

# VOCABULARY

## Using a bilingual dictionary

1 Look at this extract from the Oxford Portuguese Minidictionary.

The pronunciation in phonetic symbols

The translation

Information in brackets (...) helps you to find the right translation.

~ means *repeat the word*, so this word is **bookcase**.

Other words made with **book** come at the end.

The part of speech (n. = noun, v. = verb)

**book** [bʊk] n. livro; (*notebook*) caderno; // v. reservar; ~ **case** n. estante para livros; ~ **ing office** n. (rail, theatre) bilheteria; ~ **seller** n. livreiro; ~ **shop** n. livraria

2 What are these words? Write *noun, verb, adjective, adverb, preposition, or past tense*.

bread _____	beautiful _____	on _____
hot _____	in _____	came _____
write _____	never _____	eat _____
quickly _____	went _____	letter _____

3 These words have more than one meaning. Write two sentences that show different meanings. Use a dictionary.

	Sentence 1	Sentence 2
book	I'm reading a good book.	I booked a room at a hotel.
kind		
can		
mean		
flat		
play		
train		
ring		

**T 1.3** Listen to some sample answers.

4 What are the everyday objects in the pictures? Look around the room you are in. Find five things you don't know the words for in English. Look them up in a dictionary.





# PEOPLE

## the great communicators

We can communicate with other people in many different ways. We can talk and write, and we can send messages with our hands and faces. There is also the phone (including the mobile!), the fax, and e-mail. Television, film, painting, and photography can also communicate ideas.

Animals have ways of exchanging information, too. Bees dance and tell other bees where to find food. Elephants make sounds that humans can't hear. Whales sing songs. Monkeys use their faces to show anger and love. But this is nothing compared to what people can do. We have language – about 6000 languages, in fact. We can write poetry, tell jokes, make promises, explain, persuade, tell the truth, or tell lies. And we have a sense of past and future, not just present.

Communication technologies were very important in the development of all the great ancient societies:

- Around 2900 BC, paper and hieroglyphics transformed Egyptian life.
- The ancient Greeks loved the spoken word. They were very good at public speaking, drama, and philosophy.
- The Romans developed a unique system of government that depended on the Roman alphabet.
- In the 14th century, the printing press helped develop new ways of thinking across Europe.

Radio, film, and television have had a huge influence on society in the last hundred years. And now we have the Internet, which is infinite. But what is this doing to us? We can give and get a lot of information very quickly. But there is so much information that it is difficult to know what is important and what isn't. Modern media is changing our world every minute of every day.





## LISTENING AND SPEAKING

### Neighbours

- Who are your ideal neighbours? Complete the questionnaire on the right, then discuss your answers with a partner.
- 'Good walls make good neighbours'. What does this mean? Do you agree?
- You will hear Mrs Snell and her new neighbour, Steve, talking about each other.

Work in two groups.

**T 1.4 Group A** Listen to Mrs Snell.

**T 1.5 Group B** Listen to Steve.

- Answer the questions.
  - When did Steve move into his new flat?
  - Is it a large flat?
  - What's his job? Is it a good job?
  - Does he work long hours?
  - What does he wear for work?
  - Who is staying with Steve at the moment?
  - What time did Steve's party end?
  - How many people came to the party?
  - What is Steve doing tonight?
  - Why doesn't Mrs Snell want to speak to Steve?

Compare your answers with a partner from the other group. What are the differences?

### Roleplay

Work in groups of three.

**Student A** You are Steve.

**Student B** You are Mrs Snell.

**Student C** You are another neighbour. You have invited them to your flat for coffee.

Continue the conversation below. Talk about these things.

- Steve's job
- Steve's sister
- the party

<b>Neighbour</b>	Do you two know each other?
<b>Steve</b>	Well, we met a few days ago.
<b>Mrs Snell</b>	But we didn't introduce ourselves. I'm Mrs Snell.
<b>Steve</b>	Pleased to meet you.
<b>Neighbour</b>	Steve works in advertising, you know ...

### What do you think?

- What do you understand by the words 'generation gap'?
- Write down three things that young people think about older people and three things that older people think about young people. In groups, compare ideas.

## QUESTIONNAIRE

### My ideal neighbours are people who ...

	Yes	No
... say hello when I see them.	<input type="checkbox"/>	<input type="checkbox"/>
... I never see.	<input type="checkbox"/>	<input type="checkbox"/>
... have parties and invite me.	<input type="checkbox"/>	<input type="checkbox"/>
... are very quiet.	<input type="checkbox"/>	<input type="checkbox"/>
... often come round for a cup of coffee.	<input type="checkbox"/>	<input type="checkbox"/>
... come round to borrow things.	<input type="checkbox"/>	<input type="checkbox"/>
... make themselves at home in my house.	<input type="checkbox"/>	<input type="checkbox"/>





# EVERYDAY ENGLISH

## Social expressions 1

1 We use certain expressions in different social situations.

*I'm sorry I'm late!*

*Don't worry. Come and sit down.*

Match the expressions and responses. When do we use these expressions?

How are you?	Sleep well!
Hello, Jane!	Yes. Can I help you?
How do you do?	Good morning!
See you tomorrow!	Fine, thanks.
Good night!	Pleased to meet you, Ela.
Good morning!	Not at all. Don't mention it.
Hello, I'm Ela Paul.	Thanks.
Cheers!	Same to you!
Excuse me!	That's very kind. Thank you.
Bless you!	Bye!
Have a good weekend!	How do you do?
Thank you very much indeed.	Hi, Peter!
Make yourself at home.	Cheers!

**T 1.6** Listen and check. Practise saying them.

- 2 Test a partner. Say an expression. Can your partner give the correct response?
- 3 With your partner, write two short conversations that include some of the social expressions. Read your conversations to the class.

