

1 Zaznacz wyrazy, które poprawnie uzupełniają poniższe zdania.

- 1 I know it sounds impossible, but I **could** / **can** already swim when I was three.
- 2 X: There's an athletics event next Saturday. I think you **can't** / **should** take part in it.
You're such a fast runner.
Y: I'm afraid I **could** / **can't** because we're visiting our family in London next Saturday.
- 3 I pulled a muscle while I was playing football. The pain was so bad I **can't** / **couldn't** move my leg.
- 4 What are you eating, Harry?! Footballers **should** / **shouldn't** eat fast food before a match!
- 5 Mum, **can** / **can't** I go to the ice rink with Mary after school tomorrow?

2 Przetłumacz fragmenty zdań podane w nawiasach na język angielski.

- 1 It was a good game. (Czy możemy zagrać) _____ again tomorrow?
- 2 (Czy ona umiała jeździć) _____ a bike when she was only four years old?
- 3 Remember that you (nie powinieneś jeść) _____ much before swimming. It's dangerous.
- 4 It wasn't very good, was it, coach? (Czy powiniensem poćwiczyć) _____ my technique again?

3 Uzupełnij zdania twierdzące (✓), przeczące (X) i pytające (?) poprawnymi formami wyrażenia *have to* oraz wyrazów podanych w nawiasach.

- 6 X: Doctor, _____ (I / stay) in bed all the time?
Y: No, but you _____ (keep) (✓) warm. So please don't go outdoors.
- 7 My brother _____ (get up) (X) early. He always starts classes at 9.00 am.
- 3 I don't think Jane is training hard enough. She (try) _____ (✓) harder if she wants to win the next game.
- 4 We've got plenty of time. We _____ (hurry) (X).

4 Uzupełnij zdania, wstawiając *must*, *mustn't* lub poprawną formę wyrażenia *have to*.

- 1 You _____ touch the ball with your hands in football - it's against the rules.
- 2 It's a great album - you _____ listen to it!
- 3 Ken wants to work as a referee, so he _____ learn all the rules of the game.
- 4 We've got season tickets, so we _____ buy one every time we go to see a match.

5 Don't give her any peanuts! She _____ eat them because she's allergic to them.