GRAMMAR DIMENSIONS 3

UNIT 4: PASSIVE VERBS

A. Using the information provided, write a story on the processing of orange juice. Follow the example.

First	**oranges**	**pick, clean**
Then	oranges	cut
	juice	squeeze out
Orange skins		throw away or use for fertilizer
Next	most of the liquid	take out
Result	juice	concentrate
Then	juice	freeze and ship to market
Last step	water add	customer to make juice

Example: First the oranges are picked and cleaned. Then they are cut, and the juice is squeezed out.

LIVEWORKSHEETS

B. Write one active sentence and one passive sentence for each of agent, receiver, and verb.

Example: Agent: the scientist; Receiver: a new planet; Verb: discover

- Active: The scientist discovered a new planet.
- Passive: A new planet was discovered by the scientist.

1. **Agent:** the archaeologists; **Receiver:** ancient bones; **Verb:** uncover

   Active:

   Passive:

2. **Agent:** the engineers; **Receiver:** a bridge; **Verb:** build

   Active:

   Passive:

3. **Agent:** the hackers; **Receiver:** secret files; **Verb:** steal

   Active:

   Passive:

4. **Agent:** the students; **Receiver:** the project; **Verb:** complete before the deadline

   Active:

   Passive:

5. **Agent:** the storm; **Receiver:** several houses; **Verb:** destroy

   Active:

   Passive:

LIVEWORKSHEETS

C. Decide whether active or passive forms should be used in these sentences, and write the correct form in the blank. There may be more than one correct choice.

1. The first online multiplayer game _____ (launch) in the 1990s.
2. Millions of gamers _____ (already / download) the new update this week.
3. The most popular esports tournaments _____ (broadcast) live on streaming platforms.
4. In the future, developers _____ (design) even more realistic virtual worlds.
5. The game characters _____ (control) by artificial intelligence in some modes.
6. Many famous streamers _____ (invite) to test new games before release.
7. The highest scores _____ (achieve) by players who have trained for months.
8. Game companies _____ (release) expansion packs every year to keep fans excited.
9. The new console _____ (sell out) in just a few hours after launch.
10. Virtual reality headsets _____ (use) by gamers to explore fantasy worlds.