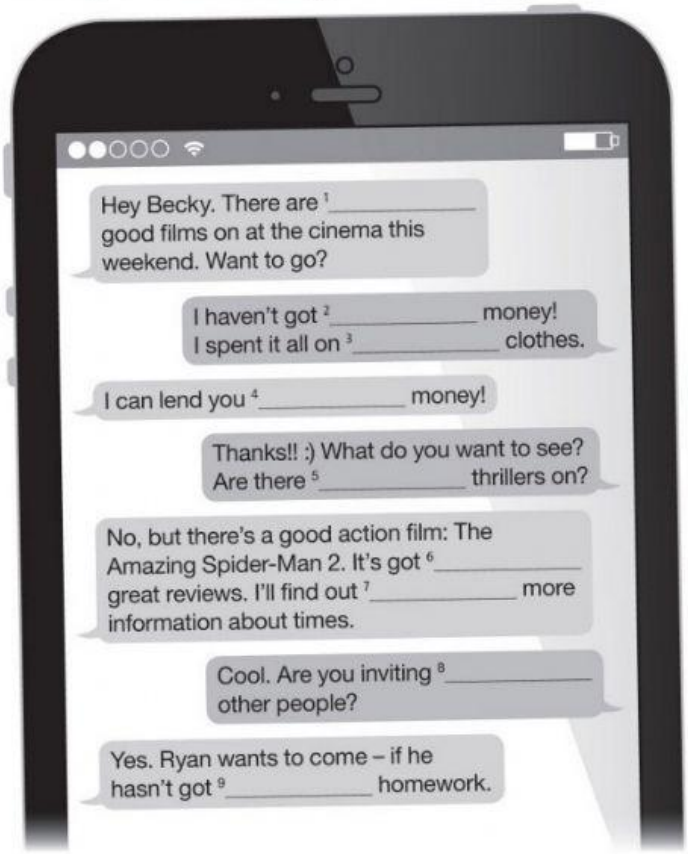
**1 Choose the correct words to complete the sentences.**

1 I've got **some** / **any** homework to finish this evening.
2 There are **some** / **any** fruit trees in our garden.
3 Have you got **some** / **any** pets?
4 **Some** / **Any** people play video games every day.
5 We haven't got **some** / **any** bread. Can you buy some?
6 Is there **some** / **any** ice on the road?
7 There weren't **some** / **any** special effects in the film.

**2 Complete the text messages with *some* or *any*.**




**3 Complete the sentences with *a few* or *a little*.**

1 I saw Harry _____ hours ago.
2 I only want _____ water. I'm not very thirsty.
3 I bought _____ CDs on Saturday.
4 There are _____ good cafés in our town.
5 Please spend _____ time tidying your room.
6 I only speak _____ French.
7 I went to London with _____ friends.

**4 Complete the questions with *How much* or *How many*.**

1 _____ films do you see at the cinema each month?
2 _____ time do you spend watching TV each day?
3 _____ text messages do you send each day?
4 _____ money do you spend on DVDs and video games each month?
5 _____ televisions are there in your home?

**6 Complete the video game review with the words and phrases below. Use each word or phrase only once.**

a few  a little  any  how many  how much
many  much  some

# MEGAPOLIS

I really enjoyed this game. The aim is to build a city, but there are a lot of problems to solve along the way. 1_____ houses, hotels, roads and factories can you build? 2_____ money and energy do you need to build them? Players use money called 'megabucks'. You start with just 3_____ megabucks, so you must spend them carefully. It's difficult to build a city on your own, so 4_____ players work together. For example, if you have only got 5_____ energy, you can borrow or buy 6_____ electricity from a neighbour. But selfish and greedy players don't make 7_____ friends. If they haven't got 8_____ money or energy, no one helps them and they can't finish their city. So it's best to be friendly to the other players!

LIVEWORKSHEETS