WORKSHEET

FFs4 – Unit 10	Teacher's feedbacks

Task 1: Put the verbs in brackets into the present perfect tense.

1) _____ you ever _____ to the USA? Yes, I have. (BE)
2) She _____ never _____ cabbage before. (EAT)
3) We _____ recently _____ an airplane. (FLY)
4) _____ he ever _____ your movie? No, he has not. (SEE)
5) I _____ that song since last year. (NOT HEAR)
6) You _____ the tango for years. (DANCE)
7) _____ you ever _____ a big gift from your uncle? (GET)
8) You _____ to Brazil. (GO)
9) _____ you ever _____ a pet? Yes, I have. (HAVE)
10) They _____ handball since they were 10. (NOT PLAY)
11) We _____ our cousins in America since 2001. (NOT VISIT)
12) He _____ never_____ alcohol. (DRINK)
13) You _____ my chocolate cake. (NOT TRY)
14) _____she _____ a horse before? No, she has not. (RIDE)
15) They _____ recently _____ a new house. (BUY)
16) _____ you ever _____ Harry Potter? (READ)
17) We _____ recently _____ him. (MEET)
18) I _____ never _____ to my sister. (LISTEN)
19) She _____ her first watch. (NOT FIND)
20) They _____ English since their first grade. (STUDY)



LIVEWORKSHEETS

Task 2: Read and choose True or False.

Have you ever thought of how far a computer game can go? Well, nowadays people can live a 'second life' online.



In 2003, Linden Lab created a virtual world, *Second Life* (SL)®, that people can explore via the Internet. The users of this program are called 'residents.' They can meet other residents, spend time with them, take part in everyday activities, and create their own business or even travel throughout the world. With the Linden dollar ($) they can sell, buy or rent goods and services.

Second Life® is for ages 18 and over. But there's also Teen *Second Life*® for ages 13 to 17.

The users of *Second Life*® don't need to follow any rules like in other traditional computer games. This means that nobody wins or loses in this game. For most of the users, *Second Life*® is a form of entertainment and the most important thing for them is to interact and communicate with other users online



Why don't you go online now and check out this game?

Read the text and write T for True or F for False.

1. You can play *Second Life*® on the Internet. ☐
2. The residents are the people who created the game. ☐
3. There is a different version of the game for adults and teenagers. ☐
4. Users can create a business in *Second Life*®. ☐
5. There are specific rules in the game that users have to follow. ☐
6. People can't communicate with other users. ☐

LIVEWORKSHEETS

Task 3: Listen and write:

You will hear a girl talking about her brother, Toni.
Listen and complete questions 16–20.
You will hear the conversation twice.

Toni's had an accident.

He's hurt his: *leg*

Name of hospital: _____

Room: _____

Floor: _____

Visiting hours: *4 p.m. to ..... every day*

Please take: _____

LIVEWORKSHEETS