**2. NOTE-TAKING SKILL Reviewing and editing notes**

1. version
2. retirement
3. real life events
4. spin
5. six people
6. make good decisions
7. money

**3. LISTENING SKILL Listening for dates and other numbers**

In the year 2010 , the number one chess player in the world was Magnus Carlsen from Norway. At the age of 19 , he was the youngest person ever to hold this position. Chess, however, is one of the oldest games in the world. The modern game of chess that we know today began in 1475, but we know that people were playing a similar game in India and Persia in the year 500 AD. From there, the game spread and reached Europe in about 1000 AD. It became very popular in Europe, especially in France and England. The first modern chess competition was in London in 1851 . A German man, Adolf Anderssen, won and became famous as the best player of his time. In more recent times, famous players include American Bobby Fischer, who was the champion from 1972 to 1975 , and Russian Gary Kasparov. He was champion for 8 years beginning in 1985 . The longest chess game lasted for 269 moves.

**5. VOCABULARY 1 PRACTICE**

1. developer
2. react
3. object
4. entertainment
5. stress
6. benefit
7. useful
8. positive

**6. LISTENING COMPREHENSION Games for Creativity**

1.  Tim Brown's lecture was at a conference .

2.  Tim Brown works for a design company.

3.  Tim Brown first asked the people in the lecture to draw pictures.

4.  Adults feel embarrassed by their drawings.

5.  Children are not embarrassed by their creative work.

6.  Companies encourage brainstorming in the workplace.

7.  The speaker mentions two rules for brainstorming.

8.  When you brainstorm, it is most important to have many ideas.

9.  The rules are important so that no one will laugh if an idea seems strange.

10.  One of Brown's games is to draw 30 pictures .

11.  The main idea of Tim Brown's lecture was about the importance of creativity .

**8. VOCABULARY 2 PRACTICE**

|  |  |
| --- | --- |
| 1. not win; be defeated in a game | lose |
| 2. an unhappy feeling caused by the need to succeed or to behave in a particular way | pressure |
| 3. very good, giving great pleasure | wonderful |
| 4. a competition in which many players or teams play against each other | tournament |
| 5. a person who trains people to compete in a sport or game | coach |
| 6. the state of being sad because you did not succeed at something | disappointment |
| 7. make practical use of something | apply |
| 8. eager to win or be more successful than others | competitive |

**9. CRITICAL THINKING VIDEO Ranking**

1. they are overconfident.
2. There are only two people in the race.
3. false conclusion
4. either false or valid.
5. It goes too far beyond the information given.
6. The satin bowerbird prefers items that are blue.
7. All birds prefer the color blue.
8. I'm stressed, so I could play video games to reduce stress.

**10. VOCABULARY SKILL Word families: suffixes**

1. honesty
2. difficulty
3. creativity
4. simplicity
5. activity
6. reality
7. morality
8. scarcity

**11. GRAMMAR 1 Imperative verbs**

1. choose – pick
2. Look
3. Select
4. Go
5. Don't move
6. restart
7. Don't push
8. Start

**12. GRAMMAR Auxiliary verbs in questions**

1. play the game with your brother .

2. follow the directions for the recipe .

3. turn off the oven when the food is hot .

4. start the timer when you are ready to go .

5. find three players to join the team .

6. don't start the game too late .

**13. PRONUNCIATION Word stress**

1. pre-sen-**ta**-tion
2. es-ti-**ma**-tion
3. **char**-i-ty
4. com-**plex**-i-ty
5. per-**fec**-tion
6. **cal**-cu-late
7. cre-**a**-tion
8. in-tro-**duc**-tion
9. ac-**tiv**-i-ty
10. im-**per**-a-tive

**14. SPEAKING SKILL Giving instructions**

3 Each player takes seven letters.  
8 The next player puts a word on the board.  
4 Make a word with two or more letters and put it on the board.  
9 Continue playing until all the tiles are gone.  
2 Each player takes one letter tile to see who goes first.  
5 Look out for special squares like the double letter square.  
1 Put all the letter tiles on the table facing down.  
10 The player with the highest score wins.  
6 Count your score by adding the value of all your letters.  
7 Take more tiles, so that you always have seven tiles.

**17. TRACK YOUR SUCCESS Vocabulary review**

|  |  |  |
| --- | --- | --- |
| **﻿Nouns** | **﻿Verbs** | **﻿Adjectives** |
| * some **developers** * **entertainment** * a **tournament** * her **disappointment** * the **pressure** * our **coach** * a **benefit** * the **object** | * **apply** to school * **lose** a game * **react** angrily | * **useful** information * **competitive**athlete * **wonderful**news * **positive**﻿ feelings |