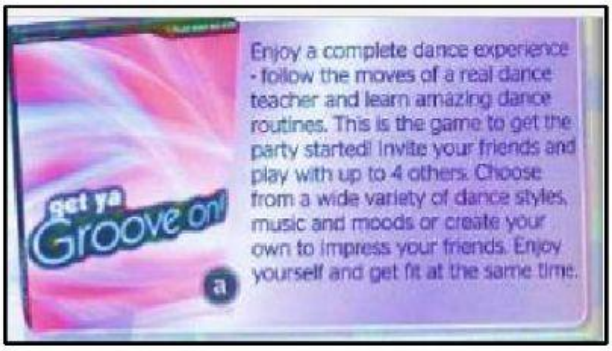
FORM 4

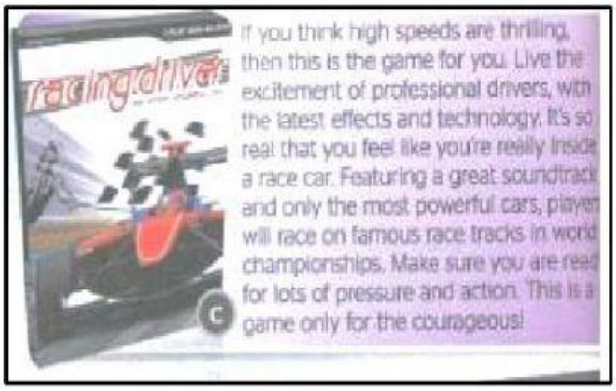
UNIT 8: TIME OUT

READING: TEXTBOOK PAGE 88-89

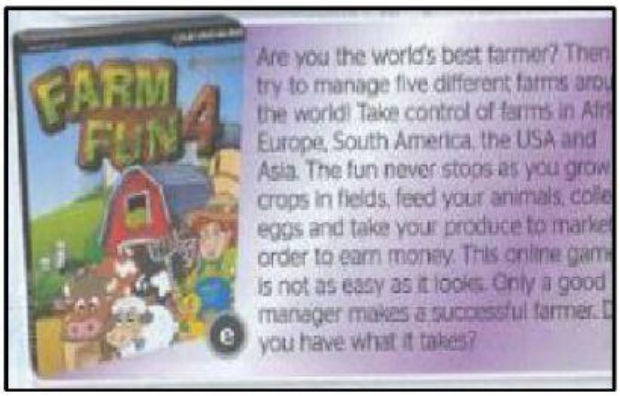
A. READ THE INFORMATION ABOUT THE COMPUTER GAMES A-H BELOW.

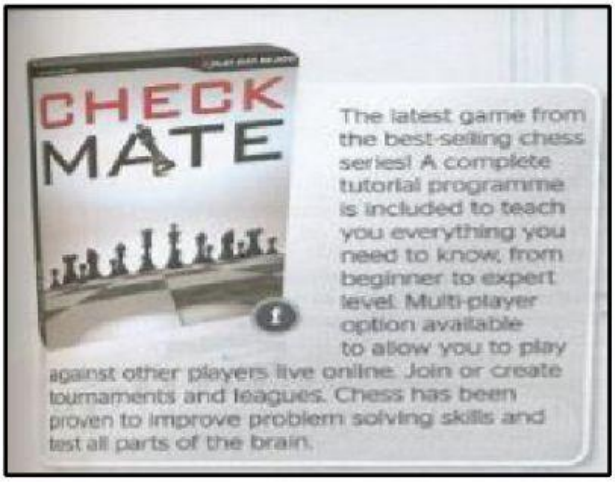












LIVEWORKSHEETS





B. MATCH EACH TEENAGER WITH ONE OF THE COMPUTER GAMES ON THE RIGHT THAT YOU THINK WOULD INTEREST HIM / HER THE MOST. WRITE A-H. THERE ARE THREE EXTRA GAMES WHICH YOU DO NOT NEED TO USE.

1 ○

James is 15 years old and his favourite pastime is reading action stories and comics as well as playing games. He is always looking for adventure. He enjoys team games, but he can't stand games that involve strategy.

2 ○

Kate is a 16-year-old who is very sociable and enjoys playing video games and listening to music. Despite her passion for music, she doesn't have any musical talent or abilities, but she is always the first to try out new steps so as to perform in front of her friends.

3 ○

Helen is 13 years old and a born leader. She is the captain of the school environmental society and spends a lot of time organising projects with students to manage the school garden area.

4 ○

Phil is 17 years old. He's fond of activities through which he can gain knowledge, but nothing that involves violence. Even though he is intelligent and likes to be pushed mentally, he does not like competition.

5 ○

Kelly is 18 years old and adores any sport that involves excitement and speed. She likes to compete and be the best at everything, and seems to be afraid of nothing.

LIVEWORKSHEETS

C. LOOK AT THE HIGHLIGHTED PHRASAL VERBS IN THE TEXTS AND TRY TO GUESS WHAT THEY MEAN. THEN MATCH THEM WITH THE MEANINGS 1-7 BELOW.

build up	run into	hook up with	try out	count on	lock up	show off

1. Put somebody in prison: _____
2. Trust somebody / something to do something: _____
3. Test something to see what it's like: _____
4. Meet somebody and spend time with them: _____
5. Meet somebody by chance: _____
6. Develop something, make something bigger, stronger, better, etc: _____
7. Try to impress people: _____

LIVEWORKSHEETS