

NAME _____

DANA NEVER EXPECTED HER DREAM JOB TO...

PHRASAL VERBS

Phrasal verbs
• turn up = appear
• turn down = refuse an offer, invitation, suggestion, etc.
• turn off = switch off
• turn to sb = go to sb for help
• turn into = to change into sth different

TASK 1. CHOOSE THE CORRECT PARTICLE.

- 1 Dana never expected her dream job to turn **into/off** a nightmare.
- 2 Saule got a great job offer, but she turned it **off/down**.
- 3 Don't forget to turn **up/off** the lights before you leave work.
- 4 Damir didn't turn **up/into** for work yesterday. He was ill.
- 5 He has no one else to turn **to/down** but his brother.

TASK 2.MATCH THE PHRASAL VERBS WITH THEIR DEFENITION

Match the phrasal verbs with their definitions:

	Phrasal verb	Definition
1.	check in	A. land
2.	go off	B. explore
3.	look around	C. start your journey
4.	run up	D. end you stay at a hotel
5.	touch down	E. start your stay at a hotel
6.	check out	F. return
7.	set off	G. say goodbye
8.	come back	H. accumulate
9.	see off	I. leave

TASK 3. FILL IN THE GAPS

FOR THE THRILL OF IT!

Climbing, dropping and screaming are all 1) of the experience when you ride a roller coaster and amusement parks all over the world constantly need to create more thrilling rides. Paul Gunter, one of the world's few 'thrill engineers', talks to us about his job.

Paul, what exactly does a thrill engineer do?

Well, my job is to understand 2) reactions to roller coasters and design thrilling rides. But my designs 3) more than creating physical excitement; they must also consider the emotions of the riders.

Why is that?

First of all, there is only so 4) the body can take. How many times can you do that before it gets boring? The answer to creating scarier rides and bigger thrills is in the riders' minds. We must 5) advantage of their fears and emotions.

Sounds interesting, but what exactly is a thrill?

It's simple: a thrill is any experience that causes you to feel a sudden burst 6) happiness and excitement. As a thrill engineer, I experiment 7) people and measure their reactions to

different experiences to see 8) big a thrill an experience was. I need this information to design the rides.

So what can we expect in future thrill rides?

The next generation of rides will have all the physical excitement and 9) I'm currently working on interactive rides that respond to the rider and his or her emotions. There is no limit to the thrills we can create.

Why do people want to go on these rides?

It's the thrill of danger. In everyday life there isn't a lot of physical danger so we need to create things, 10) roller coasters, to experience the thrills of danger. Anyway, who doesn't like screaming like crazy every once and a while?

- | | | | |
|-------------|------------|-----------|-----------|
| 1 A share | B bit | C part | D piece |
| 2 A real | B physical | C normal | D natural |
| 3 A involve | B consist | C intend | D concern |
| 4 A lot | B great | C many | D much |
| 5 A catch | B get | C make | D take |
| 6 A in | B for | C of | D to |
| 7 A with | B about | C to | D over |
| 8 A which | B how | C why | D that |
| 9 A more | B many | C most | D much |
| 10 A such | B as | C example | D like |

TASK 4 READ THE TEXT AGAIN AND ANSWER THE QUESTIONS (WRITE THE ANSWERS IN YOUR COPYBOOK)

- 1 What is Paul's job?
.....
- 2 What factors does Paul consider when
designing a ride?
.....
- 3 What important information does he need
to design a ride?
.....