Piggly Wiggly stores. Thanks to the benefits of self-service and franchising, Piggly Wiggly ballooned to nearly 1,300 stores by 1923. Piggly Wiggle sold $100 million – worth $1.3 billion today – in groceries, making it the third-biggest grocery retailer in the nation. The company's stock was even listed on the New York Stock Exchange, doubling from late 1922 to march 1923. Saunders had his hands all over Piggly Wiggly. He was instrumental in the design and layout of his stores. He even invented the turnstile.

**F** However, Saunders was forced into bankruptcy in 1923 after a dramatic spat which the New York Stock Exchange and he went on to create the "Clarence Saunders sole-owner-of-my-name" chain, which went into bankruptcy.

**G** Until the time of his death in October 1953, Saunders was developing plans for another automatic store system called the Foodelectric. But the store, which was to be

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located two blocks from the first Piggly Wiggly store, never opened. But his name was well-remembered along with the name Piggly Wiggly.

***Choose the correct letter, A, B, C or D.***

1. Why did Clarence Saunders want to propel the innovation of grocery stores at his age?

   A. Because he was an enthusiastic and creative man.

   B. Because his boss wanted to reform the grocery industry.

   C. Because he wanted to develop its efficiency and make a great profit as well.

   D. Because he worried about the future competition from the industry.

2. What happened to Clarence Saunders' first store of Piggly Wiggly?

   A. Customers complained about its impracticality and inconvenience.

   B. It enjoyed a great business and was updated in the first twelve months.

   C. It expanded to more than a thousand franchised stores during the first year.

   D. Saunders was required to have his new idea patented and open stores.

3. What left to Clarence Saunders after his death in 1953?

   A. A fully automatic store system opened soon near his first store.

   B. The name of his store the Piggly Wiggly was very popular at that time.

   C. His name was usually connected with his famous shop the Piggly Wiggly in the following several years.

   D. His name was painted together with the name of his famous store.

## 9. Bài tập 9

**STADIUMS: PAST, PRESENT AND FUTURE**

**A** Stadiums are among the oldest forms of urban architecture: vast stadiums where the public could watch sporting events were at the centre of western city life as far back as the ancient Greek and Roman Empires, well before the construction of the great medieval cathedrals and the grand 19th- and 20th-century railway stations which dominated urban skylines in later eras.

Today, however, stadiums are regarded with growing scepticism. Construction costs can soar above £1 billion, and stadiums finished for major events such as the Olympic Games or the FIFA World Cup have notably fallen into disuse and disrepair.

But this need not be the cause. History shows that stadiums can drive urban development and adapt to the culture of every age. Even today, architects and planners are finding new ways to adapt the mono-functional sports arenas which became emblematic of modernisation during the 20th century.

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**B** The amphitheatre* of Arles in southwest France, with a capacity of 25,000 spectators, is perhaps the best example of just how versatile stadiums can be. Built by the Romans in 90 AD, it became a fortress with four towers after the fifth century, and was then transformed into a village containing more than 200 houses. With the growing interest in conservation during the 19th century, it was converted back into an arena for the staging of bullfights, thereby returning the structure to its original use as a venue for public spectacles.

Another example is the imposing arena of Verona in northern Italy, with space for 30,000 spectators, which was built 60 years before the Arles amphitheatre and 40 years before Rome's famous Colosseum. It has endured the centuries and is currently considered one of the world's prime sites for opera, thanks to its outstanding acoustics.

**C** The area in the centre of the Italian town of Lucca, known as the Piazza dell' Anfiteatro, is yet another impressive example of an amphitheatre becoming absorbed into the fabric of the city. The site evolved in a similar way to Arles and was progressively filled with buildings from the Middle Ages until the 19th century, variously used as houses, a salt depot and a prison. But rather than reverting to an arena, it became a market square, designed by Romanticist architect Lorenzo Nottolini. Today, the ruins of the amphitheatre remain embedded in the various shops and residences surrounding the public square.

**D** There are many similarities between modern stadiums and the ancient amphitheatres intended for games. But some of the flexibility was lost at the beginning of the 20th century, as stadiums were developed using new products such as steel and reinforced concrete, and made use of bright lights for night-time matches.

Many such stadiums are situated in suburban areas, designed for sporting use only and surrounded by parking lots. These factors mean that they may not be as accessible to the general public, require more energy to run and contribute to urban heat.

**E** But many of today's most innovative architects see scope for the stadium to help improve the city. Among the current strategies, two seem to be having particular success: the stadium as an urban hub, and as a power plant.

There's a growing trend for stadiums to be equipped with public spaces and services that serve a function beyond sport, such as hotels, retail outlets, conference centres, restaurants and bars, children's playgrounds and green space. Creating mixed-use developments such as this reinforces compactness and multi-functionality, making more efficient use of land and helping to regenerate urban spaces.

This opens the space up to families and a wider cross-section of society, instead of catering only to sportspeople and supporters. There have been many examples of this in the UK: the mixed-use facilities at Wembley and Old Trafford have become a blueprint for many other stadiums in the world.

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**F** The phenomenon of stadium as power stations has arisen from the idea that energy problems can be overcome by integrating interconnected buildings by means of a smart grid, which is an electricity supply network that uses digital communications technology to detect and react to local changes in usage, without significant energy losses. Stadiums are ideal for these purposes, because their canopies have a large surface area for fitting photovoltaic panels and rise high enough (more than 40 metres) to make use of micro wind turbines.

Freiburg Mage Solar Stadium in Germany is the first of a new wave of stadiums as power plants, which also includes the Amsterdam Arena and the Kaohsiung Stadium. The latter, inaugurated in 2009, has 8,844 photovoltaic panels producing up to 1.14 GWh of electricity annually. This reduces the annual output of carbon dioxide by 660 tons and supplies up to 80 percent of the surrounding area when the stadium is not in use. This is proof that a stadium can serve its city, and have a decidedly positive impact in terms of reduction of CO2 emissions.

**G** Sporting arenas have always been central to the life and culture of cities. In every era, the stadium has acquired new value and uses: from military fortress to residential village, public space to theatre and most recently a field for experimentation in advanced engineering. The stadium of today now brings together multiple functions, thus helping cities to create a sustainable future.

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* amphitheatre: (especially in Greek and Roman architecture) an open circular or oval building with a central space surrounded by tiers of seats for spectators, for the presentation of dramatic or sporting events

***Questions 1***

***Choose TWO letters, A-E.***

**When comparing twentieth-century stadiums to ancient amphitheatres in Section D, which TWO negative features does the writer mention?**

A They are less imaginatively designed.

B They are less spacious.

C They are in less convenient locations.

D They are less versatile.

E They are made of less durable materials

***Questions 2***

***Choose TWO letters, A-E.***

**Which TWO advantages of modern stadium design does the writer mention?**

A offering improved amenities for the enjoyment of sports events

B bringing community life back into the city environment

C facilitating research into solar and wind energy solutions

D enabling local residents to reduce their consumption of electricity

E providing a suitable site for the installation of renewable power generators

## 10. Bài tập 10

**THE RISKS AGRICULTURE FACES IN DEVELOPING COUNTRIES**

*Synthesis of an online debate**

**A** Two things distinguish food production from all other productive activities: first, every single person needs food each day and has a right to it; and second, it is hugely dependent on nature. These two unique aspects, one political, the other natural, make food production highly vulnerable and different from any other business. At the same time, cultural values are highly entrenched in food and agricultural systems worldwide.

**B** Farmers everywhere face major risks, including extreme weather, long-term climate change, and price volatility in input and product markets. However, smallholder farmers in developing countries must in addition deal with adverse environments, both natural, in terms of soil quality, rainfall, etc., and human, in terms of infrastructure, financial systems, markets, knowledge and technology. Counter-intuitively, hunger is prevalent among many smallholder farmers in the developing world.

**C** Participants in the online debate argued that our biggest challenge is to address the underlying causes of the agricultural system's inability to ensure sufficient food for all, and they identified as drivers of this problem our dependency on fossil fuels and unsupportive government policies.

**D** On the question of mitigating the risks farmers face, most essayists called for greater state intervention. In his essay, Kanayo F. Nwanze, President of the International Fund for Agricultural Development, argued that governments can significantly reduce risks for farmers by providing basic services like roads to get produce more efficiently to markets, or water and food storage facilities to reduce losses. Sophia Murphy, senior advisor to the Institute for Agriculture and Trade Policy, suggested that the procurement and holding of stocks by governments can also help mitigate wild swings in food prices by alleviating uncertainties about market supply.

**E** Shenggen Fan, Director General of the International Food Policy Research Institute, help up social safety nets and public welfare programmes in Ethiopia, Brazil and Mexico as valuable ways to address poverty among farming families and reduce their vulnerability to agriculture shocks. However, some commentators responded that cash transfers to poor families do not necessarily translate into increased food security, as these programmes do not always strengthen food production or raise incomes. Regarding state subsidies for agriculture, Rokeya Kabir, Executive Director of Bangladesh Nari Progati Sangha, commented in her essay that these 'have not compensated for the stranglehold exercised by private traders. In

fact, studies show that sixty percent of beneficiaries of subsidies are not poor, but rich landowners and non-farmer traders.'

**F** Nwanze, Murphy and Fan argued that private risk management tools, like private insurance, commodity futures markets, and rural finance can help small-scale producers mitigate risk and allow for investment in improvements. Kabir warned that financial support schemes often encourage the adoption of high-input agricultural practices, which in the medium term may raise production costs beyond the value of their harvests. Murphy noted that when futures markets become excessively financialised they can contribute to short-term price volatility, which increases farmers' food insecurity. Many participants and commentators emphasised that greater transparency in markets is needed to mitigate the impact of volatility, and make evident whether adequate stocks and supplies are available. Others contended that agribusiness companies should be held responsible for paying for negative side effects.

**G** Many essayists mentioned climate change and its consequences for small-scale agriculture. Fan explained that 'in addition to reducing crop yields, climate change increases the magnitude and frequency of extreme weather events, which increase smallholder vulnerability.' The growing unpredictability of weather patterns increases farmers' difficulty in managing weather-related risks. According to this author, one solution would be to develop crop varieties that are more resilient to new climate trends and extreme weather patterns. Accordingly, Pat Mooney, co-founder and executive director of the ETC Group, suggested that 'if we are to survive climate change, we must adopt policies that let peasants diversify the plant and animal species and varieties/breeds that make up our menus.'

**H** Some participating authors and commentators argued in favour of community-based and autonomous risk management strategies through collective action groups, co-operatives or producers' groups. Such groups enhance market opportunities for small-scale producers, reduce marketing costs and synchronise buying and selling with seasonal price conditions. According to Murphy, 'collective action offers an important way for farmers to strengthen their political and economic bargaining power, and to reduce their business risks.' One commentator, Giel Ton, warned that collective action does not come as a free good. It takes time, effort and money to organise, build trust and to experiment. Others, like Marcel Vernooij and Marcel Beukeboom, suggested that in order to 'apply what we already know', all stakeholders, including business, government, scientists and civil society, must work together, starting at the beginning of the value chain.

**I** Some participants explained that market price volatility is often worsened by the presence of intermediary purchasers who, taking advantage of farmers' vulnerability, dictate prices. One commentator suggested farmers can gain greater control over prices and minimise price volatility by selling directly to consumers. Similarly, Sonali Bisht, founder and advisor to the Institute of Himalayan Environmental Research and Education (INHERE), India, wrote that community-supported agriculture, where consumers invest in local farmers by subscription and guarantee producers a fair price, is a risk-sharing model worth more attention. Direct food distribution systems not only encourage small-scale agriculture but also give consumers more control over the food they consume, she wrote.

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* The personal names in the text refer to the authors of written contributions to the online debate

***Questions 1***

***Choose TWO letters, A-E.***

**Which TWO problems are mentioned which affect farmers with small farms in developing countries?**

A lack of demand for locally produced food

B lack of irrigation programmes

C being unable to get insurance

D the effects of changing weather patterns

E having to sell their goods to intermediary buyers

***Questions 2***

***Choose TWO letters, A-E.***

**Which TWO actions are recommended for improving conditions for farmers?**

A reducing the size of food stocks

B attempting to ensure that prices rise at certain times of the year

C organising co-operation between a wide range of interested parties

D encouraging consumers to take a financial stake in farming

E making customers aware of the reasons for changing food prices

## ĐÁP ÁN

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1. C

2. A

3. D

4. B

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1. C

2. D

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5. A

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4. D

5. C

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