Game On Vocabulary (Making Headway, p.48-49)

a. Match a word to its definition (40 points)

1. choice	- not inside	
2. disadvantage	- very clearly seen	
3. team	- option	
4. obvious	- cartoon	
5. seek	- available everywhere	
6. on-the-spot	- change one for another	
7. replace	- the negative aspect	
8. common	- look for	
9. animation	- group	
10. outside	- right in that moment	

b. Complete the sentence using the words from the word bank.

enemy	computer	addictive	active	instead of
seem	invention	skill	condition	injury

1. I bought a second-hand phone. It is old, but it is in great _____.
2. In this _____ game, the _____ is a big, scary monster that wants to kill and eat the player.
3. My parents always say I should read a book _____ watching TV all the time.
4. The smartphone is probably the most important _____ of the 2010s.
5. Some games can be just as _____ as drugs.
6. Indoor and online games _____ to have taken the place of outdoor games with the younger generation.
7. John suffered a mild _____ in the car accident, but he will be fine.
8. If you practice this _____ enough, you will eventually good enough to win the game!
9. Dan is an _____ person – he hikes, swims and plays soccer at least once a week.

LIVEWORKSHEETS