

## Lessons 13–14 Camel racing

### 1 Read and match.

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|-------------------|--|
| 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.             |