

W

Wordlist

Unit I

beard (n)	/bɪəd/
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)	/'kla: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'ɒɡrəfi/
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)	/rɪ'sepʃn/
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)	/'fraɪntnd/
frightening (adj)	/'fraɪntɪŋ/
get over (phr v)	/get 'əʊvə(r)/
hurt (v)	/hɜ:t/
injure (yourself) (v)	/'ɪndʒə(r)/
injury (n)	/'ɪndʒəri/
interested (adj)	/'ɪntərəstɪd/
interesting (adj)	/'ɪntərəstɪŋ/
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)	/'rɪli:vɪd/
satisfied (adj)	/'sætɪsfaid/

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Wordlist

satisfying (adj)	/ˈsætɪsfaɪɪŋ/
shocked (adj)	/ʃɒkt/
shocking (adj)	/ˈʃɒkɪŋ/
slip (over) (v)	/slɪp/
sprain (n, v)	/spreɪn/
surprised (adj)	/səˈpraɪzd/
surprising (adj)	/səˈpraɪzɪŋ/
suspicious (adj)	/səˈspɪʃəs/
talk about (phr v)	/ˈtɔːk əˈbaʊt/
tired (adj)	/ˈtaɪəd/
tiring (adj)	/ˈtaɪərɪŋ/
trip (over) (v)	/trɪp/
upset (adj)	/ʌpˈset/
very (adv)	/ˈveri/
worried (adj)	/ˈwʌrɪd/
worrying (adj)	/ˈwʌrɪɪŋ/

Unit 2

accomplish (v)	/əˈkʌmplɪʃ/
accomplishment (n)	/əˈkʌmplɪʃmənt/
achieve (v)	/əˈtʃiːv/
achievement (n)	/əˈtʃiːvmənt/
across (prep)	/əˈkrɒs/
along (prep)	/əˈlɒŋ/
astounding (adj)	/əˈstʌnɪʃɪŋ/
athletic (adj)	/æθˈletɪk/
attempt (n, v)	/əˈtempt/
awful (adj)	/ˈɔːfl/
behind (prep)	/brˈhaɪnd/
beside (prep)	/brˈsaɪd/
boots (n)	/buːts/
brave (adj)	/breɪv/
brilliant (adj)	/ˈbrɪljənt/
cave (n)	/keɪv/
cliff (n)	/klɪf/
complete (v)	/kəmˈpliːt/
completion (n)	/kəmˈpliːʃn/
dark (adj)	/dɑːk/
deep (adj)	/diːp/
delicious (adj)	/dɪˈlɪʃəs/
desert (n)	/ˈdezət/
develop (v)	/dɪˈveləp/
development (n)	/dɪˈveləpmənt/
dinghy (n)	/ˈdɪŋɡi/, /ˈdɪŋi/
down (prep)	/daʊn/
dream (n, v)	/driːm/
employ (v)	/ɪmˈplɔɪ/
employment (n)	/ɪmˈplɔɪmənt/
entertain (v)	/ˌentəˈteɪn/
entertainment (n)	/ˌentəˈteɪnmənt/
erupt (v)	/ɪˈrʌpt/
eruption (n)	/ɪˈrʌpʃn/
examination (n)	/ɪɡˌzæmɪˈneɪʃn/

examine (v)	/ɪɡˈzæmɪn/
experience (n, v)	/ɪkˈspɪəriəns/
exploration (n)	/ˌekspləˈreɪʃn/
explore (v)	/ɪkˈsplɔː(r)/
fantastic (adj)	/fænˈtæstɪk/
filthy (adj)	/ˈfɪlθi/
forest (n)	/ˈfɒrɪst/
helmet (n)	/ˈhelmt/
hill (n)	/hɪl/
huge (adj)	/hjuːdʒ/
icy (adj)	/ˈaɪsi/
imagination (n)	/ɪˌmædʒɪˈneɪʃn/
imagine (v)	/ɪˈmædʒɪn/
impressive (adj)	/ɪmˈpresɪv/
inside (prep)	/ɪnˈsaɪd/
lake (n)	/leɪk/
life jacket (n)	/ˈlaɪf dʒækɪt/
low (adj)	/ləʊ/
motivate (v)	/ˈməʊtɪveɪt/
motivation (n)	/ˌməʊtɪˈveɪʃn/
mountain (n)	/ˈmaʊntən/
narrow (adj)	/ˈnæəʊ/
near (prep)	/nɪə(r)/
need (n, v)	/niːd/
ocean (n)	/ˈəʊʃn/
paddles (n)	/ˈpædlz/
poles (n)	/pəʊlz/
preparation (n)	/ˌprepəˈreɪʃn/
prepare (v)	/prɪˈpeə(r)/
relax (v)	/rɪˈlæks/
relaxation (n)	/ˌrɪlækˈseɪʃn/
remote (adj)	/rɪˈməʊt/
rescue (n, v)	/ˈreskjʊː/
risk (n, v)	/rɪsk/
risky (adj)	/ˈrɪski/
river (n)	/ˈrɪvə(r)/
rocks (n)	/rɒks/
rocky (adj)	/ˈrɒki/
rope (n)	/rəʊp/
rucksack (n)	/ˈrʌksæk/
safety harness (n)	/ˈseɪfti ˈhɑːnɪs/
shallow (adj)	/ˈʃæləʊ/
shore (n)	/ʃɔː(r)/
spectacular (adj)	/spekˈtækjələ(r)/
starving (adj)	/ˈstɑːvɪŋ/
steep (adj)	/stiːp/
stream (n)	/striːm/
strong (adj)	/strɒŋ/
stunning (adj)	/ˈstʌnɪŋ/
swimming trunks (n)	/ˈswɪmɪŋ trʌŋks/
tall (adj)	/tɔːl/
terrifying (adj)	/ˈterɪfaɪɪŋ/
thrilling (adj)	/ˈθrɪlɪŋ/

through (prep)	/θruː/
tiny (adj)	/'tɪni/
tragic (adj)	/'trædʒɪk/
under (prep)	/'ʌndə(r)/
valley (n)	/'væli/
volcano (n)	/'vɒl'keɪnəʊ/
waterfall (n)	/'wɔːtəfɔːl/
wide (adj)	/'waɪd/

Unit 3

acceptable (adj)	/ək'septəbl/
acting (n)	/'æktɪŋ/
action film (n)	/'ækʃn fɪlm/
animation (n)	/,æni'meɪʃn/
appropriate (adj)	/ə'prəʊpriət/
assume (v)	/ə'sju:m/
certain (adj)	/'sɜːtn/
characters (n)	/'kærəktəz/
chat show (n)	/'tʃæt ʃəʊ/
comedy (n)	/'kɒmədi/
convincing (adj)	/kən'vɪnsɪŋ/
co-operate (v)	/kəʊ'ɒpəreɪt/
deny (v)	/dɪ'naɪ/
dependent (adj)	/dɪ'pendənt/
dishonest (adj)	/dɪs'ɒnɪst/
documentary (n)	/,dɒkju'mentri/
emphasise (v)	/'emfəsaɪz/
ending (n)	/'endɪŋ/
fair (adj)	/feə(r)/
fantasy film (n)	/'fæntəsi fɪlm/
funny (adj)	/'fʌni/
game show (n)	/'geɪm ʃəʊ/
go for sth (phr v)	/'gəʊ fɔː(r) /
gripping (adj)	/'grɪpɪŋ/
honest (adj)	/'ɒnɪst/
horror film (n)	/'hɒrə(r) fɪlm/
illegal (adj)	/'ɪli:gl/
imaginative (adj)	/'ɪmædʒɪnətɪv/
impatient (adj)	/'ɪm'peɪʃnt/
improve (v)	/'ɪm'pru:v/
inappropriate (adj)	/,ɪnə'prəʊpriət/
increase (v)	/'ɪn'kri:s/
independent (adj)	/,ɪndɪ'pendənt/
invisible (adj)	/'ɪn'vɪzəbl/
irresponsible (adj)	/,ɪrɪ'spɒnsəbl/
keen on something (adj)	/'ki:ɪn ɒn ,sʌmθɪŋ/
lead (v)	/'li:d/
legal (adj)	/'li:gl/
likely (adj)	/'laɪkli/
moving (adj)	/'mu:vɪŋ/
musical (n)	/'mju:zɪkl/
news bulletin (n)	/'nju:z 'bʊlətɪn/
participate (v)	/'pɑː'tɪsɪpeɪt/

patient (adj)	/'peɪʃnt/
period drama (n)	/'pɪəriəd 'drɑ:mə/
plot (n)	/'plɒt/
prevent (v)	/'prɪ'vent/
provide (v)	/'prə'vaɪd/
reality show (n)	/'ri:ələti ʃəʊ/
responsible (adj)	/'rɪ'spɒnsəbl/
reveal (v)	/'ri:vi:l/
romantic comedy (n)	/'rəʊ'mæntɪk 'kɒmədi/
scary (adj)	/'skeəri/
scenes (n)	/'si:nz/
science fiction film (n)	/'saɪəns 'fɪkʃn fɪlm/
script (n)	/'skrɪpt/
sitcom (n)	/'sɪtkɒm/
soap (n)	/'səʊp/
soundtrack (n)	/'saundtræk/
special effects (n)	/'speʃl r'fekts/
talent show (n)	/'tælənt ʃəʊ/
thriller (n)	/'θrɪlə(r)/
unacceptable (adj)	/,ʌnək'septəbl/
uncertain (adj)	/,ʌn'sɜːtn/
unfair (adj)	/,ʌn'feə(r)/
unlikely (adj)	/,ʌn'laɪkli/
unrealistic (adj)	/,ʌnrɪə'lɪstɪk/
unsurprising (adj)	/,ʌnsə'praɪzɪŋ/
violent (adj)	/'vaɪələnt/
visible (adj)	/'vɪzəbl/
war film (n)	/'wɔː(r) fɪlm/
weather forecast (n)	/'weðə fɔːkɑːst/
western (n)	/'westən/

Unit 4

approach (v)	/ə'prəʊtʃ/
avalanche (n)	/'ævələ:nʃ/
billboard (n)	/'bɪlbɔːd/
blow (v)	/'bləʊ/
bus stop (n)	/'bʌs stɒp/
climate change (n)	/'klaɪmət tʃeɪndʒ/
close down (phr v)	/'kləʊz 'daʊn/
clouds (n)	/'klaʊdz/
cloudy (adj)	/'klaʊdi/
come up with (phr v)	/'kʌm 'ʌp wɪð/
cut down (phr v)	/'kʌt daʊn/
die out (phr v)	/'daɪ aʊt/
drought (n)	/'draʊt/
earthquake (n)	/'ɜːθkweɪk/
epidemic (n)	/'epɪ'demɪk/
famine (n)	/'fæmɪn/
fire hydrant (n)	/'faɪə(r) ,haɪdrənt/
flood (n)	/'flʌd/
foggy (adj)	/'fɒgi/
forest fire (n)	/'fɒrɪst ,faɪə(r)/
fossil fuels (n)	/'fɒsl fju:əlz/

W

Wordlist

frost (n) /frɒst/
 frostbite (n) /'frɒstbaɪt/
 frosty (adj) /'frɒsti/
 give off (phr v) /ɡɪv ɒf/
 give up (phr v) /ɡɪv 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) /pəˌdestriən 'krɒsɪŋ/
 put something off (phr v) /pʊt 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) /snəʊ/
 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/
 thundery (adj) /'θʌndəri/
 traffic light (n) /'træfɪk laɪt/
 tsunami (n) /tsuː'nɑːmi/
 use up (phr v) /juːs ʌp/
 volcanic eruption (n) /vɒlˌkænik ɪ'rʌpʃn/
 wake up (phr v) /weɪk ʌp/
 windy (adj) /'wɪndi/

Unit 5

architect (n) /'ɑːkɪtekt/
 badly-paid (adj) /'bædli peɪd/
 builder (n) /'bɪldə(r)/
 challenging (adj) /'tʃælɪndʒɪŋ/
 cleaner (n) /'kliːnə(r)/
 creative (adj) /kri'eɪtɪv/
 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) /'ɡɑːdnə(r)/
 good at communicating (adj) /ɡʊd æt kə'mjuːnɪkeɪtɪŋ/
 groundskeeper (n) /'ɡraʊndzkiːpə(r)/
 hairdresser (n) /'heədresə(r)/
 hard-working (adj) /ˌhɑːd ˌwɜːkɪŋ/
 journalist (n) /'dʒɜːnəlɪst/
 locksmith (n) /'lɒksmɪθ/
 paramedic (n) /ˌpærə'medɪk/
 photographer (n) /fə'tɒɡrəfə(r)/
 physically fit (adj) /ˌfɪzɪkli 'fɪt/
 pilot (n) /'paɪlət/
 pizza delivery man / woman (n) /ˌpɪtsə dɪ'lɪvəri mæn/, /wʊmən/
 police officer (n) /pə'liːs ɒfɪsə(r)/
 programmer (n) /'prəʊɡræmə(r)/
 receptionist (n) /rɪ'sepʃənɪst/
 reliable (adj) /rɪ'laɪəbl/
 repetitive (adj) /rɪ'petətɪv/
 rewarding (adj) /rɪ'wɔːdɪŋ/
 sales assistant (n) /'seɪlz əsɪstənt/
 solicitor (n) /sə'lɪsɪtə(r)/
 sports coach (n) /'spɔːts kəʊtʃ/
 stressful (adj) /'stresfl/
 stunt performer (n) /'stʌnt pəˌfɔːmə(r)/
 surfing instructor (n) /'sɜːfɪŋ ɪnˌstrʌktə(r)/
 travel agent (n) /'trævl ˌeɪdʒənt/
 varied (adj) /'veərið/
 video game developer (n) /ˌvɪdɪəʊ geɪm dɪˌveləpə(r)/
 waiter (n) /'weɪtə(r)/
 well-paid (adj) /wel peɪd/

Unit 6

abseiling (n)	/ˈæbsaɪlɪŋ/
aquarium (n)	/əˈkweəriəm/
art gallery (n)	/ɑ:t ɡæləri/
atmospheric (adj)	/ˌætməˈsferɪk/
backpack (n)	/ˈbækpæk/
bag drop (n)	/bæg drɒp/
baggage carousel (n)	/ˈbæɡɪdʒ kærəˌsel/
beautiful (adj)	/ˈbju:tɪfl/
boarding pass (n)	/ˈbɔ:ɪdɪŋ pɑ:s/
boat trip (n)	/ˈbəʊt trɪp/
botanical gardens (n)	/bəˌtænɪkl ˈɡɑ:dnz/
busy (adj)	/ˈbɪzi/
cabin crew (n)	/ˈkæbɪn kru:/
campsite (n)	/ˈkæmpsait/
carnival (n)	/ˈkɑ:nɪvl/
castle (n)	/ˈkɑ:sl/
cathedral (n)	/kəˈθɪdrəl/
cheap (adj)	/tʃi:p/
check-in desk (n)	/ˈtʃek ɪn deɪsk/
concert (n)	/ˈkɒnsət/
crowded (adj)	/ˈkraʊdɪd/
departure lounge (n)	/dɪˈpɑ:tʃə(r) ˌlaʊndʒ/
disappointing (adj)	/ˌdɪsəˈpɔɪntɪŋ/
double room (n)	/ˌdʌbl ˈru:m/
economy class (n)	/ˈkɒnəmi ˌkla:s/
expensive (adj)	/ɪkˈspensɪv/
festival (n)	/ˈfestɪvl/
flight attendant (n)	/ˈflaɪt əˌtendənt/
flight number (n)	/ˈflaɪt nʌmbə(r)/
fountain (n)	/ˈfaʊntən/
full board (n)	/ˌfʊl ˈbɔ:d/
full-time (adj)	/ˌfʊl ˈtaɪm/
half board (n)	/ˌhɑ:f ˈbɔ:d/
hand luggage (n)	/ˈhænd lʌɡɪdʒ/
harbour (n)	/ˈhɑ:bə(r)/
high season (n)	/ˈhaɪ si:zn/
hire (a bike) (v)	/ˈhaɪə(r)/
historic (adj)	/hɪˈstɒrɪk/
kayaking (n)	/ˈkaɪækɪŋ/
low season (n)	/ˈləʊ si:zn/
market (n)	/ˈmɑ:kɪt/
monument (n)	/ˈmɒnjumənt/
mosque (n)	/ˈmɒsk/
mountain biking (n)	/ˈmaʊntən ˌbaɪkɪŋ/
museum (n)	/ˈmju:zi:əm/
national park (n)	/ˌnæʃnəl ˈpɑ:k/
old town (n)	/ˈəʊld taʊn/
online check-in (n)	/ˌɒnˈlaɪn tʃek ɪn/
opera house (n)	/ˈɒprə haʊs/
palace (n)	/ˈpæləs/
park (n)	/pɑ:k/
part-time (adj)	/ˌpɑ:t ˈtaɪm/

passport control (n)	/ˈpɑ:spɔ:t kənˌtrəʊl/
peaceful (adj)	/ˈpi:sfl/
penpal (n)	/ˈpen pæl/
restaurant (n)	/ˈrestrɒnt/
romantic (adj)	/rəʊˈmæntɪk/
ruins (n)	/ˈru:ɪnz/
safari park (n)	/səˈfɑ:ri pɑ:k/
seat belt (n)	/ˈsi:t belt/
security camera (n)	/sɪˈkjuərəti ˌkæməɾə/
security check (n)	/sɪˈkjuərəti tʃek/
shopping district (n)	/ˈʃɒpɪŋ ˌdɪstrɪkt/
single room (n)	/ˈsɪŋgl rʊm/
souvenirs (n)	/ˌsu:vəˈniəz/
square (n)	/skweə(r)/
statue (n)	/ˈstætʃu:/
sunburn (n)	/ˈsʌnbɜ:n/
suncream (n)	/ˈsʌnkri:m/
sunglasses (n)	/ˈsʌŋɡlə:sɪz/
temple (n)	/ˈtempl/
theatre (n)	/ˈθiətə(r)/
theme park (n)	/ˈθi:m pɑ:k/
touristy (adj)	/ˈtɔ:ɪstɪ/
tower (n)	/ˈtaʊə(r)/
travel guide (n)	/ˈtrævl gaɪd/
travel programme (n)	/ˈtrævl ˌprəʊɡræm/
window seat (n)	/ˈwɪndəʊ si:t/

Unit 7

admit (v)	/ədˈmɪt/
afford (v)	/əˈfɔ:d/
agree (v)	/əˈɡri:/
avoid (v)	/əˈvɔɪd/
baker's (n)	/ˈbeɪkəz/
bank (n)	/bæŋk/
bargain (n)	/ˈbɑ:gən/
be short of (v)	/bi ˈʃɔ:t ɒv/
borrow (v)	/ˈbɒrəʊ/
butcher's (n)	/ˈbʊtʃəz/
buy (v)	/baɪ/
CEO (n)	/si: i: ˈəʊ/
charge (v)	/tʃɑ:dʒ/
charity shop (n)	/ˈtʃærəti ʃɒp/
chemist's (n)	/ˈkemɪsts/
choose (v)	/tʃu:z/
clothes shop (n)	/ˈkləʊðz ʃɒp/
coffee shop (n)	/ˈkɒfi ʃɒp/
contract (n)	/ˈkɒntrækt/
cosmetics store (n)	/kɒzˈmetɪks stɔ:(r)/
cost (v)	/kɒst/
coupon (n)	/ˈku:pɒn/
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)	/'a:sn/	
enjoy (v)	/ɪn'dʒɔɪ/		arsonist (n)	/'a:sənɪst/	
entrepreneur (n)	/ɒntrəprə'nɜ:(r)/		balacava (n)	/'bælə'klɑ: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)	/'fænsɪ/		burglary (n)	/'bɜ:gləri/	
florist's (n)	/'flɒrɪsts/		burgle (v)	/'bɜ:gl/	
funding (n)	/'fʌndɪŋ/		cards (n)	/'kɑ:dz/	
garden centre (n)	/'gɑ:dən 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)	/'kaʊədli/	
hairstylist's (n)	/'heədresəz/		damage (v)	/'dæmɪdʒ/	
income (n)	/'ɪnkʌm/		dangerous (adj)	/'deɪndʒərəs/	
investor (n)	/'ɪn'vestə(r)/		deal drugs (v)	/di:l drʌgz/	
jeweller's (n)	/'dʒu:ələz/		dental records (n)	/'dentl ,rɪkɔ:dz/	
keep (v)	/ki:p/		drinkable (adj)	/'drɪŋkəbl/	
launderette (n)	/ləʊn'dret/		drug dealer (n)	/'drʌg di:lə(r)/	
lend (v)	/lend/		drug-dealing (n)	/'drʌg di:lɪŋ/	
lose (v)	/lu:z/		economical (adj)	/ekə'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)	/'fjʊəriəs/	
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)	/aɪ'dentɪfaɪ/	
promise (v)	/'prɒmɪs/		interview (v)	/'ɪntəvju:/	
receipt (n)	/rɪ'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'stɪəriəs/	
			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)	/rʌn 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)	/snaetʃ/
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)	/ˈvændəlaɪzəm/
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)	/ˈkredɪt 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'kwəɪə(r)/
glass (n)	/ɡlɑ:s/
gold (n)	/ɡəʊld/
handle (n)	/ˈhændl/
inform (v)	/ɪn'fɔ:m/
invent (v)	/ɪn'vent/
invention (n)	/ɪn'venʃn/
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)	/ˈplæstɪk/
problem (n)	/ˈprɒbləm/
rechargeable (adj)	/ˌrɪ:ʃʤə:dʒəbl/
recommend (v)	/ˌrekə'mend/
reconstruct (v)	/ˌrɪ:kən'strʌkt/
reconstruction (n)	/ˌrɪ:kən'strʌkʃn/
record (v)	/rɪ'kɔ:d/
recording (n)	/rɪ'kɔ:dɪŋ/
rectangular (adj)	/rek'tæŋɡjələ(r)/
rediscover (v)	/ˌrɪ:di'skʌvə(r)/
rediscovery (n)	/ˌrɪ: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/