



Cambridge University Press
978-0-521-17817-4 - Kid's Box American English Teacher's Edition 6
Melanie Williams
Frontmatter
[More information](#)

CAMBRIDGE UNIVERSITY PRESS

Cambridge, New York, Melbourne, Madrid, Cape Town, Singapore,
São Paulo, Delhi, Dubai, Tokyo, Mexico City

Cambridge University Press
The Edinburgh Building, Cambridge, CB2 8RU, UK

www.cambridge.org

Information on this title: www.cambridge.org/9780521178174

© Cambridge University Press 2010

It is normally necessary for written permission for copying to be obtained *in advance* from a publisher. The worksheets in this book are designed to be copied and distributed in class.

The normal requirements are waived here and it is not necessary to write to Cambridge University Press for permission for an individual teacher to make copies for use within his or her own classroom.

Only those pages which carry the wording "© Cambridge University Press" may be copied.

First published 2010

Printed in China by Golden Cup Printing Co. Ltd

A catalog record for this publication is available from the British Library

ISBN 978-0-521-17817-4	Teacher's Edition 6
ISBN 978-0-521-17814-3	Student's Book 6
ISBN 978-0-521-17816-7	Workbook 6 (with CD-ROM & Language Portfolio)
ISBN 978-0-521-17818-1	Teacher's Resource Pack 6
ISBN 978-0-521-17820-4	Audio CDs 6
ISBN 978-0-521-73610-7	Interactive DVD (NTSC) with Teacher's Booklet 6
ISBN 978-0-521-68838-3	Interactive DVD (PAL) with Teacher's Booklet 6

Cambridge University Press has no responsibility for the persistence or accuracy of URLs for external or third-party internet websites referred to in this publication, and does not guarantee that any content on such websites is, or will remain, accurate or appropriate. Information regarding prices, travel timetables and other factual information given in this work is correct at the time of first printing but Cambridge University Press does not guarantee the accuracy of such information thereafter.

Contents

Map of the course	iv
Introduction	vi
Introductory Unit High technology	T2
Unit 1 Beastly tales	T12
Unit 2 Tomorrow's world	T22
Review Units 1 and 2	T32
Unit 3 The great outdoors	T34
Unit 4 Food, glorious food!	T44
Review Units 3 and 4	T54
Unit 5 Under the ocean	T56
Unit 6 Free time	T66
Review Units 5 and 6	T76
Unit 7 Dress sense	T78
Unit 8 Around the world	T88
Review Units 7 and 8	T98
United Nations Day	T100
Earth Day	T101
Photocopiable activities	T102
Irregular verbs	T112
Extra activities	T114
Extra project ideas	T126
Evaluation	T130
Flyers Practice Test audioscript and key	T139
Language Portfolio teaching notes	T142

Map of the course

Unit	Key language	Key vocabulary	Pronunciation	Content lessons
Introductory Unit High technology	review of tenses and their uses: simple present, present progressive, simple past, <i>going to</i> future	adjectives, <i>text message, cell phone, ezine, technology, international school, prize, article, vowel, punctuation, capital letter, comma, question mark, communicate, communication, in person, microphone, webcam, loudspeakers, headphones, laptop, flash drive, keyboard, "chatting," high technology, electronic whiteboard, keyring, archeologist, Sun Stone, cloth, calendar, math systems</i>	stress timing (question forms, content words, function words)	
1 Beastly tales	<i>going to</i> future for plans and prediction, question words	animals, <i>audition, Beastly Tales, beast, a play, a part (in a play), actor, act, turtle, island, rock, life, countries, heroes, myths, real, griffin, claw, eagle, nest, gold, unicorn, horn, harpies, sirens, dragon, lizard, scales, breathe, centaur, mermaid, feather, phoenix, fleece, adventure, legend, myth, was born, believe in, mythology, mammal, labyrinth, pirate, treasure, spots and stripes, explain</i>	syllable timing/elision, <i>wanna, gonna, gimme, 'bout, d'y, a'y</i>	story genres: narrative tenses, <i>sword, fact, fiction, imaginary, quest, challenges, knights, prize, string</i> Additional language: <i>Pelias, to protect, Chiron, King Arthur, Guinevere, Merlin, Hua Mu Lan, China, Fa Mulan, Aegeus, Minotaur, Ariadne</i>
2 Tomorrow's world	<i>will</i> for predictions, <i>will</i> future contrasted with simple present, connectors: <i>when, as, because, then, after that, before</i>	transport, <i>rocket, stars, bike, bicycle, transport, NASA, solar satellite, carplane, moon, spaceships, spaceplanes, planet Earth, pilot, armchair, map, car wash, space, air, earth, rocket, moon, astronaut, engineer, businessman, tourist, ESA, MIR, cost, too expensive, once, space station, orbit, pill, spacesuit, measure, months, seasons, spelling out</i>	contracted 'll	the stars and the planets, <i>satellite, orbit, solar system, gases, made of, billion, dwarf, speed, spin, daytime, facing the sun</i> , large numbers, numbers with decimal points Additional language: <i>Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, Pluto, Ceres, Eris, planetary year</i>
Review Units 1 and 2	procedural language for games	<i>diameter, fuel, launch</i>		
3 The great outdoors	past progressive, simple past, directions	the country, <i>outdoors, catch fire, crocodile, cave, What an adventure!</i> , compass points: <i>north, south, east, west; explorer, journey, expedition, Pole, Antarctica, backpack, tent, sled, sleeping bag, camp, flashlight, European, Europe, Sri Lanka, suitcase, camping, pyramid, sign, canal, protect</i>	silent letters	landscape art and artists, descriptions, <i>18th Century, copy, nature, outside, studio, impressionists, style, brush, popular, mill, material, wax crayons, brush strokes, tone, sunlight</i> Additional language: <i>Vincent Van Gogh, John Constable, Turner, Monet, Pissarro, Renoir, Gauguin</i>
4 Food, glorious food!	count and non-count nouns, <i>enough, not enough, too much, too many, a little</i> , simple past, <i>Would you like ... ?</i>	food, <i>glorious, Tarte Tatin, cooking, base, dish</i> (as in typical food), <i>chopsticks, butter, cookie, jelly, snack, pan, sauce, popcorn, macaroni, sushi, paella, seafood, peanut butter, cookies, corn, survey, lift, poem, international party, recipe, ingredients, instructions, garlic, break, heat, mix, cut, symbol</i>	the phonemes /t/ and /v/	micro-organisms, <i>microscope, bacteria, fungus, mold, yeast, yogurt, tips, goat, lump, rennet, made from, cloth, whisk, UHT, pasteurized, pasteurization, Salmonella, carton</i>

Unit	Key language	Key vocabulary	Pronunciation	Content lessons
Review Units 3 and 4	procedural language for games	hairdryer, odd one out		
5 Under the ocean	present perfect with <i>for, since, still</i> ; comparative adjectives	seas and oceans, <i>seal, turtle, mammal, crab, lobster, coral, jellyfish, octopus, squid, dolphin, reef, brain, rescue, think of, blanket, aquarium, tank, clownfish, parrotfish, seahorse, quicksand, universe</i>	pronunciation of “-ed” endings: /ɪd/, /d/, /t/	food chains and food webs, <i>plant plankton, animal plankton, producer, consumer, habitat, baleen whale, predator, prey, beluga whale, penguin, diagram, complicated, killer whale, blue whale</i> Additional language: <i>phytoplankton, zooplankton, are joined together</i>
6 Free time	determiners and pronouns, <i>some, any, no, every, someone, anyone, no one, everyone, something, anything, nothing, everything, somewhere, anywhere, nowhere, everywhere, somewhere else</i> , definitions	free time and hobbies, <i>exhibit, design, fashion design, bike trail, chess, beatbox, free running, skateboard, mountain bike, board games, sew, album, expect, no tricks, stairs</i>	elision, the intrusive /w/	music and musical genres, <i>melody, tempo, harmony, pop music, opera, classical, costumes, jazz, improvisation, rock, bass guitar, rap, hip-hop, break dancing, download, songwriter, album, charts, trumpet</i> Additional language: <i>graffiti art, Abba, Bruce Springsteen, E Street Band, Grammy Prizes, Shakira, Colombia, Louis Armstrong</i>
Review Units 5 and 6	procedural language for games	poisonous		
7 Dress sense	modal verbs of possibility: <i>may, might; (cold) enough, as</i> (conjunction), present progressive, simple present, picture descriptions	clothes, <i>dress sense</i> , material (e.g., <i>cotton, wool, viscose, acrylic</i>), adjectives, <i>fashion, fashion accessory, button, decorate, umbrella, shorts, gloves, belt, pocket, thief/thieves, stockings, century, ring, mirror, liquid, rubber trees, chewing gum, cloth</i>	intonation to express different feelings	history of clothing, <i>tattoo, factory, bark, headdress, earrings, silk, silk worm, native North Americans, moccasin, tunic, B.C., needle, loom, thread, uniform, stripe, helmet, mask</i> Additional language: <i>Pacific islands, basic (design)</i>
8 Around the world	present perfect with <i>just, yet, already</i> ; adverbs	countries and nationalities, languages, <i>euros, clean</i> (v), <i>pack</i> (v), <i>capital, fields, Interpol</i>	the phonemes /θ/ and /ð/	the origins of the English language, <i>invade, Romans, Roman, Latin, Angles, Saxons, Jutes, Vikings, Normans, Arabic, Cyrillic, prefix, suffix, telescope, television, telecommunication, telephone, root word, mega-, tri-, bi-</i> , Latin expressions, Roman numbers Additional language: <i>Devanagari</i>
Review Units 7 and 8	procedural language for games			