Lessons 13–14 **Camel racing**

1 Read and match.

1 robot	a A mark left on the skin after a cut or other injury.
2 jockey	b A machine that can control something from a distance.
3 whip	c A machine controlled by a computer that can do things for people.
4 scar	d Someone who rides a horse or camel in racing events.
5 shock absorbers	e A device that reduces the impact of driving or riding over bumpy ground.
6 remote control	f A long piece of leather with a handle used to hit an animal.

LIVEWORKSHEETS