

## UNIT 4 THE SLOW MOVEMENT & RESURGENCE OF GAMES

### A. Cittaslow. Fill in the blanks with appropriate modal verbs.



1. A Cittaslow town \_\_\_\_\_ focus on improving the quality of life for its residents.
2. Local governments \_\_\_\_\_ support traditional foods and crafts. That's the rule.
3. Citizens \_\_\_\_\_ be encouraged to walk or bike instead of driving.
4. Large fast-food chains \_\_\_\_\_ not open in these towns. It's forbidden.
5. Every town \_\_\_\_\_ adapt the movement's principles to fit its own culture.

### B. The Slow Movement. Fill in the blanks with appropriate modal verbs:

1. People \_\_\_\_\_ take time to enjoy their meals instead of rushing.
2. You \_\_\_\_\_ to avoid multitasking to be more mindful. That's a well-being question.
3. Technology \_\_\_\_\_ help us slow down—if used wisely, it's possible.
4. We \_\_\_\_\_ not feel guilty for resting or doing nothing.
5. The Slow Movement \_\_\_\_\_ inspire change in education, travel, and even parenting.

### C. Game Rules: explaining the rules of a new board game. Fill in the blanks with appropriate modal verbs.

1. Players \_\_\_\_\_ roll the dice to start their turn.
2. You \_\_\_\_\_ move your piece only after answering a question correctly.
3. You \_\_\_\_\_ not skip another player's turn.
4. If you land on a red square, you \_\_\_\_\_ go back two spaces.
5. You \_\_\_\_\_ ask for a rule clarification at any time.



MODAL	EXAMPLES	USES
<b>CAN</b>	He <b>can</b> find any street in London. You <b>can</b> take a taxi. Can you take me to Victoria Station?	<i>Ability</i> <i>Suggestion</i> <i>Request</i>
<b>BE ABLE TO</b>	He <b>is able to</b> find any street in London.	<i>Ability</i>
<b>CAN'T</b>	That story <b>can't</b> be true.	<i>Certainty that something is impossible</i>
<b>COULD</b>	I <b>could</b> play tennis when I was younger. <b>Could</b> you take me to Victoria Station? You <b>could</b> take a taxi.	<i>Ability</i> <i>Request</i> <i>Suggestion</i>
<b>MAY</b>	It <b>may</b> be quicker to travel by train. <b>May</b> I come in?	<i>Possibility</i> <i>Formal request/Permission</i>
<b>MIGHT</b>	It <b>might</b> be quicker to travel by train.	<i>Possibility</i>
<b>MUST</b>	You <b>must</b> be back at 10 o'clock. Look at the snow. It <b>must</b> be cold outside.	<i>Obligation</i> <i>Certainty that something is true.</i>
<b>HAVE TO</b>	You <b>have to</b> be back at 10 o'clock.	<i>Obligation</i>
<b>NEED TO</b>	You <b>need to</b> study a lot.	<i>Obligation.</i>
<b>NEEDN'T</b>	You <b>needn't</b> have a university degree.	<i>Lack of obligation.</i>
<b>MUSN'T</b>	You <b>mustn't</b> drive without a license.	<i>Prohibition</i>
<b>DON'T HAVE TO</b>	You <b>don't have to</b> call a taxi.	<i>Lack of obligation</i>
<b>SHOULD</b>	You <b>should</b> drive more carefully.	<i>Opinion/Advice</i>
<b>OUGHT TO</b>	You <b>ought to</b> drive more carefully.	<i>Opinion/Advice</i>