

**WYPEŁNIA ZDAJĄCY**

**KOD**

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**PESEL**

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**Miejsce na naklejkę.**

Sprawdź, czy kod na naklejce to

**E-100.**

Jeżeli tak – przyklej naklejkę.

Jeżeli nie – zgłoś to nauczycielowi.

**Egzamin maturalny**

**Formuła 2015**

# JĘZYK ANGIELSKI

**Poziom podstawowy**

*Symbol arkusza*

**EJAP-P0-100-2508**

**DATA: 19 sierpnia 2025 r.**

**GODZINA ROZPOCZĘCIA: 9:00**

**CZAS TRWANIA: 120 minut**




**LICZBA PUNKTÓW DO UZYSKANIA: 50**

**Przed rozpoczęciem pracy z arkuszem egzaminacyjnym**

1. Sprawdź, czy nauczyciel przekazał Ci **właściwy arkusz egzaminacyjny**, tj. arkusz we **właściwej formule**, z **właściwego przedmiotu** na **właściwym poziomie**.
2. Jeżeli przekazano Ci **niewłaściwy** arkusz – natychmiast zgłoś to nauczycielowi. Nie rozrywaj banderol.
3. Jeżeli przekazano Ci **właściwy** arkusz – rozerwij banderole po otrzymaniu takiego polecenia od nauczyciela. Zapoznaj się z instrukcją na stronie 2.



## Instrukcja dla zdającego

1. Sprawdź, czy arkusz egzaminacyjny zawiera 15 stron (zadania 1–10). Ewentualny brak zgłoś przewodniczącemu zespołu nadzorującego egzamin.
2. Na pierwszej stronie oraz na karcie odpowiedzi wpisz swój numer PESEL i przyklej naklejkę z kodem.
3. Nagrania do zadań od 1. do 3. zostaną odtworzone dwukrotnie.
4. Pisz czytelnie. Używaj długopisu/pióra tylko z czarnym tuszem/atramentem.
5. Nie używaj korektora, a błędne zapisy wyraźnie przekreśl.
6. Pamiętaj, że zapisy w brudnopisie nie będą oceniane.
7. Symbol  zamieszczony przy zadaniu zamkniętym oznacza, że rozwiązanie tego zadania musisz przenieść na kartę odpowiedzi. Ocenie podlegają wyłącznie rozwiązania zaznaczone na karcie odpowiedzi.
8. Aby zaznaczyć odpowiedzi w części karty przeznaczonej dla zdającego, zamaluj  pola do tego przeznaczone. Błędne zaznaczenie otocz kółkiem  i zaznacz właściwe pole.
9. Nie wpisuj żadnych znaków w części przeznaczonej dla egzaminatora.

**Zadanie 1. (0–5)**

Usłyszysz dwukrotnie rozmowę o pewnym wynalazku. Zaznacz znakiem X, które zdania są zgodne z treścią nagrania (T – True), a które nie (F – False).

		T	F
1.1.	Tom Parker's book is about the things he invented when he was a teenager.		
1.2.	The British and the Americans use the same word for a frozen drink on a stick.		
1.3.	The popsicle was invented accidentally.		
1.4.	In the beginning, popsicles were rather expensive.		
1.5.	Fruit-flavoured popsicles are very popular nowadays.		

**Zadanie 2. (0–5)**

Usłyszysz dwukrotnie pięć wypowiedzi związanych z talentem. Do każdej wypowiedzi (2.1.–2.5.) dopasuj odpowiadające jej zdanie (A–F). Wpisz rozwiązania do tabeli.

**Uwaga:** jedno zdanie zostało podane dodatkowo i nie pasuje do żadnej wypowiedzi.

**The speaker**

- A. expresses his/her thanks to someone.
- B. explains how he/she won a talent show.
- C. criticizes a certain aspect of talent shows.
- D. is going to announce the winner of a prize.
- E. describes how he/she organized a talent show.
- F. encourages people to take part in a talent show.

2.1.	2.2.	2.3.	2.4.	2.5.

**Zadanie 3. (0–5)**



Usłyszysz dwukrotnie pięć tekstów. Z podanych odpowiedzi wybierz właściwą, zgodną z treścią nagrania. Zakreśl jedną z liter: A, B albo C.

**Tekst 1.**

**3.1. The conversation takes place**

- A. in a kitchen.
- B. in a shop.
- C. in a car.

**Tekst 2.**

**3.2. The speaker is talking about an app which**

- A. offers a collection of recipes from famous cookbooks.
- B. shows how to prepare complicated dishes.
- C. provides expert knowledge about cooking.

**Tekst 3.**

**3.3. What is the best title for the news item?**

- A. HEAT PRODUCED IN SMALL BATTERIES
- B. UNSUCCESSFUL EXPERIMENT WITH SAND
- C. CHEAP SOURCE OF GREEN ENERGY

**Tekst 4.**

**3.4. From the man we learn**

- A. which gadget at the exhibition he liked best.
- B. why he decided to visit the exhibition.
- C. what films he saw at the exhibition.

**Tekst 5.**

**3.5. On his sixteenth birthday, Martin**

- A. took part in the competition.
- B. got a job in a shop.
- C. won a motorbike.

**PRZENIEŚ ROZWIĄZANIA ZADAŃ OD 1. DO 3. NA KARTĘ ODPOWIEDZI!**

**Zadanie 4. (0–4)**

Przeczytaj tekst. Dobierz właściwy nagłówek (A–F) do każdej oznaczonej części tekstu (4.1.–4.4.). Wpisz odpowiednią literę w każdą kratkę.

Uwaga: dwa nagłówki zostały podane dodatkowo i nie pasują do żadnej części tekstu.

- A. A WIDE RANGE OF PLACES WHERE YOU CAN EAT
- B. RESTAURANT ONLY FOR VEGETARIANS
- C. ENTERTAINMENT OPTIONS FOR ALL AGES
- D. A THEME PARK IN THE BIRTHPLACE OF ITALIAN CULINARY TRADITIONS
- E. LEARNING HOW TO GROW HEALTHY CROPS
- F. EASILY AVAILABLE HEALTHY FOOD PRODUCTS

WELCOME TO “FICO EATALY WORLD”

4.1.	
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Who doesn't like pizza, pasta, gelato, and espresso? The Italians are so proud of their cuisine that they have built a special theme park for food lovers, which is called “FICO Eataly World”. It is located in the old city of Bologna. Known as Italy's gastronomic capital, Bologna is the place where such famous dishes as Bolognese sauce and tortellini were created for the first time, so it's a perfect location for the theme park.

4.2.	
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There are so many types of food on offer that everybody will be satisfied. The theme park has a total of 45 different restaurants, some of which have Michelin-starred chefs. Everyone can easily find a restaurant that will suit their tastes and budget. Most also have menus developed specially for children. Fans of vegetarian food will be delighted with the options they are offered, too.

4.3.	
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“FICO Eataly World” not only serves food to its visitors, but it also grows its own food. Within the theme park there are four acres of fields on which traditional crops from various regions of Italy are grown without the use of any chemicals. After the crops are picked, they are used to make food in the park's restaurants. As a result, visitors can enjoy delicious, environmentally-friendly, fresh ingredients in their meals.

4.4.	
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“FICO Eataly World” is all about great food and fun for young and old alike. It's an ideal spot for family visits because after everyone has enjoyed a superb lunch, the adults can relax on deckchairs, or visit souvenir shops, while the younger family members can enjoy the House of Bubbles, play mini-golf and go on fantastic rides. It's a win-win situation, with everyone having a full stomach and a great time.

Na podstawie: [www.thetravel.com](http://www.thetravel.com), [www.afoodieworld.com](http://www.afoodieworld.com)

**PRZENIEŚ ROZWIĄZANIA NA KARTĘ ODPOWIEDZI!**

**Zadanie 5. (0–3)**

Przeczytaj trzy teksty, które łączy temat snu. Z podanych odpowiedzi wybierz właściwą, zgodną z treścią tekstu. Zakreśl jedną z liter: A, B albo C.

**Tekst 1.**

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Oleita, a student and environmentalist from Detroit, has come up with an interesting project. She has asked local snack lovers to donate empty chip bags rather than throw them away. She wants to turn them into sleeping bags for the homeless.

Empty chip bags can be left at two locations. Oleita and her helpers wash the chip bags, cut them open, iron them together, and use pieces of old clothes to make them warm inside. It takes about 250 chip bags to make one sleeping bag.

Perhaps it would be easier to raise money and buy new sleeping bags, but Oleita says: "We want to support not only the homeless, but also the environment."

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Na podstawie: [www.rd.com](http://www.rd.com)

**5.1. The best title for the text would be**

- A. SLEEPING BAGS THAT HELP PEOPLE IN NEED AND THE PLANET**
- B. SLEEPING BAGS SPECIALLY DESIGNED FOR STUDENTS**
- C. SLEEPING BAGS PRODUCED BY A SNACK COMPANY**

## Tekst 2.

### CAN YOU SLEEP THROUGH A STORM?

A farmer was looking for a helper. One day a young man came to the farm. When asked about his qualifications, he said, "I can sleep through a storm." The farmer was surprised, but he hired him.

A few weeks later, the farmer and his wife woke up at night. There was a violent storm outside. They called for their helper, but he didn't come. They started to look for him, and saw he was sleeping. This really annoyed them. They went to check things on their farm, but to their surprise, all was well. The windows had been closed, the tractor was in its garage, and the animals had plenty of food.

The farmer suddenly understood the meaning of the young man's words, "I can sleep through a storm." His helper had done his work ahead of time. When the storm started, he could sleep in peace.

Na podstawie: [www.linkedin.com](http://www.linkedin.com)

#### 5.2. The farmer and his wife got angry during a storm because the helper

- A. had forgotten to make the right preparations.
- B. suddenly woke them up at night.
- C. was deeply asleep.

## Tekst 3.

### A SLEEP STORY

Matthew McConaughey is here to make sure you don't worry, and sleep well. He uses his soft voice to tell you a bedtime story, thanks to an app. The Oscar-winning actor narrates a sleep story, which is about a grandfather who explains the magic of life to his granddaughter. To give you a little taste of what you can expect, there is an advert for the story in which you can hear the actor, whose words will make you forget all about your problems. If you want to hear the whole story, you can get the app.

Na podstawie: [www.theplaylist.net](http://www.theplaylist.net)

#### 5.3. The text is for people who, before falling asleep, would like to

- A. read a comforting family story.
- B. watch a film that has won an Oscar.
- C. listen to something that will help them relax.

**PRZENIEŚ ROZWIĄZANIA NA KARTĘ ODPOWIEDZI!**



Przeczytaj tekst. Z podanych odpowiedzi wybierz właściwą, zgodną z treścią tekstu. Zakreśl jedną z liter: A, B, C albo D.

### THE WORST GAME EVER

In the early 1980s, a company called Atari controlled 80% of the video game market. It was the king of the game industry, and Howard Warshaw had been the company's top game designer for quite some time. In 1982, Steven Spielberg chose him to make a game based on the film *Raiders of the Lost Ark*, which was one of the first video game adaptations of a movie. As the game was a big hit, the film director asked Warshaw to work on another one, based on his next film, *E.T.* Unfortunately, the negotiations between Spielberg and Atari took longer than expected.

Atari needed to have the game ready for the Christmas shopping season, so Warshaw had to finish it in September. The problem was that Spielberg and Atari made their deal in July of that year. *Raiders of the Lost Ark* had taken 10 months to develop, but Warshaw only had five weeks to make the *E.T.* game. However, he was excited by the challenge. He worked on the game practically round the clock in his large house, which was equipped with a powerful computer system. "Friends were giving me food and checking that I was OK, and I tried to get some sleep whenever I could. It was the hardest five weeks I have ever experienced," he said.

Thanks to this enormous effort, Warshaw finished the game on time. Spielberg played it and approved. The game hit the shops, and it sold well at first. But people soon began complaining about its confusing gameplay system and its tendency to freeze. Shops started returning copies. In the end, the game only sold 2.5 million copies and Atari decided to bury all the unsold copies in the desert in Alamogordo, New Mexico. Although the company tried to keep the operation quiet, it was reported by *The New York Times*. However, without the internet to keep it alive, the story was forgotten. That is, until 2014, when the filmmakers of the *Atari: Game Over* documentary found out about the site and decided to check if the story was true.

It was difficult to get permission from the city authorities to search the desert area. They finally agreed but ordered the film crew to complete their search in one day. As a result, only 1,300 copies, out of approximately 700,000 buried there, were found. It turned out that the copies included other games apart from *E.T.* The city decided to sell 900 of them, give the filmmakers a hundred and donate the rest to various museums.

The *E.T.* game is among the factors blamed for Atari's later business difficulties. Warshaw says he does not mind his product being criticized. "It may be a horrible game, but after so many years, it's a great honour that it still generates public discussion," he said. However, he believes it was Atari's fault that the negotiations took so long, and he was left with just five weeks to design, write and test what he says was "the worst game ever".

Na podstawie: [www.ranker.com](http://www.ranker.com); [www.nypost.com](http://www.nypost.com); [www.theguardian.com](http://www.theguardian.com)



**6.1. Steven Spielberg wanted Warshaw to design the *E.T.* game because**

- A. Warshaw had already designed two games for Spielberg.
- B. Warshaw had taken part in the negotiations with Atari.
- C. Warshaw was a new game designer with fresh ideas.
- D. Warshaw's previous game had been a success.

**6.2. What made Warshaw's work on the *E.T.* game a challenge?**

- A. frequent visits from Atari managers
- B. limited working space at home
- C. a technological problem
- D. a short period of time

**6.3. The *E.T.* game that Warshaw designed**

- A. was not ready for Christmas.
- B. was not checked by Spielberg.
- C. turned out to be disappointing.
- D. attracted little attention at first.

**6.4. The city authorities of Alamogordo**

- A. allowed the filmmakers to explore its desert for one day.
- B. let the filmmakers keep most of the copies.
- C. decided to sell all the games discovered.
- D. planned to open a museum of games.

**6.5. In the last paragraph, the author**

- A. expresses his opinion about Warshaw's game design.
- B. explains why Warshaw's game is still popular.
- C. describes how Warshaw's career developed.
- D. reports how Warshaw feels about the game.

**PRZENIEŚ ROZWIĄZANIA NA KARTĘ ODPOWIEDZI!**

**Zadanie 7. (0–3)**

Przeczytaj tekst, z którego usunięto trzy zdania. Wpisz w każdą lukę (7.1.–7.3.) literę, którą oznaczono brakujące zdanie (A–E), tak aby otrzymać spójny i logiczny tekst.

**Uwaga:** dwa zdania zostały podane dodatkowo i nie pasują do żadnej luki.

**A TOWER BRIDGE HERO**

Tower Bridge in London is a bridge which opens up to let boats pass through. When the bridge is up, it is closed to road traffic. Over its 125-year history, Tower Bridge has been the scene of a number of unusual incidents. In the 1950s, there was a watchman on the bridge who had to ring a special bell and close the gates to road traffic before Tower Bridge opened for boats. **7.1.** \_\_\_\_ So the driver of a double-decker bus, Albert Gunter, had a really scary experience. **7.2.** \_\_\_\_ It was then that he realized that the bridge was opening, and he wouldn't be able to stop the bus in time. The driver had no other choice but to speed up and try to reach the other side. **7.3.** \_\_\_\_ It landed with a crashing sound but fortunately no one was seriously injured. After the incident, the bus driver became very popular among Londoners and the newspapers called him the "Modern Tower Bridge Hero".

Na podstawie: [www.towerbridge.org.uk](http://www.towerbridge.org.uk)  
Źródło: [www.towerbridge.org.uk](http://www.towerbridge.org.uk)

- A.** And finally, the hero managed to get safely onto the Tower Bridge.
- B.** The bus jumped over the widening gap in the centre of the bridge.
- C.** However, on 30<sup>th</sup> December 1952, the watchman forgot to perform his usual duties.
- D.** Thanks to his skill, Albert didn't fall into the river.
- E.** While he was driving over the bridge, he noticed that the road in front of him was moving upwards.

**PRZENIEŚ ROZWIĄZANIA NA KARTĘ ODPOWIEDZI!**

**Zadanie 8. (0–5)**

Przeczytaj tekst. Z podanych odpowiedzi wybierz właściwą, tak aby otrzymać logiczny i gramatycznie poprawny tekst. Zakreśl jedną z liter: A, B albo C.

**PACK YOUR BAGS AND VISIT ANTARCTICA**

A British charity organization is looking for candidates to spend five months in Port Lockroy, which was the very first British base in Antarctica. From 1944 to 1962 it operated as a research centre. However, since 2006, it **8.1.** \_\_\_\_\_ as a post office and museum. Candidates are required to have a good level of physical fitness, a nice personality and be ready to work pretty hard. The perfect candidates will be chosen in a selection process **8.2.** \_\_\_\_\_ which they will have to show who they are and why they are suitable for the job. Their duties will involve running the gift shop and post office, as well as counting penguins to protect the penguin colony. They will also have to look after the local museum. The successful candidates will have to take part in a week's training before leaving for Antarctica. The charity organization hopes **8.3.** \_\_\_\_\_ hundreds of candidates as staying in unusual places is something many young people dream of. Another plus could be that while working there, you get the chance **8.4.** \_\_\_\_\_ the beauty of Antarctica. So don't wait, and **8.5.** \_\_\_\_\_ for the job!

Na podstawie: [www.bbc.com](http://www.bbc.com)

Źródło: [www.ukaht.org](http://www.ukaht.org)

**8.1.**

- A. used
- B. has used
- C. has been used

**8.2.**

- A. while
- B. during
- C. beside

**8.3.**

- A. get
- B. to get
- C. getting

**8.4.**

- A. admire
- B. to admire
- C. admiration

**8.5.**

- A. consider
- B. apply
- C. offer

**PRZENIEŚ ROZWIĄZANIA NA KARTĘ ODPOWIEDZI!**

**Zadanie 9. (0–5)**



W zadaniach 9.1.–9.5. spośród podanych opcji wybierz tę, która jest tłumaczeniem fragmentu podanego w nawiasie, poprawnie uzupełniającym lukę w zdaniu. Zakreśl jedną z liter: A, B albo C.

9.1. To be honest, I (*nie mam ochoty*) \_\_\_\_\_ watching this sitcom.

- A. don't feel like
- B. don't need
- C. don't mind

9.2. I am going on holiday to Crete and (*z niecierpliwością czekam*) \_\_\_\_\_ exploring the island.

- A. I am looking into
- B. I am looking out for
- C. I am looking forward to

9.3. (*W drodze*) \_\_\_\_\_ to school I was listening to music on my smartphone.

- A. In my way
- B. By my way
- C. On my way

9.4. Where do you want (*abym zostawił*) \_\_\_\_\_ those boxes?

- A. that I leave
- B. me to leave
- C. me that I leave

9.5. The jokes my uncle tells are (*takie*) \_\_\_\_\_ funny that people can't stop laughing.

- A. such
- B. too
- C. so

**PRZENIEŚ ROZWIĄZANIA NA KARTĘ ODPOWIEDZI!**

### Zadanie 10. (0–10)

Byłeś/byłaś niedawno na koncercie swojego ulubionego zespołu. W e-mailu do kolegi z Londynu:

- wyjaśnij, skąd dowiedziałeś/dowiedziałaś się o tym koncercie
- opisz, co zrobiło na Tobie największe wrażenie w trakcie koncertu
- napisz, jak reagowała publiczność na występ zespołu
- zaproś znajomego do Polski i obiecaj mu, że pójdziecie na podobny koncert.

*Rozwiń swoją wypowiedź w każdym z czterech podpunktów, pamiętając, że jej długość powinna wynosić **od 80 do 130 wyrazów** (nie licząc wyrazów podanych na początku wypowiedzi). Oceniane są: umiejętność pełnego przekazania informacji (4 punkty), spójność i logika wypowiedzi (2 punkty), bogactwo językowe (2 punkty) oraz poprawność językowa (2 punkty).*

## CZYSTOPIS

Dear Ben,

A week ago I had a great time at the concert of my favourite band.

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Treść	Spójność i logika	Zakres środków językowych	Poprawność środków językowych	RAZEM
0-1-2-3-4	0-1-2	0-1-2	0-1-2	

## **BRUDNOPIS (*nie podlega ocenie*)**

Więcej arkuszy znajdziesz na stronie: [arkusze.pl](http://arkusze.pl)

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