

Unit 1

beard (n)	/brəd/	
black (adj)	/blæk/	
board games (n)	/'bɔ:d geɪmz/	
bowling (n)	/'bəʊlɪŋ/	
brown (adj)	/braʊn/	
canteen (n)	/kæn'ti:n/	
chemistry (n)	/'kemɪstri/	
chess (n)	/tʃes/	
classroom (n)	/'klɑ:sru:m/	
coat (n)	/kəʊt/	
corridor (n)	/'kɒrɪdɔ:(r)/	
curly (adj)	/'kɜ:li/	
dance (n)	/dɑ:ns/	
dark (adj)	/dɑ:k/	
desk (n)	/desk/	
drama (n)	/'drɑ:mə/	
drawing (n)	/'drɔ:ɪŋ/	
fair (adj)	/feə(r)/	
geography (n)	/dʒɪ'ɡræfi/	
gym (n)	/dʒɪm/	
hair (n)	/heə(r)/	
hall (n)	/hɔ:l/	
hat (n)	/hæt/	
homework (n)	/'həʊmwɜ:k/	
ice skating (n)	/'aɪs skeɪtɪŋ/	
interactive whiteboard (n)	/'ɪntər'æktɪv 'waɪtbɔ:d/	
IT [information technology] (n)	/'aɪ 'ti:z/, /ɪnfə'meɪʃn tek,nɒlədʒi/	
jacket (n)	/'dʒækɪt/	
jumper (n)	/'dʒʌmpə(r)/	
laptop (n)	/'læptɒp/	
leggings (n)	/'legɪŋz/	
long (adj)	/lɒŋ/	
moustache (n)	/mə'sta:ʃ/	
music (n)	/'mju:zɪk/	
noticeboard (n)	/'nəʊtɪsbɔ:d/	
PE [physical education] (n)	/'pi: 'i:z/, /'fɪzɪkl ,edʒu'keɪʃn/	
picnic (n)	/'pɪknɪk/	
playing field (n)	/'pleɪŋ fi:ld/	
reception (n)	/'rɪsepʃn/	
red (adj)	/red/	
shirt (n)	/ʃɜ:t/	
short (adj)	/ʃɔ:t/	
skateboarding (n)	/'skeɪtbɔ:dɪŋ/	
staff room (n)	/'stɑ:fru:m/	
straight (adj)	/streɪt/	
sweatshirt (n)	/'swetʃɜ:t/	
textbook (n)	/'tekstbʊk/	
tie (n)	/taɪ/	
trousers (n)	/'traʊzəz/	
video games (n)	/'vɪdɪəʊ geɪmz/	

walk (n)	/wɔ:k/	
wavy (adj)	/'weɪvi/	
whiteboard (n)	/'waɪtbɔ:d/	

Unit 1

a bit (adv)	/ə bɪt/	
a little bit (adv)	/ə 'lɪtl bɪt/	
annoyed (adj)	/ə'noɪd/	
annoying (adj)	/ə'noɪɪŋ/	
anxious (adj)	/'æŋkʃəs/	
ashamed (adj)	/ə'ʃeɪmd/	
ask for (phr v)	/ɑ:sk fə/	
bleed (v)	/bli:d/	
blood (n)	/blʌd/	
bored (adj)	/bɔ:d/	
boring (adj)	/'bɔ:ɪŋ/	
break (your arm) (v)	/breɪk/	
broken (arm) (adj)	/'brəʊkən/	
bruise (n, v)	/bru:z/	
burn (v)	/bɜ:n/	
confused (adj)	/kən'fju:zd/	
confusing (adj)	/kən'fju:zɪŋ/	
cross (adj)	/krɒs/	
cut (n, v)	/kʌt/	
delighted (adj)	/dɪ'laɪtɪd/	
disappointed (adj)	/'dɪsə'pɔɪntɪd/	
disgusted (adj)	/'dɪs'ɡʌstɪd/	
disgusting (adj)	/'dɪs'ɡʌstɪŋ/	
embarrassed (adj)	/'ɪm'bærəst/	
embarrassing (adj)	/'ɪm'bærəsɪŋ/	
envious (adj)	/'enviəs/	
excited (adj)	/'ɪk'saɪtɪd/	
exhausted (adj)	/'ɪɡ'zɔ:stɪd/	
exhausting (adj)	/'ɪɡ'zɔ:stɪŋ/	
extremely (adv)	/'ɪk'stri:mli/	
fall (over) (v)	/fɔ:l/	
find out (phr v)	/faɪnd aʊt/	
frightened (adj)	/'fraɪtnd/	
frightening (adj)	/'fraɪtɪŋ/	
get over (phr v)	/get 'əʊvə(r)/	
hurt (v)	/hɜ:t/	
injure (yourself) (v)	/'ɪndʒə(r)/	
injury (n)	/'ɪndʒəri/	
interested (adj)	/'ɪntrəstɪd/	
interesting (adj)	/'ɪntrəstɪŋ/	
look at (phr v)	/lʊk æt/	
own up (phr v)	/əʊn ʌp/	
pain (n)	/peɪn/	
proud (adj)	/'praʊd/	
put back (phr v)	/pʊt bæk/	
rather (adv)	/'rɑ:ðə(r)/	
relieved (adj)	/'rɪ'li:vɪd/	
satisfied (adj)	/'sætɪsfaid/	

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Wordlist

satisfying (adj)	/ˈsætɪsfɑːɪŋ/	_____	examine (v)	/ɪgˈzæmɪn/	_____
shocked (adj)	/ʃɒkt/	_____	experience (n, v)	/ɪkˈspɪəriəns/	_____
shocking (adj)	/ˈʃɒkɪŋ/	_____	exploration (n)	/ˌekspləˈreɪʃn/	_____
slip (over) (v)	/slɪp/	_____	explore (v)	/ɪkˈsplɔː(r)/	_____
sprain (n, v)	/spreɪn/	_____	fantastic (adj)	/fænˈtæstɪk/	_____
surprised (adj)	/səˈpraɪzd/	_____	filthy (adj)	/ˈfɪlθi/	_____
surprising (adj)	/səˈpraɪzɪŋ/	_____	forest (n)	/ˈfɒrɪst/	_____
suspicious (adj)	/səˈspɪʃəs/	_____	helmet (n)	/ˈhelmt/	_____
talk about (phr v)	/ˈtɔːk əˈbaʊt/	_____	hill (n)	/hɪl/	_____
tired (adj)	/ˈtaɪəd/	_____	huge (adj)	/hjuːdʒ/	_____
tiring (adj)	/ˈtaɪərɪŋ/	_____	icy (adj)	/ˈaɪsi/	_____
trip (over) (v)	/trɪp/	_____	imagination (n)	/ɪˌmædʒɪˈneɪʃn/	_____
upset (adj)	/ʌpˈset/	_____	imagine (v)	/ɪˈmædʒɪn/	_____
very (adv)	/ˈveri/	_____	impressive (adj)	/ɪmˈpresɪv/	_____
worried (adj)	/ˈwʌrɪd/	_____	inside (prep)	/ɪnˈsaɪd/	_____
worrying (adj)	/ˈwʌrɪŋ/	_____	lake (n)	/leɪk/	_____

Unit 2

accomplish (v)	/əˈkʌmplɪʃ/	_____	motivate (v)	/ˈməʊtɪveɪt/	_____
accomplishment (n)	/əˈkʌmplɪʃmənt/	_____	motivation (n)	/ˌməʊtɪˈveɪʃn/	_____
achieve (v)	/əˈtʃiːv/	_____	mountain (n)	/ˈmaʊntən/	_____
achievement (n)	/əˈtʃiːvmənt/	_____	narrow (adj)	/ˈnærəʊ/	_____
across (prep)	/əˈkrɒs/	_____	near (prep)	/nɪə(r)/	_____
along (prep)	/əˈlɒŋ/	_____	need (n, v)	/niːd/	_____
astounding (adj)	/əˈstəʊnɪŋ/	_____	ocean (n)	/ˈəʊʃn/	_____
athletic (adj)	/æθˈletɪk/	_____	paddles (n)	/ˈpædlz/	_____
attempt (n, v)	/əˈtempt/	_____	poles (n)	/ˈpəʊlz/	_____
awful (adj)	/ˈɔːfl/	_____	preparation (n)	/ˌprepəˈreɪʃn/	_____
behind (prep)	/brɪˈhaɪnd/	_____	prepare (v)	/prɪˈpeə(r)/	_____
beside (prep)	/brɪˈsaɪd/	_____	relax (v)	/rɪˈlæks/	_____
boots (n)	/buːts/	_____	relaxation (n)	/ˌrɪːləkˈseɪʃn/	_____
brave (adj)	/breɪv/	_____	remote (adj)	/rɪˈməʊt/	_____
brilliant (adj)	/ˈbrɪliənt/	_____	rescue (n, v)	/ˈreskjʊː/	_____
cave (n)	/keɪv/	_____	risk (n, v)	/rɪsk/	_____
cliff (n)	/klɪf/	_____	risky (adj)	/ˈrɪski/	_____
complete (v)	/kəmˈpliːt/	_____	river (n)	/ˈrɪvə(r)/	_____
completion (n)	/kəmˈpliːʃn/	_____	rocks (n)	/rɒks/	_____
dark (adj)	/dɑːk/	_____	rocky (adj)	/ˈrɒki/	_____
deep (adj)	/diːp/	_____	rope (n)	/rəʊp/	_____
delicious (adj)	/dɪˈlɪʃəs/	_____	rucksack (n)	/ˈrʌksæk/	_____
desert (n)	/ˈdezət/	_____	safety harness (n)	/ˈseɪftɪ ˈhɑːnɪs/	_____
develop (v)	/drɪˈveləp/	_____	shallow (adj)	/ˈʃæləʊ/	_____
development (n)	/drɪˈveləpmənt/	_____	shore (n)	/ʃɔː(r)/	_____
dinghy (n)	/ˈdɪŋgi/, /ˈdɪŋi/	_____	spectacular (adj)	/spekˈtækjələ(r)/	_____
down (prep)	/daʊn/	_____	starving (adj)	/ˈstɑːvɪŋ/	_____
dream (n, v)	/driːm/	_____	steep (adj)	/stiːp/	_____
employ (v)	/ɪmˈplɔː/	_____	stream (n)	/striːm/	_____
employment (n)	/ɪmˈplɔɪmənt/	_____	strong (adj)	/strɒŋ/	_____
entertain (v)	/entəˈteɪn/	_____	stunning (adj)	/ˈstʌnɪŋ/	_____
entertainment (n)	/entəˈteɪnmənt/	_____	swimming trunks (n)	/ˈswɪmɪŋ trʌŋks/	_____
erupt (v)	/ɪˈrʌpt/	_____	tall (adj)	/tɔːl/	_____
eruption (n)	/ɪˈrʌpʃn/	_____	terrifying (adj)	/ˈterɪfaɪŋ/	_____
examination (n)	/ɪgˌzæmɪˈneɪʃn/	_____	thrilling (adj)	/ˈθrɪlɪŋ/	_____

through (prep)	/θruː/
tiny (adj)	/ˈtaɪni/
tragic (adj)	/ˈtrædʒɪk/
under (prep)	/ˈʌndə(r)/
valley (n)	/ˈvæli/
volcano (n)	/ˈvɒlˈkeɪnəʊ/
waterfall (n)	/ˈwɔːtəfɔːl/
wide (adj)	/waɪd/

Unit 3

acceptable (adj)	/əkˈseptəbl/
acting (n)	/ˈæktɪŋ/
action film (n)	/ˈækʃn fɪlm/
animation (n)	/ˌænɪˈmeɪʃn/
appropriate (adj)	/əˈprəʊpriət/
assume (v)	/əˈsjuːm/
certain (adj)	/ˈsɜːtn/
characters (n)	/ˈkærəktəz/
chat show (n)	/ˈtʃæt ʃəʊ/
comedy (n)	/ˈkɒmədi/
convincing (adj)	/kənˈvɪnsɪŋ/
co-operate (v)	/kəʊˈɒpəreɪt/
deny (v)	/dɪˈnaɪ/
dependent (adj)	/dɪˈpendənt/
dishonest (adj)	/dɪsˈɒnɪst/
documentary (n)	/ˌdɒkjuˈmentri/
emphasise (v)	/ˈemfəsaɪz/
ending (n)	/ˈendɪŋ/
fair (adj)	/feə(r)/
fantasy film (n)	/ˈfæntəsi fɪlm/
funny (adj)	/ˈfʌni/
game show (n)	/ˈgeɪm ʃəʊ/
go for sth (phr v)	/ˈɡəʊ fɔː(r) /
gripping (adj)	/ˈɡrɪpɪŋ/
honest (adj)	/ˈɒnɪst/
horror film (n)	/ˈhɒrə(r) fɪlm/
illegal (adj)	/ɪˈliːɡl/
imaginative (adj)	/ɪˈmædʒɪnətɪv/
impatient (adj)	/ɪmˈpeɪʃnt/
improve (v)	/ɪmˈpruːv/
inappropriate (adj)	/ɪnəˈprəʊpriət/
increase (v)	/ɪnˈkriːs/
independent (adj)	/ɪndɪˈpendənt/
invisible (adj)	/ɪnˈvɪzəbl/
irresponsible (adj)	/ɪrɪˈspɒnsəbl/
keen on something (adj)	/ˈkiːn ɒn ˌsʌmθɪŋ/
lead (v)	/liːd/
legal (adj)	/ˈliːɡl/
likely (adj)	/ˈlaɪkli/
moving (adj)	/ˈmuːvɪŋ/
musical (n)	/ˈmjuːzɪkl/
news bulletin (n)	/njuːz ˈbʊlətɪn/
participate (v)	/pɑːˈtɪsɪpeɪt/

patient (adj)	/ˈpeɪʃnt/
period drama (n)	/ˈpɪəriəd ˈdraːmə/
plot (n)	/plɒt/
prevent (v)	/prɪˈvent/
provide (v)	/prəˈvaɪd/
reality show (n)	/rɪˈæləti ʃəʊ/
responsible (adj)	/rɪˈspɒnsəbl/
reveal (v)	/rɪˈviːl/
romantic comedy (n)	/rəʊˈmæntɪk ˈkɒmədi/
scary (adj)	/ˈskeəri/
scenes (n)	/siːnz/
science fiction film (n)	/ˈsaɪəns ˈfɪkʃn fɪlm/
script (n)	/skrɪpt/
sitcom (n)	/ˈsɪtkɒm/
soap (n)	/səʊp/
soundtrack (n)	/ˈsaʊndtræk/
special effects (n)	/ˌspeʃl ɪˈfektz/
talent show (n)	/ˈtælənt ʃəʊ/
thriller (n)	/ˈθrɪlə(r)/
unacceptable (adj)	/ˌʌnəkˈseptəbl/
uncertain (adj)	/ʌnˈsɜːtn/
unfair (adj)	/ˌʌnˈfeə(r)/
unlikely (adj)	/ʌnˈlaɪkli/
unrealistic (adj)	/ˌʌnrɪəˈlɪstɪk/
unsurprising (adj)	/ˌʌnsəˈpraɪzɪŋ/
violent (adj)	/ˈvaɪələnt/
visible (adj)	/ˈvɪzəbl/
war film (n)	/wɔː(r) fɪlm/
weather forecast (n)	/ˈweðə fɔːkəst/
western (n)	/ˈwestən/

Unit 4

approach (v)	/əˈprəʊtʃ/
avalanche (n)	/ˈævələːnʃ/
billboard (n)	/ˈbɪlbɔːd/
blow (v)	/bləʊ/
bus stop (n)	/ˈbʌs stɒp/
climate change (n)	/ˈklaɪmət tʃeɪndʒ/
close down (phr v)	/klaʊz ˈdaʊn/
clouds (n)	/klaʊdz/
cloudy (adj)	/ˈklaʊdi/
come up with (phr v)	/kʌm ˈʌp wɪð/
cut down (phr v)	/kʌt daʊn/
die out (phr v)	/daɪ aʊt/
drought (n)	/draʊt/
earthquake (n)	/ˈɜːθkweɪk/
epidemic (n)	/ˌepɪˈdemɪk/
famine (n)	/ˈfæmɪn/
fire hydrant (n)	/ˈfaɪə(r) ˌhaɪdrənt/
flood (n)	/flʌd/
foggy (adj)	/ˈfɒgi/
forest fire (n)	/ˈfɒrɪst ˌfaɪə(r)/
fossil fuels (n)	/ˈfɒsl fjuːəlz/

frost (n)	/frɒst/
frostbite (n)	/'frɒstbaɪt/
frosty (adj)	/'frɒsti/
give off (phr v)	/gɪv ɒf/
give up (phr v)	/gɪv ʌp/
global warming (n)	/ˌɡləʊbl 'wɔːmɪŋ/
go up (phr v)	/ɡəʊ ʌp/
greenhouse gases (n)	/ˌɡriːnhaʊs 'ɡæsɪz/
hail (n, v)	/heɪl/
hail storm (n)	/'heɪlstɔːm/
head (v)	/hed/
heat up (phr v)	/hiːt ʌp/
ice (n)	/aɪs/
ice caps (n)	/'aɪs kæps/
lamp post (n)	/'læmp pəʊst/
land (v)	/lənd/
lightning (n)	/'laɪtnɪŋ/
live with (phr v)	/lɪv wɪð/
look after (phr v)	/lʊk 'ɑːftə(r)/
mist (n)	/mɪst/
misty (adj)	/'mɪsti/
mudslide (n)	/'mʌdslaɪd/
pavement (n)	/'peɪvmənt/
pedestrian crossing (n)	/ˌpɛdəstriən 'krɒsɪŋ/
put something off (phr v)	ˌpʊt sʌmθɪŋ ɒf/
rain (n, v)	/reɪn/
rain shower (n)	/ˌreɪn ʃaʊə(r)/
raindrop (n)	/'reɪndrɒp/
rainforests (n)	/'reɪnfɔːrɪsts/
rainy (adj)	/'reɪni/
reach (v)	/riːtʃ/
rely on (phr v)	/rɪ'laɪ ɒn/
renewable energy (n)	/rɪˌnjuːəbl 'enədʒi/
road sign (n)	/'rəʊd saɪn/
road works (n)	/'rəʊdwɜːks/
run out (phr v)	/rʌn aʊt/
sea levels (n)	/'siː levlz/
shine (v)	/ʃaɪn/
shop sign (n)	/'ʃɒp saɪn/
shower (n)	/'ʃaʊə(r)/
showery (adj)	/'ʃaʊəri/
snow (n, v)	/snoʊ/
snowflake (n)	/'snəʊfleɪk/
snowy (adj)	/'snəʊi/
spin (v)	/spɪn/
storm (n)	/stɔːm/
stormy (adj)	/'stɔːmi/
street corner (n)	/'striːt kɔːnə(r)/
sunny (adj)	/'sʌni/
sunshine (n)	/'sʌnʃaɪn/
surface temperature (n)	/'sɜːfɪs ˌtemprətʃə(r)/
take off (phr v)	/teɪk ɒf/
thunder (n, v)	/'θʌndə(r)/

thunderstorm (n)	/'θʌndəstɔːm/
thunder (adj)	/'θʌndəri/
traffic light (n)	/'træfɪk laɪt/
tsunami (n)	/'tsuːnɑːmi/
use up (phr v)	/juːs ʌp/
volcanic eruption (n)	/vɒlˌkænɪk ɪ'tʌpʃn/
wake up (phr v)	/weɪk ʌp/
windy (adj)	/'windi/

Unit 5

architect (n)	/'ɑːkɪtekt/
badly-paid (adj)	/'bædli peɪd/
builder (n)	/'bɪldə(r)/
challenging (adj)	/'tʃælɪndʒɪŋ/
cleaner (n)	/'kliːnə(r)/
creative (adj)	/'kriːetɪv/
dentist (n)	/'dentɪst/
engineer (n)	/ˌendʒɪ'nɪə(r)/
enthusiastic (adj)	/ɪnθjuːzɪ'æstɪk/
estate agent (n)	/ɪs'teɪt ˌeɪdʒənt/
farm worker (n)	/'fɑːm ˌwɜːkə(r)/
flexible (adj)	/'fleksəbl/
friendly (adj)	/'frendli/
gardener (n)	/'gɑːdnə(r)/
good at communicating (adj)	ˌɡʊd æt kə'mjuːnɪkeɪtɪŋ/
groundskeeper (n)	/'graʊndzkiːpə(r)/
hairdresser (n)	/'heədresə(r)/
hard-working (adj)	/hɑːd 'wɜːkɪŋ/
journalist (n)	/'dʒɜːnəlɪst/
locksmith (n)	/'lɒksmɪθ/
paramedic (n)	ˌpærə'medɪk/
photographer (n)	/fə'tɒɡrəfə(r)/
physically fit (adj)	/fɪzɪkli 'fɪt/
pilot (n)	/'paɪlət/
pizza delivery man / woman (n)	ˌpiːtsə drɪ'lɪvəri mæn/, /wʊmən/
police officer (n)	/'pəliːs ɒfɪsə(r)/
programmer (n)	/'prəʊɡræmə(r)/
receptionist (n)	/'rɪsepʃənɪst/
reliable (adj)	/'rɪlaɪəbl/
repetitive (adj)	/'rɪpetətɪv/
rewarding (adj)	/'rɪwɔːdɪŋ/
sales assistant (n)	/'seɪlz əsɪstənt/
solicitor (n)	/'sɒlɪsɪtə(r)/
sports coach (n)	/'spɔːts kəʊtʃ/
stressful (adj)	/'stresfl/
stunt performer (n)	/'stʌnt pə'fɔːmə(r)/
surfing instructor (n)	/'sɜːfɪŋ ɪn'strʌktə(r)/
travel agent (n)	/'trævl ˌeɪdʒənt/
varied (adj)	/'veərið/
video game developer (n)	/'vɪdiəʊ geɪm dɪˌveləpə(r)/
waiter (n)	/'weɪtə(r)/
well-paid (adj)	/wel peɪd/

Unit 6

abseiling (n)	/ˈæbsaɪlɪŋ/	
aquarium (n)	/əˈkweəriəm/	
art gallery (n)	/ˈɑːt ɡæləri/	
atmospheric (adj)	/ˌætməˈsferɪk/	
backpack (n)	/ˈbækpæk/	
bag drop (n)	/bæg drɒp/	
baggage carousel (n)	/ˈbæɡɪdʒ kærəˌsel/	
beautiful (adj)	/ˈbjʊ:tɪfl/	
boarding pass (n)	/ˈbɔːdɪŋ pɑːs/	
boat trip (n)	/ˈbəʊt trɪp/	
botanical gardens (n)	/bəˈtænɪkl ˈɡɑːdnz/	
busy (adj)	/ˈbɪzi/	
cabin crew (n)	/ˈkæbɪn kruː/	
campsite (n)	/ˈkæmpsɑːt/	
carnival (n)	/ˈkɑːnɪvl/	
castle (n)	/ˈkɑːsl/	
cathedral (n)	/kəˈθɪdrəl/	
cheap (adj)	/tʃiːp/	
check-in desk (n)	/ˈtʃek ɪn deɪsk/	
concert (n)	/ˈkɒnsət/	
crowded (adj)	/ˈkraʊdɪd/	
departure lounge (n)	/dɪˈpɑːtʃə(r) ˌlaʊndʒ/	
disappointing (adj)	/ˌdɪsəˈpɔɪntɪŋ/	
double room (n)	/ˌdʌbl ˈruːm/	
economy class (n)	/ɪˈkɒnəmi ˌklɑːs/	
expensive (adj)	/ɪkˈspensɪv/	
festival (n)	/ˈfestɪvl/	
flight attendant (n)	/ˈflaɪt əˌtendənt/	
flight number (n)	/ˈflaɪt nʌmbə(r)/	
fountain (n)	/ˈfaʊntən/	
full board (n)	/ˌfʊl ˈbɔːd/	
full-time (adj)	/ˌfʊl ˈtaɪm/	
half board (n)	/ˌhɑːf ˈbɔːd/	
hand luggage (n)	/ˈhænd ˌlʌɡɪdʒ/	
harbour (n)	/ˈhɑːbə(r)/	
high season (n)	/ˈhaɪ siːzn/	
hire (a bike) (v)	/ˈhaɪə(r)/	
historic (adj)	/hɪˈstɒrɪk/	
kayaking (n)	/ˈkaɪækɪŋ/	
low season (n)	/ˈləʊ siːzn/	
market (n)	/ˈmɑːkɪt/	
monument (n)	/ˈmɒnjumənt/	
mosque (n)	/ˈmɒsk/	
mountain biking (n)	/ˈmaʊntən ˌbaɪkɪŋ/	
museum (n)	/ˈmjuːziəm/	
national park (n)	/ˌnæʃnəl ˈpɑːk/	
old town (n)	/ˈəʊld taʊn/	
online check-in (n)	/ˌɒnˈlaɪn tʃek ɪn/	
opera house (n)	/ˈɒprə haʊs/	
palace (n)	/ˈpæləs/	
park (n)	/pɑːk/	
part-time (adj)	/ˌpɑːt ˈtaɪm/	

passport control (n)	/ˈpɑːspɔːt kənˌtrəʊl/	
peaceful (adj)	/ˈpiːsfl/	
penpal (n)	/ˈpen pæl/	
restaurant (n)	/ˈrestrɒnt/	
romantic (adj)	/rəʊˈmæntɪk/	
ruins (n)	/ˈruːnz/	
safari park (n)	/səˈfɑːri pɑːk/	
seat belt (n)	/ˈsiːt belt/	
security camera (n)	/sɪˈkjʊərəti ˌkæmərə/	
security check (n)	/sɪˈkjʊərəti tʃek/	
shopping district (n)	/ˈʃɒpɪŋ ˌdɪstrɪkt/	
single room (n)	/ˈsɪŋgl ruːm/	
souvenirs (n)	/ˌsuːvəˈnɪəz/	
square (n)	/skweə(r)/	
statue (n)	/ˈstætʃuː/	
sunburn (n)	/ˈsʌnbɜːn/	
suncream (n)	/ˈsʌnkriːm/	
sunglasses (n)	/ˈsʌŋɡləːsɪz/	
temple (n)	/ˈtempl/	
theatre (n)	/ˈθiətə(r)/	
theme park (n)	/ˈθiːm pɑːk/	
touristy (adj)	/ˈtɔːrɪsti/	
tower (n)	/ˈtaʊə(r)/	
travel guide (n)	/ˈtrævl ɡaɪd/	
travel programme (n)	/ˈtrævl ˌprəʊɡræm/	
window seat (n)	/ˈwɪndəʊ siːt/	

Unit 7

admit (v)	/ədˈmɪt/	
afford (v)	/əˈfɔːd/	
agree (v)	/əˈɡriː/	
avoid (v)	/əˈvɔɪd/	
baker's (n)	/ˈbeɪkəz/	
bank (n)	/bæŋk/	
bargain (n)	/ˈbɑːɡən/	
be short of (v)	/bi ˈʃɔːt ɒv/	
borrow (v)	/ˈbɒrəʊ/	
butcher's (n)	/ˈbʊtʃəz/	
buy (v)	/baɪ/	
CEO (n)	/ˌsiː iː ˈəʊ/	
charge (v)	/tʃɑːdʒ/	
charity shop (n)	/ˈtʃærəti ʃɒp/	
chemist's (n)	/ˈkemɪsts/	
choose (v)	/tʃuːz/	
clothes shop (n)	/ˈkləʊðz ʃɒp/	
coffee shop (n)	/ˈkɒfi ʃɒp/	
contract (n)	/ˈkɒntrækt/	
cosmetics store (n)	/kɒzˈmetɪks stɔː(r)/	
cost (v)	/kɒst/	
coupon (n)	/ˈkuːpən/	
decide (v)	/dɪˈsaɪd/	
deli [delicatessen] (n)	/ˈdeli, ˌdelɪkəˈtesn/	
discount (n)	/ˈdɪskaʊnt/	

W

Wordlist

DIY store (n)	/di: ai 'waɪ stɔ:(r)/		appeal (v)	/ə'pi:l/	
end up (v)	/end ʌp/		arson (n)	/'ɑ:sn/	
enjoy (v)	/ɪn'dʒɔɪ/		arsonist (n)	/'ɑ:sənɪst/	
entrepreneur (n)	/ˌɒntrəprə'nɜ:(r)/		balaclava (n)	/bələ'kla:və/	
estate agent's (n)	/'steɪt eɪdʒənts/		board game (n)	/'bɔ:d geɪm/	
expect (v)	/ɪk'spekt/		break into something (phr v)	/breɪk 'ɪntə ,sʌmθɪŋ/	
fail (v)	/feɪl/		burglar (n)	/'bɜ:glə(r)/	
fancy (v)	/'fænsi/		burglary (n)	/'bɜ:gləri/	
florist's (n)	/'flɒrɪsts/		burgle (v)	/'bɜ:gl/	
funding (n)	/'fʌndɪŋ/		cards (n)	/kɑ:dz/	
garden centre (n)	/'gɑ:dn sentə(r)/		careless (adj)	/'keələs/	
get a refund (for sth) (v)	/get ə 'ri:fʌnd/		chewing gum (n)	/'tʃu:ɪŋ ɡʌm/	
give a refund (for sth) (v)	/ɡɪv ə 'ri:fʌnd/		childish (adj)	/'tʃaɪldɪʃ/	
greengrocer's (n)	/'ɡri:ŋɡrəʊsəz/		cowardly (adj)	/'kəʊədli/	
hairdresser's (n)	/'heədresəz/		damage (v)	/'dæmɪdʒ/	
income (n)	/'ɪnkʌm/		dangerous (adj)	/'deɪndʒərəs/	
investor (n)	/ɪn'vestə(r)/		deal drugs (v)	/di:l drʌɡz/	
jeweller's (n)	/'dʒu:ələz/		dental records (n)	/'dentl ,rɪkɔ:dz/	
keep (v)	/ki:p/		drinkable (adj)	/'drɪŋkəbl/	
laundrette (n)	/ləʊn'dret/		drug dealer (n)	/'drʌɡ di:lə(r)/	
lend (v)	/lend/		drug-dealing (n)	/'drʌɡ di:lɪŋ/	
lose (v)	/lu:z/		economical (adj)	/ˌekə'nɒmɪkl/, /i:kə'nɒmɪkl/	
mind (v)	/maɪnd/		enjoyable (adj)	/ɪn'dʒɔɪəbl/	
newsagent's (n)	/'nju:zeɪdʒənts/		fingerprints (n)	/'fɪŋɡəprɪnts/	
offer (v)	/'ɒfə(r)/		foolish (adj)	/'fu:lɪʃ/	
optician's (n)	/ɒp'tɪʃnɪz/		furious (adj)	/'fjuəriəs/	
owe (v)	/əʊ/		grab (v)	/ɡræb/	
pay (for sth) (v)	/peɪ/		greenish (adj)	/'ɡri:nɪʃ/	
post-office (n)	/'pəʊst ,ɒfɪs/		handbag (n)	/'hændbæg/	
prefer (v)	/'prɪ'fɜ:(r)/		helpful (adj)	/'helpfl/	
pretend (v)	/'prɪ'tend/		hold on (phr v)	/həʊld ɒn/	
price tag (n)	/'praɪs tæg/		hopeful (adj)	/'həʊpfl/	
profits (n)	/'prɒfɪts/		identify (v)	/'aɪdɪntɪfaɪ/	
promise (v)	/'prɒmɪs/		interview (v)	/'ɪntə'vju:/	
receipt (n)	/'ri:si:t/		kill (v)	/kɪl/	
refund (n)	/'ri:fʌnd/		launch (v)	/ləʊntʃ/	
refuse (v)	/'rɪ'fju:z/		lean (v)	/li:n/	
run out (of sth) (v)	/rʌn aʊt/		loot (v)	/lu:t/	
salary (n)	/'sæləri/		looter (n)	/'lu:tə(r)/	
sale (n)	/seɪl/		looting (n)	/lu:tɪŋ/	
save (v)	/seɪv/		lucky (adj)	/'lʌki/	
save up (for sth) (v)	/seɪv ʌp/		magical (adj)	/'mædʒɪkl/	
sell (v)	/sel/		mug (v)	/mʌɡ/	
shoe shop (n)	/ʃu: ʃɒp/		mugger (n)	/'mʌɡə(r)/	
special offer (n)	/speʃl 'ɒfə(r)/		mugging (n)	/'mʌɡɪŋ/	
spend (v)	/spend/		murder (n, v)	/'mɜ:də(r)/	
stationer's (n)	/'steɪʃnəz/		murder investigation (n)	/'mɜ:də(r) ɪnvestɪˌɡeɪʃn/	
takeaway (n)	/'teɪkəweɪ/		murderer (n)	/'mɜ:dərə(r)/	
waste (v)	/weɪst/		mysterious (adj)	/'mɪ'stiəriəs/	
			national (adj)	/'næʃnəl/	
			open-top car (n)	/əʊpən tɒp 'kɑ:(r)/	
			painful (adj)	/'peɪnfl/	
affordable (adj)	/ə'fɔ:dəbl/				

Unit 8

W

Wordlist

painless (adj)	/ˈpeɪnləs/
patrol (v)	/pəˈtrəʊl/
pull (v)	/pʊl/
rob (v)	/rɒb/
robber (n)	/ˈrɒbə(r)/
robbery (n)	/ˈrɒbəri/
run away (phr v)	/ˈrʌn əw'eɪ/
search (v)	/sɜ:tʃ/
secret code (n)	/ˌsi:kɹət 'kəʊd/
selfish (adj)	/ˈselfɪʃ/
selfless (adj)	/ˈselfləs/
set fire to something (phr v)	/set 'faɪə(r) tə sʌmθɪŋ/
shoplift (v)	/ˈʃɒplɪft/
shoplifter (n)	/ˈʃɒplɪftə(r)/
shoplifting (n)	/ˈʃɒplɪftɪŋ/
smuggle (v)	/ˈsmʌɡl/
smuggler (n)	/ˈsmʌɡlə(r)/
smuggling (n)	/ˈsmʌɡlɪŋ/
snatch (v)	/snætʃ/
steal (v)	/sti:l/
strap (n)	/stræp/
study (v)	/ˈstʌdi/
subway (n)	/ˈsʌbweɪ/
table tennis (n)	/ˈteɪbl tennis/
tasteless (adj)	/ˈteɪstləs/
telephone number (n)	/ˈtelɪfəʊn nʌmbə(r)/
theft (n)	/θeft/
thief [p/thieves] (n)	/θi:f/, /θi:vz/
train ticket (n)	/ˈtreɪn tɪkɪt/
vandal (n)	/ˈvændl/
vandalise (v)	/ˈvændəlaɪz/
vandalism (n)	/ˈvændəlɪzəm/
water park (n)	/ˈwɔ:tə(r) pɑ:k/
weekly (adj)	/ˈwi:kli/

Unit 9

aluminium (n)	/ˌæljəˈmɪniəm/
apologise (v)	/əˈpɒlədʒaɪz/
arrange (v)	/ə'reɪndʒ/
arrangement (n)	/ə'reɪndʒmənt/
bald (adj)	/bɔ:ld/
baldness (n)	/bɔ:ldnəs/
base (n)	/beɪs/
battery (n)	/ˈbætəri/
broken (adj)	/ˈbrəʊkən/
cardboard (n)	/ˈkɑ:dbɔ:d/
cement (n)	/sɪ'ment/
ceramic (n)	/sə'reɪmɪk/
challenge (v)	/ˈtʃælɪndʒ/
circular (adj)	/ˈsɜ:kjələ(r)/
comfort (v)	/ˈkʌmfət/
complain (v)	/kəm'pleɪn/
copper (n)	/ˈkɒpə(r)/

cordless (adj)	/ˈkɔ:dləs/
credit note (n)	/ˈkredit nəʊt/
curved (adj)	/kɜ:vɪd/
deaf (adj)	/def/
deafness (n)	/defnəs/
demonstrate (v)	/ˈdemənstreɪt/
demonstration (n)	/ˌdemən'streɪʃn/
describe (v)	/dɪ'skraɪb/
encourage (v)	/ɪn'kʌrɪdʒ/
enquire (v)	/ɪn'kwaɪə(r)/
glass (n)	/ɡlɑ:s/
gold (n)	/ɡəʊld/
handle (n)	/ˈhændl/
inform (v)	/ɪn'fɔ:m/
invent (v)	/ɪn'vent/
invention (n)	/ɪn'veɪʃn/
inventor (n)	/ɪn'ventə(r)/
iron (n)	/ˈaɪən/
leather (n)	/ˈleðə(r)/
lid (n)	/lɪd/
mains (n)	/meɪnz/
move (v)	/mu:v/
movement (n)	/ˈmu:vmənt/
nylon (n)	/ˈnaɪlɒn/
paper (n)	/ˈpeɪpə(r)/
persuade (v)	/pə'sweɪd/
plastic (n)	/ˈplæstrɪk/
problem (n)	/ˈprɒbləm/
rechargeable (adj)	/ˌri:tʃə:dʒəbl/
recommend (v)	/ˌrekə'mend/
reconstruct (v)	/ˌri:kən'strʌkt/
reconstruction (n)	/ˌri:kən'strʌkʃn/
record (v)	/rɪ'kɔ:d/
recording (n)	/rɪ'kɔ:dɪŋ/
rectangular (adj)	/rek'tæŋɡjələ(r)/
rediscover (v)	/ˌri:di'skʌvə(r)/
rediscovery (n)	/ˌri:di'skʌvəri/
repair (n, v)	/rɪ'peə(r)/
rubber (n)	/ˈrʌbə(r)/
solar-powered (adj)	/ˌsəʊlə(r) 'paʊəd/
spherical (adj)	/ˈsfɪərɪkl/
square (adj)	/skweə(r)/
steel (n)	/sti:l/
stone (n)	/stəʊn/
tell a story (v)	/tel ə 'stɔ:ri/
thank (v)	/θæŋk/
treat (v)	/tri:t/
treatment (n)	/ˈtri:tmənt/
triangular (adj)	/traɪ'æŋɡjələ(r)/
warn (v)	/wɔ:n/
welcome (v)	/ˈwelkəm/
wheels (n)	/wi:lz/
wood (n)	/wʊd/