GRAMMAR DIMENSIONS 3

Unit 1

A. Fill-in-the-Blanks. Choose the best answer.

occupation	Forbid	substantial
sophomore	Veteran	seek
grind	Chorus	appropriate
drought	depleted	link
magnitude	posthumous	weave

1. After the long hike, our energy was completely _____.
2. The teacher reminded us to use _____ language when speaking in class.
3. The government decided to _____ smoking in public places.
4. She had to _____ the coffee beans before making her morning drink.
5. The artist tried to _____ different colors of thread together to create a beautiful pattern.
6. His father's _____ is engineering, but he also enjoys teaching part-time.
7. The earthquake was of such great _____ that buildings collapsed across the city.
8. The school's drama club performed a musical with a lively _____ of voices.
9. Maria is a _____ in high school, so she is in her second year.
10. The charity received a _____ donation that helped hundreds of families.
11. The country suffered a severe _____, and farmers struggled to grow crops.
12. The author received a _____ award for his novel published after his death.
13. The old soldier was honored as a war _____ during the ceremony.
14. Scientists discovered a strong _____ between exercise and mental health.
15. Many students _____ advice from their teachers before choosing a career path.

LIVEWORKSHEETS

B. Translate each headline into complete sentences.

1. ROBOT DANCE CONTEST WINNER

2. STEPHANO IM TO BE FIRST AMBASSADOR TO JUPITER

3. STUDENTS TO BOYCOTT SCHOOL CAFETERIA DUE TO LACK OF ICE CREAM

4. MYSTERY SHOE FOUND IN REFRIGERATOR

5. OLYMPIC ATHLETE BAGS GOLD MEDAL IN NAPPING COMPETITION

C. Fill-in-the-Blanks. Select the appropriate form of each verb in parentheses.

Students (1)_____ (discover) that playing video games can sometimes improve problem-solving skills. A teacher at Riverside High (2)_____ (test) students who (3)_____ (play) games regularly, as well as those who (4)_____ (avoid) them completely. Both groups (5)_____ (show) different kinds of learning strategies.

One way to explain this result (6) _____ (be) that video games often require quick decisions. Mistakes (7)_____ (happen) when players (8)_____ (forget) to plan ahead.

The teacher (9)_____ (recommend [negative]) banning video games from school discussions. Instead, her report (10)_____ (highlight) how games can be used for teamwork and how schools (11)_____ (adapt, already) to include technology in learning.

LIVEWORKSHEETS