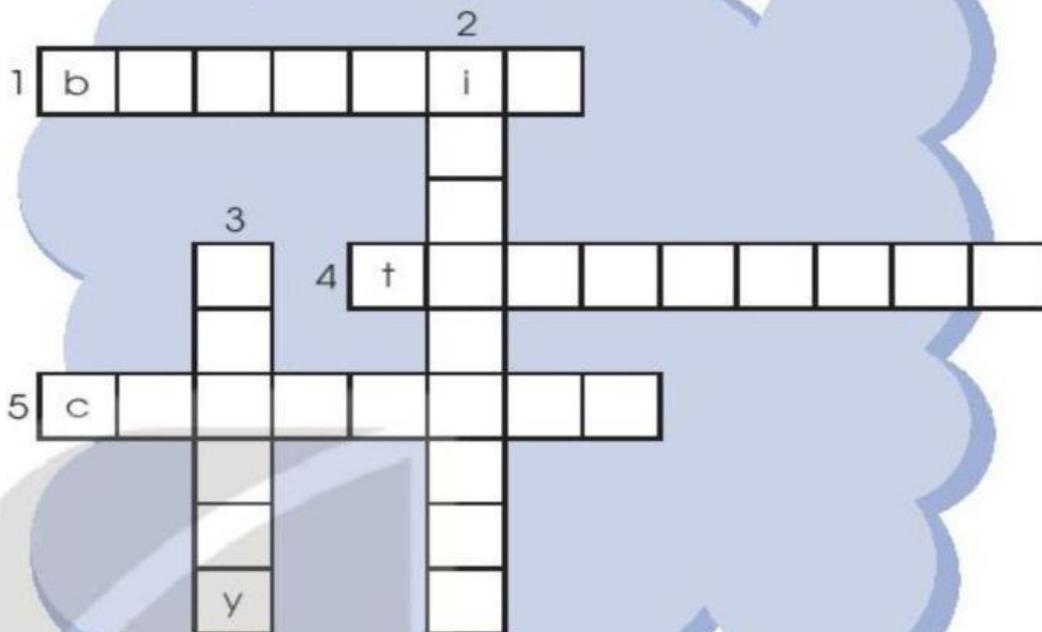Solve the crossword. Use the three-syllable nouns in this unit. Read out the correct answers in pairs when you finish.

Crossword grid:

- 1 across: starts with **b**, with a vertical crossing at position **i** (clue 2)
- 2 down: vertical, starts with **i**
- 3 down: vertical, ends with **y**
- 4 across: starts with **t**
- 5 across: starts with **c**

1. the advantage (of something); stress pattern: ●‑‑

2. a new thing; stress pattern: ‑●‑

3. the M in (computer) RA**M**; stress pattern: ●‑‑

4. a device used for long-distance communication; stress pattern: ●‑‑

5. a modern device which allows us to store information; stress pattern: ‑●‑

Circle the correct answers.

1. They just installed / have just installed some interesting software on the school computers. The programmes are working very well and everyone enjoys to use / using them.

2. Smartphones allow people sending / to send information over long distances. Learn / To learn with a smartphone is fun as well.

3. Since television was invented / has been invented, TV designs changed / have changed a lot.

PROJECT

Inventions for the classroom

Work in groups. Your class is organising a Technology Fair. The theme is 'Inventions for the classroom'. Each group is presenting a useful invention for the classroom. This can be an existing or new invention.

Use these questions to help you.

- What is the invention? (If it's a new invention, give it an interesting name.)
- What does it look like?
- How can it be used in the classroom?
- Why do you think it will be a useful invention?

Now I can ...	✓	✓✓	✓✓✓
• pronounce common three-syllable nouns with correct stress.			
• understand and use words and phrases related to inventions.			
• use the present perfect, gerunds and *to*-infinitives correctly.			
• read for main ideas and specific information in a text about an invention.			
• talk about inventions and their uses.			
• listen to instructions on how to use an invention.			
• write a paragraph about the benefits of an invention.			
• make and respond to requests.			
• understand computer hardware.			
• collect information about an existing invention or create a new one and give a group presentation about it.			