

Lessons 13–14 Camel racing

1 Read and match.

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| 1 robot | a A mark left on the skin after a cut or other injury. |
| 2 jockey | b A machine that can control something from a distance. |
| 3 whip | c A machine controlled by a computer that can do things for people. |
| 4 scar | d Someone who rides a horse or camel in racing events. |
| 5 shock absorbers | e A device that reduces the impact of driving or riding over bumpy ground. |
| 6 remote control | f A long piece of leather with a handle used to hit an animal. |