

## Wider World 3. Unit 1. Reading

### READING

Read the passage about a boy called Jack Mayhew. Decide if the sentences are A (True) or B (False). If there is not enough information to decide, choose C (Doesn't say).

- 1 There is a **competition** taking place in **Jack's English class**.  
A True      B False      C Doesn't say
- 2 The **winner** of the **competition** can **get** some **money**.  
A True      B False      C Doesn't say
- 3 Jack's **Checkit!** App **tells** you **what** to **eat** for **breakfast**.  
A True      B False      C Doesn't say
- 4 Jack got the **idea** for **MusicMind** because he sometimes **can't sleep**.  
A True      B False      C Doesn't say
- 5 The **Trix** app can **help** you to **improve** your **skateboarding skills**.  
A True      B False      C Doesn't say
- 6 **Jack** is already **thinking** about **how** to **make his app**.  
A True      B False      C Doesn't say
- 7 **Jack** would really **enjoy** having an **app** to **help** him **with** his **dog**.  
A True      B False      C Doesn't say

#### App Competition

- (1) Hi everyone! My name's Jack Mayhew, and I'd like to tell you about an exciting competition at my school, in all the English classes – including mine!
- (2) Everyone needs to send in an idea for a new app to the school's website. And the prize for the best idea is a mini tablet, worth £100!
- (3) So I'm busy trying to get some ideas. One of my ideas is called *Checkit!* It's an app that checks you don't forget anything in the mornings. It wakes you up and tells you everything you need to do before you go to school – you know, have a shower, get dressed, have your breakfast. Then it tells you when it's time to leave for school. That way, you're never late!
- (4) Another of my ideas is for an app called *MusicMind* that chooses just the right music for you to listen to. So, for example, when you feel sad, it plays sad music. And when you learn a new skateboard trick, it plays happy music! And what about the times when you just can't sleep at night? Then the app finds some music to make you feel sleepy. My friends all think this app sounds awesome!
- (5) My last idea is for an app called *Trix* that works with your skateboard. When you do tricks, it can tell you how fast you're going and things like that. And when the trick doesn't work, or you fall, it can tell you why!
- (6) We don't actually have to build the app. Our teacher just wants us to write about one, and why we think it can be useful.
- (7) Anyway, the truth is, I'd really like an app that can take our dog for a walk instead of me – especially when it's raining!