Name: _____ **Date**: …/…/ 20…

Class: S7 **Tel**: 034 200 9294

GLOBAL ENGLISH 7: UNIT 3 – WHAT WE WEAR, WHAT WE WASTE
VOCABULARY REVISION

Lưu ý: *Các từ vựng mở rộng thầy cô cho ghi trong vở (nếu có) và các từ vựng mở rộng trong phiếu đề có chú thích nghĩa: Con về nhà chép mỗi từ 1 dòng để ghi nhớ nhé.*

HOMEWORK

I. Fill in the blanks with the given words in the box (some words may not be used). Change the form of the words if necessary

emission	~~***waste***~~	**pollution**	**algae**	**plastic**	**foam**	**cotton**	**climate**

0. I think study guide is a ___***waste***___ *of money.*

1. He put a sheet of _____ over the broken window.
2. These shirts are 100% pure _____.
3. These *health risks (rủi ro về mặt sức khỏe)* are caused by vehicle _____.
4. When we retire, we're going to move to a warmer _____.
5. Car *exhaust (khí thải)* is the main reason for the city's _____.

II. Complete the words/ phrases using the clues given

0. an object or a piece of equipment that has been designed to do a particular job	→	*D **E** **V** **I** C **E***
1. made of a substance produced by chemical processes from a type of acid	→	__ C __ __ L __ C
2. the place where a particular type of animal or plant is normally found	→	H __ __ __ __ A __
3. damage caused to water, air, etc. by harmful substances or waste	→	__ O __ L U __ __ O __
4. a substance that things can be made from	→	__ A __ __ R __ __ L
5. to sort and collect rubbish in order to treat it and produce useful materials that can be used again	→	__ E __ Y __ __ E

III. Circle the correct answer

0. We compared our product with the leading _____.

Ⓐ *brands* *B. comp* *C. butler*

LIVEWORKSHEETS

1. This new *man-made (nhân tạo)* material feels like real _____.
   A. necklace B. leather C. rayon
2. What was this sweater made of? – It was made of _____ that came from my sheep.
   A. wool B. linen C. silk
3. Vietnam has to export most of its _____.
   A. habitat B. material C. raw materials
4. She usually writes about _____ issues.
   A. environmental B. raw C. foam
5. Nylon is far *stronger (chắc, dai hơn)* than _____.
   A. algae B. rayon C. waste

IV. Correct the mistake in each sentence

0. A apple a day is good for your health. → ***A → An***

1. Metal, paper and glass can be recycling. → _____
2. I can't to wear wool - it makes me *itch (ngứa)*. → _____
3. Rugs are now made of modern fabrics, such as polyeters and cottons. → _____
4. The summer is hot, but in general, the climate are very enjoyable. → _____
5. Habitat destruction is an leading cause of animal extinction. → _____

V. Make sentences with these words. Change the form of the words if necessary

~~*informal*~~	climate	waste	rayon	wool	foam

0. _____***The atmosphere at work is fairly informal*** _____.

1. _____.

2. _____.

3. _____.

4. _____.

5. _____.

LIVEWORKSHEETS

Part 5

You are going to read a magazine article about designing rollercoasters for amusement parks. For questions **31–36**, choose the answer (**A**, **B**, **C** or **D**) which you think fits best according to the text.

Mark your answers on the separate answer sheet.

Rollercoasters

Journalist Kashmira Gander found out about how rollercoasters are designed.

Imagine you're on a rollercoaster in an amusement park. Palms clammy with fear, nails digging into the harness, you come to a grinding halt and inhale sharply before the carriage creeps slowly upwards. A pause. Then a sharp drop and your stomach is suspended in the air. Teeth gritted, you hurtle quickly forwards, sharply left, then upside down. Your senses a blur, you let out a roar of fear that comes from the pit of your gut. But you only have yourself to blame: after all, like hundreds of millions of others each year, you were happy to pay the price of getting into a theme park.

What's somewhat mystifying to me is that amusement parks, with their hair-raising rides aimed at pulling in crowds, are a huge industry. To deliver the thrills and ultimate-escape-from-reality that guests seek, behind the scenes there are huge teams of highly inventive – and arguably a little cruel – structural, mechanical, industrial and electrical engineers, as well as designers and marketing experts.

'Rollercoaster designer' sounds like the career aspiration of a primary school child when asked what they want to be when they grow up. In reality, it's a big challenge: not just creating the perfect balance of pleasure and fear while ensuring that passengers are not in any danger, but also introducing enough novelty to keep visitors wanting more.

While the layperson may imagine that rollercoasters have become ever more intense, in fact, most of the techniques used today – including the wheel that allows rides to go upside-down – were invented by the USA designer John Miller in the early 20th century.

I spoke to three experts on rollercoasters. 'The skill,' said Professor Brendan Walker, a 'thrill engineer' with a background in aeronautics, 'is in compiling the pieces.' And what that means, said Dr John Roberts, a fellow of the Royal Academy of Engineering, is 'swapping very rapidly between plus and minus, so people get the sense of being sort of thrown around but kept safe. It's a very fine line between people feeling the ride is thrilling and that feeling they've been bumped around.'

In the search for a superlative ride, the teams behind rollercoasters must piece together a strong narrative, be it a space adventure or a high-paced chase in the jungle, that works with any innovations – the tallest ride, the most twists, the steepest drops – to create a seamless experience. However, said Professor Walker, in the end, as in many creative industries, gut instincts, years of experience and trial-and-error are what work. 'It helps to be a bit of a thrill-nut if you are designing rollercoasters, in order to understand exactly what passengers are looking for, and to test your rides before they're opened to the public,' agreed Jeff Hornick, a senior director of theme park development.

Surely though, I asked them, as technology has transformed industry after industry, rollercoaster designers will also have to embrace the latest advances, such as virtual reality? Walker said we shouldn't hold our breath. 'Virtual reality can add a veneer, but only in the way that an old fashioned rollercoaster was fantastically painted,' he said. 'New technology comes along all the time, and the parks are very quick to embrace it because it is exciting and can add to ride experience. But underpinning that is the physical coaster experience, and I think that will remain king for many years to come.'

LIVEWORKSHEETS

31 What does the writer say in the first paragraph about people who ride on rollercoasters?

A They spend too much money trying to find excitement.
B They can't complain when they feel terrified.
C They often don't realise how frightening the experience will be.
D They should try to control their emotions more effectively.

32 What do we learn in the second paragraph about the writer's attitude towards rollercoasters?

A She is concerned that they may have a negative effect on passengers.
B She believes they promise more excitement than they can deliver.
C She regrets that people feel the need to spend their leisure time in this way.
D She finds it hard to understand why so much effort is put into creating them.

33 What is suggested about rollercoaster designers in the third paragraph?

A They have had the courage to follow their dreams.
B They should try harder to please theme park visitors.
C They deserve credit for doing a demanding job effectively.
D They are not the kind of people who can be taken seriously.

34 What is emphasised by 'it's a very fine line' in lines 46 and 47?

A how very unpredictable people are
B the speed at which so many rides can go
C the possible risks involved in going on a ride
D how difficult it is to get a ride exactly right

35 What does 'that' refer to in line 53?

A a superlative ride
B a strong narrative
C a space adventure
D a high-paced chase

36 What does Walker suggest about new technology in the rollercoaster industry?

A Designers are reluctant to use it.
B It has proved problematic in the past.
C It has a limited role to play.
D Passengers rarely notice its impact.

LIVEWORKSHEETS

Con hãy làm bài nghe theo link sau:
https://www.youtube.com/watch?v=gs3wTA3ngbs

Part 1

You will hear people talking in eight different situations.
For questions **1–8**, choose the best answer (**A**, **B** or **C**).

1 You hear a girl telling a friend about a family trip she went on to a climbing centre.

What does she feel about the trip now?

A She regrets not taking part in more activities.

B She wishes it hadn't become so competitive.

C She realises they should have researched it better.

2 You hear a teacher talking to her class about a visit to a science exhibition.

What does she recommend they do during the visit?

A refer to material they'll be taking with them

B prepare to do homework based on their observations

C select demonstrations related to their course

3 You hear two students discussing a film they saw on TV.

What do the students agree about?

A The actors suited the roles they played.

B The plot had some unexpected developments.

C The director made some unusual choices.

4 You hear a woman talking about her work as a fashion designer.

What is she doing?

A describing how her attitude to clothes changed when she was younger

B criticising people whose taste in clothes is different from hers

C explaining how her ideas about clothes developed

LIVEWORKSHEETS

5 You hear a student talking about a project he has done on bees.

What is unusual about the bees he is describing?

A The way they find food.

B The conditions in which they survive.

C The fact they build their nests underground.

6 You hear a girl talking about giving up social media for two weeks.

What does she say about her experience?

A It had some rather unexpected results.

B It turned out to be impossible for her to do.

C It was hard to deal with other people's reactions.

7 You hear a teacher telling his students about some research into learning and memory.

What was the result of the research?

A Music can negatively affect the ability to remember words and images.

B Associating words with images can aid memory.

C Images aren't as easy to recall as words.

8 You hear a girl talking about the choir she sings in.

What did the choir appreciate about a recent event?

A singing inside a historic building

B getting singing lessons from an expert

C performing with professional singers

LIVEWORKSHEETS

Con hãy làm bài nghe theo link sau (từ 32p15s – hết):
https://www.youtube.com/watch?v=CRadjoRFlkE&t=1811s

Exam Practice Test 1 | Listening Part 4

Questions 20–25

12 For each question, choose the correct answer.

You will hear an interview with a 15-year-old girl called Andrea, who plays ice hockey for her National Under-16s Team.

20 Which sport does Andrea say she started playing first?

A football
B ice hockey
C basketball

21 Andrea says that she first started playing ice hockey after

A watching a family member play.
B seeing a game on television.
C talking about it with her friends.

22 Why does Andrea think that playing against boys is important?

A It improves her own playing skills.
B It proves there are many girls playing the sport.
C It increases respect for female players.

23 How did Andrea feel when she was chosen for the national under-16s team?

A surprised to be asked
B sorry to leave her club
C confident in her abilities

24 Andrea's favourite games are those which are

A easy to win.
B shown on TV.
C exciting to watch.

25 Andrea says that people who want to start playing ice hockey should

A find a club.
B buy good equipment.
C learn the rules.

LIVEWORKSHEETS

I. Write the correct English meaning of the Vietnamese word or phrase

No.	Vietnamese	English
1.	cổ áo (n)	c_____
2.	vòng cổ (n)	n_____
3.	áo bẻ cổ (n.phr)	p_____ s_____
4.	giày thể thao (n)	t_____
5.	da (chất liệu) (n)	l_____

II. Circle the correct answer

1. She had all her _____ stolen.

A. polo B. jewellery C. button

2. The _____ became a popular clothing item by the 1990s.

A. silk B. hooded C. hoodie

3. She wiped her nose on her _____.

A. sleeve B. bracelet C. designer

4. Have you seen my _____ bottoms anywhere?

A. sandal B. tracksuit C. strap

5. You're not allowed to wear _____ or hats.

A. earrings B. laces C. buttons

Lưu ý: *Với những từ con không nhớ và viết sai, con chép từ đó vào vở 2 dòng.*

LIVEWORKSHEETS