

CBSE TEST PAPER-03
Class - 10 English Communicative
(Virtually True)

General Instruction:

- Question No. 1 to 6 carry four marks.
 - Question No. 7 carry eight marks.
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1. "The doctors were doing all they could, but in our heart we knew we needed a miracle".
 - a) Who made the above remark?
 - b) Discuss the context of the remark?
 - c) What kind of miracle was required and for whom?
 - d) What was surprising about the miracle to Michael?
2. "With the help of the skeleton swipe card we were soon out of the cell and racing down corridors"
 - a) Who are the participants and what is the game?
 - b) Why is Michael playing this game?
 - c) Why has Sebastian urged Michael to play this game?
 - d) Did Michael succeed in his effort? Why\Why not?
3. How do you compare and contrast the first game with the second game?
4. What is Virtual Reality?
5. What is the intention of the game WILD WEST?
6. Describe the character sketch of Michael while playing the games in reference to context.
7. Write a brief character sketch of Michael giving his outstanding that led him to save Sebastian's life.

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[Answers]

1. Answers

- a. Mrs.Shultz, Sebastian's mother made the above remark.
- b. Sebastian had gone into coma and he was not recovering.
- c. Sebastian could only be cured by a miracle.
- d. Michael was surprised to see the photo because he knew Sebastian and was surprised to know about the accident.

2. Answers

- a. This game was called 'JAILBREAK' and was played by Michael and Sebastian.
 - b. Michael is playing this to rescue Sebastian.
 - c. In the earlier game Michael had not been in rescuing Sebastian so he had asked him to play this game
 - d. No, even in this game he had fallen down on the concrete when dogs had charged towards them.
3. The second game is quite different from the first one as it involves more radical changes and sudden surprises when compared to the first game. Moreover the second game has to be played with more rigour and sudden reflexes than the first game. The second game was played with more intense after getting some experience from the first game.
4. 'Virtual reality' is a term that applies to computer simulated environments that can simulate physical presence in places in the real world as well as in imaginary worlds. Users can interact with a virtual environment either through the use of standard devices like keyboard and mouse or through wired gloves, as is seen in this story.
5. The intention of the wild west game was to challenge with 'Black eyed jed'. Michael was the second sheriff and Sebastian was the first they both were to play the game. First , the game was on a smooth motion then came some twists that made the game interesting

.After which, there was a gunshot sound heard which travelled all around the air. Then there was a bright neon light flashing a message 'GAMEOVER'.

6. Michael was a boy who had more passion towards computer. He was a penetrating person who was addicted to psycho-drive games. He loved playing games which were virtual ones. The way he aided Sebastian shows his benevolent character towards people. He was a passionate lover of technology. The accident of Sebastian made him lose his virtual games. Michael's dad brought him these games in a computer fair. This made Michael get addicted to those games where he met Sebastian.
7. Michael was of Sebastian's age and he love adventure, pursuit, war, fights, confrontation and violent games. Like other children of his age he was a computer freak and was really fascinated by psycho-drive games that makes one forget his reality and one plays the character of the sheriff, a prisoner, a knight etc.
Michael is also a very kind hearted personality and tried his best to rescue sebastian. He was intelligent enough to understand the objective of each game. By strange luck, he got connected to sebastian whom he had never seen but proved his perseverance and determination in rescuing him from his coma. Michael is a young child but with over maturity beyond his age.