1.  Listen to Jess talking about a trip she’s planning with her friend and then decide which sentences are true (T) or false (F).

Example: Jess and Margie are going to Iceland for a fortnight. *T*

**1** They chose a flight at midnight because it’s cheaper. \_\_\_

**2** They’re planning to go swimming at the Blue Lagoon often. \_\_\_

**3** Jess doesn’t think she’ll enjoy swimming at the Blue Lagoon. \_\_\_

**4** They’ve organized a bus tour of nearby
areas. \_\_\_

**5** Jess’s cousins have horses. \_\_\_

**6** Jess hopes they’ll see wild horses. \_\_\_

**7** This’ll be Jess’s first time in Iceland. \_\_\_

2. Read a blog about a new fantasy computer game and answer the questions.

|  |
| --- |
| The new computer game called *The World Is What You Make It* is both very imaginative but also realistic. It is realistic because the player faces a range of decisions, and the choices made determine the next stage of the game and the sort of problems and difficulties the player will face. In this way, the game is rather like real life because the decisions and actions you or I make or do affect what we face in our lives. It's clever because, although the situations are fantasy situations with fantasy characters, the dangers and rewards that go with decisions fit with real life. The way you choose to deal with a problem and the result it has would change you because of what you did. So, the game can help players learn how to think through options carefully before acting. The people who made the game did a lot of research into how people think. You should buy the game – it makes you think, it is fun, and it has excellent graphics. |

How is *The World Is What You Make It* described?

*It is described as both imaginative and realistic.*

**1** What determines the next stages in the game?

**2** In real life how do our actions affect us?

**3** Are the situations the player faces like real-life situations?

**4** How can the game help players?

**5** What kind of research did the people who made the game do?

**6** What three reasons does the writer give as to why you should buy the game?

**7** Does the writer like the game?

**3. COMPLETE THESE SENTENCES USING WHICH / WHO / WHEN / WHERE / WHOSE / THAT / NOTHING:**

1 There’s the man \_\_\_\_\_\_\_\_\_ taught me English.

2 Do you know a shop \_\_\_\_\_\_\_\_\_ I can buy a laptop computer?

3 The police haven’t found the person \_\_\_\_\_\_\_\_\_ killed Jack Dover.

4 John Skull, \_\_\_\_\_\_\_ book "English made simple" sold a million copies, died today.

5 The language \_\_\_\_\_\_\_\_ people speak in Wales is called Welsh.

6 Ted, \_\_\_\_\_\_\_\_\_ fixes my car, has just won the lottery.

7 This is Joe Biggs, \_\_\_\_\_\_\_\_\_ works in Greenwich.

8 I’d like to speak to the person \_\_\_\_\_\_\_\_\_ deals with accounts.

9 I hate it \_\_\_\_\_\_\_\_ my boss asks me to work overtime.

10 Have you got a typewriter \_\_\_\_\_\_\_\_\_ I can borrow?

11 The job \_\_\_\_\_\_\_\_ he got wasn’t very interesting.

4. Correct the mistakes in the sentences. Use zero or first conditional.

If I'll eat too much my jeans won't fit.

*If I eat too much my jeans won't fit.*

**1** If I am spending a lot of time on my homework, I will do it well.

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**2** Water will freeze if it gets icy cold.

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**3** When I go to bed early I will always feel great the next day.

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**4** If we won the hockey match we will have a party.

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**5** She likes when I will make pizza.

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**6** Why will leaves go green when there is sunlight?

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 5. Choose the correct alternatives.

If he changes into a dragon, what **will** / **~~does~~** happen?

**1** If this is it, she **isn't** / **won't** be interested.

**2** I **will** / **do** put the TV on when you sit down.

**3** How **do** / **will** you feel about the future?

**4** If people complain, I **am** / **will** **be** unhappy.

**5** If it is boring, I **will fall** / **fall** asleep.

**6** Do you feel like **going** / **go to** watch it?

**7** It **doesn't** / **won't** matter how we get there.

6. Complete the dialogue. Choose from these words.

|  |
| --- |
| frightened interested tiring amused bored ~~annoyed~~ amazed exciting |

**Alex** What’s wrong with David?

**Dan** He's **0** *annoyed*. He doesn’t want to write a story for homework. He has no imagination.

**Alex** What kind of story do you have to write?

**Dan** We have to write an adventure story so it has to be **1** \_\_\_\_\_\_\_\_\_.

**Alex** Yes, of course. You don't want someone reading your adventure to be **2** \_\_\_\_\_\_\_\_\_\_ and go to sleep!

**Dan** David is just not **3** \_\_\_\_\_\_\_\_\_ in writing a story. He says it is **4** \_\_\_\_\_\_\_\_\_\_ trying to imagine people and events.

**Alex** Well, he is not **5** \_\_\_\_\_\_\_\_, that's for sure. I have never seen a less smiley face!

**Dan** I think he is also **6** \_\_\_\_\_\_\_\_\_ that he will get extra homework if it is not good.

**Alex** I would be **7** \_\_\_\_\_\_\_\_\_ if the teacher did that – that wouldn’t be fair!