***might / might not* (possibility): Activity 1**

Read Grammar Bank 11B. Then match the sentences. Listen and check.

|  |
| --- |
| Grammar Bank  **11B** *might / might not* (possibility)  EXAMPLES  We **might** have a picnic tomorrow, but it depends on the weather.  Karen **might** come with us tomorrow, but she isn't sure yet.  I **might not** take my laptop on vacation. I haven't decided yet.  We **might not** see the boss today. I think she's away.  FORM   * We use *might / might not* + verb (base form) to say that perhaps somebody will or won't do something. * *We might have a picnic tomorrow.* = Perhaps we will have a picnic tomorrow. * *might / might not* is the same for all persons. * *might not* is not usually contracted. |

|  |  |
| --- | --- |
| **1.**  Let's buy a lottery ticket.   \_\_\_\_ **2.** Can you call the restaurant?   \_\_\_\_ **3.**  Don't finish the milk.   \_\_\_\_ **4.**  Let's use the GPS.   \_\_\_\_ **5.**  You should try the shirt on.   \_\_\_\_ **6.**  Don't wait for me tonight.   \_\_\_\_ **7.**  Be careful with that knife.   \_\_\_\_ **8.**  Ask how much it costs.   \_\_\_\_ **A**  Someone might want some for breakfast. **B**  It may not be your size. **C**  We might get lost. **D**  We may not have enough money. **E**  You might cut yourself. **F** It may be closed on Sundays. **G**  We might win. **H**  I may finish work late. |  |

***might / might not* (possibility): Activity 2**

Read Grammar Bank 11B. Then complete the sentences with *might* + a verb phrase from the list.

|  |
| --- |
| **Grammar Bank**  **11B** *might / might not* (possibility)  EXAMPLES  We **might** have a picnic tomorrow, but it depends on the weather.  Karen **might** come with us tomorrow, but she isn't sure yet.  I **might not** take my laptop on vacation. I haven't decided yet.  We **might not** see the boss today. I think she's away.  FORM   * We use*might / might not* + verb (base form) to say that perhaps somebody will or won't do something. * *We might have a picnic tomorrow.* = Perhaps we will have a picnic tomorrow. * *might / might not* is the same for all persons. * *might not* is not usually contracted. |

|  |  |
| --- | --- |
| be cold         be sick           be in a meeting           not have time          not like it         have the pasta |  |

**1.**  Kim wasn't at school today. She \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .  
**2.**  His phone is turned off. He \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .  
**3.**  It's an unusual book. You \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .  
**4.**  I don't know if I'll finish this today. I \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .  
**5.**  I'm not sure what to order. I \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .  
**6.**  Take a warm jacket. It \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ .

**Word building: noun formation: Activity 1**

Write the verbs next to the nouns. Then listen and check. Listen and repeat the verbs and nouns.

|  |  |  |
| --- | --- | --- |
| **verb** | **noun** |  |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | decision |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | election |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | confusion |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | invention |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | competition |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | education |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | invitation |
| 1. \_\_\_\_\_\_\_\_\_\_\_\_\_ | pronunciation |

**Word building: noun formation: Activity 2**

Match the verbs to the nouns.

|  |
| --- |
| flight choice death success life advice |

|  |  |  |  |
| --- | --- | --- | --- |
| die |  | advise |  |
| live |  | choose |  |
| fly |  | succeed |  |

**Diphthongs**

Listen and write the missing words. Then listen and repeat. Try to link the phrasal verbs and pronouns, e.g., *turn\_it\_off*.

|  |  |
| --- | --- |
| 1. bike /aɪ/   * + might   + buy   + decide   + since |  |
| 2. train /eɪ/   * + may   + fail   + key   + break |  |
| 3. phone /oʊ/   * + know   + although   + blouse   + won't |  |
| 4. chair /ɛr/   * + fear   + there   + wear   + scared |  |
| 5. ear /ɪr/   * + here   + engineer   + souvenir   + where |  |
| 6. tourist /ʊr/   * + sure   + bus   + Europe   + curious |  |
| 7. owl /aʊ/   * + round   + towel   + south   + throw |  |
| 8. boy /ɔɪ/   * + town   + noisy   + enjoy   + annoy |  |

**Let me sleep on it: Activity 1**

Read and listen to the article. Choose the correct answers.

|  |
| --- |
| **Let me sleep on it**  For many years, people have said that a good night’s sleep often helps when you have to make an important decision. Research done recently by an American University has shown that this idea is actually true.  The researchers used a card game for their experiment and 54 students between the ages of 18 and 23 took part. The scientists divided the participants into two groups. Both groups were given a short lesson on how to play the card game, either in the morning or in the evening. The lesson was very short, not long enough for either group to learn exactly how the card game worked. All of the students were asked to come back 12 hours later. The 28 students who had the class in the afternoon went home to a normal evening and their usual night of sleep, while the 26 who received the class in the morning came back after a day of normal activities without sleep.  On their second visit, the students played the game for long enough to learn that taking cards from the four different packs gave different results. Two of the packs had cards which helped players win more often while the other two packs had cards which made them lose.  The object was to avoid losing the game.  In the experiment, the students who had had a normal night’s sleep chose cards from the winning packs four times more than those who had spent the 12-hour break awake. The students who had slept also understood better how to play the game.  These results show that sleep helps a person make better decisions. The researchers think that this has something to do with rapid-eye-movement or REM sleep, which is the creative period of our sleep cycle. The experiment shows that there is a connection between REM sleep and decision making, but researchers do not yet know what the connection is. |

|  |  |
| --- | --- |
| 1. The article is about \_\_\_\_\_\_.    * a difficult decision    * a card game    * an experiment 2. The people played cards \_\_\_\_\_\_.    * in different places    * at different times    * with different partners 3. In general, people make \_\_\_\_\_\_ after a good night's sleep.    * the same decisions    * better decisions    * worse decisions |  |

**Let me sleep on it: Activity 2**

Read the article again and choose the correct answer.

|  |
| --- |
| **Let me sleep on it**  For many years, people have said that a good night’s sleep often helps when you have to make an important decision. Research done recently by an American University has shown that this idea is actually true.  The researchers used a card game for their experiment and 54 students between the ages of 18 and 23 took part. The scientists divided the participants into two groups. Both groups were given a short lesson on how to play the card game, either in the morning or in the evening. The lesson was very short, not long enough for either group to learn exactly how the card game worked. All of the students were asked to come back 12 hours later. The 28 students who had the class in the afternoon went home to a normal evening and their usual night of sleep, while the 26 who received the class in the morning came back after a day of normal activities without sleep.  On their second visit, the students played the game for long enough to learn that taking cards from the four different packs gave different results. Two of the packs had cards which helped players win more often while the other two packs had cards which made them lose.  The object was to avoid losing the game.  In the experiment, the students who had had a normal night’s sleep chose cards from the winning packs four times more than those who had spent the 12-hour break awake. The students who had slept also understood better how to play the game.  These results show that sleep helps a person make better decisions. The researchers think that this has something to do with rapid-eye-movement or REM sleep, which is the creative period of our sleep cycle. The experiment shows that there is a connection between REM sleep and decision making, but researchers do not yet know what the connection is. |

1.  The participants in the experiment were all in college / at work .

2.  Neither group / Both groups knew how to play the card game properly.

3.  The participants had to go back the next day / some time later.

4.  All / Some of the participants went to bed between the two visits.

5.  There were two / four packs of cards in the game.

6.  The cards in the packs were the same / different.

7.  The group who was taught in the morning lost / won more often than the other group.

8.  The experiment helped researchers find a connection between REM sleep / being creative and making decisions.