## Welcome!



## The carpet

1a Find the words. The letters can go down, up and across.

**1** ..... a sport



3 000

**4** Something that isn't old is .............................

P		R	D	В	I	K	R
W	А	Ε	Α	М	W	Е	Ε
Е	ΥV	0	Ε	N	Ε	• K	N
L	L	U	S	L	K	T	0
С	H	0	• T	Α	Р	U	W

6 Alice doesn't ............. Gary very .............



- Look at the other letters. Make a word. It's something that you can see on page 4 of your Student's Book.
- Read the sentences. Four of them are about Sam, four are about Lucy and four are about Jake. Match them with the right picture.







Sentences: 2, Sentences: Sentences: Sentences:

- 1 It's bigger than his old house and he likes it a lot.
- **2** Sam got a new bike last summer.
- 3 His name is Tony.
- **4** Last week he went with his friends on a ride to the countryside.
- 5 It's in a small village.
- **6** Lucy has a new baby brother.

- 7 He really enjoyed it there and they're going to go again soon.
- 8 He's two months old now.
- **9 Jack** moved to a new house last week.
- 10 He cries a lot but he's very sweet!
- 11 It's blue and it's the same color as his helmet.
- 12 The only problem is that it's a long way from school.

3 What's new in your life? Write sentences.



4	Lo	ook at page 5 in your Student's Book. Answer the questions.
	1	Who has an attic?James
	2	Who is a new boy in the school?
	3	Who said that they can use the attic?
	4	Who went to help James?
	5	Who turned on the light?
	6	Who found the carpet?
	7	Who comes from Planet Zoon?
	8	Who has to decide about the <i>Start</i> button?
5	М	atch the questions and the answers.
	1 2 3 4 5	Why were they going to clean the attic?  Why did Alice and Gary go to James' house?  Why did Alice put the carpet on the ground?  Why did James turn on the light?  Why did Laya appear?  a To sit on it.  b To tell them about the code and cards  c To see what was in the attic.  d To help him.  To be able to use it.

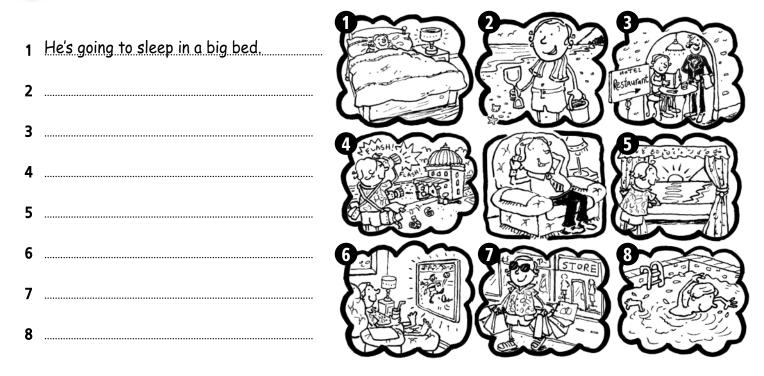
6 Imagine you are in the attic. Are you going to press the *Start* button? Answer the questions.

		Yes	No	
1	Do you like adventures?			
2	Do you like traveling?			
3	Do you know about different places?			
4	Do you want to learn about more places?			
5	Do you want to go to another planet?			
6	Can you think quickly?			
7	Can you understand messages in code?			
8	Can you read a map?			
If you have five or more "Yes" answers, you're ready to fly!  PRESS THE <i>START</i> BUTTON!				
/				

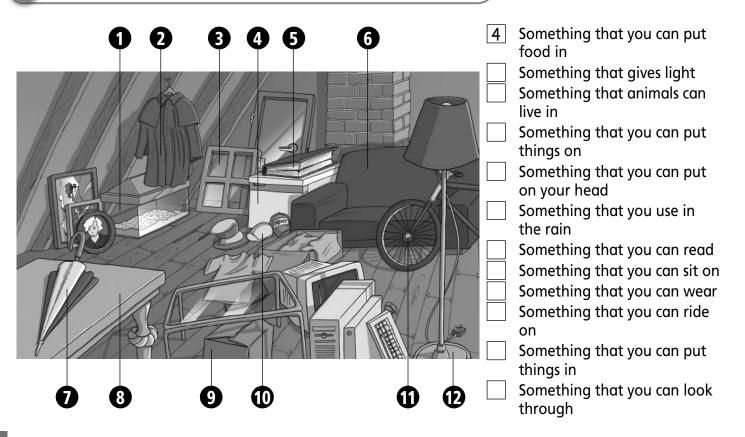
5



1 Fred is going on vacation next week. What is he going to do? Write sentences.



2 Look at James' attic. Find the things and number the clues.



6



## Learning skills: A new start

1	How often do you arrive at school on time?	always	usually	sometimes	neve
2	How often do you remember to do your homework?				
3	How often do you look at your books after school?				
4	How often do you and your friends help each other?				
5	How often do you talk about your school work?				
6	How often do you go to bed at a good time?				
7	How often do you ask questions at school?				
8	How often do you try your best?				
9	How often do you listen to everything in class?				
10	How often do you practice your English outside school?				
3	Add up your score.  always = 4 usually = 3 sometimes = 2 never = 1  35–40 Well done! Continue in the same way and 30–34 Very good! But think about how you can d	you're goi o better.		n a lot!	
	<ul><li>25–29 That's not bad, but you can do a lot more t</li><li>10–24 Oh dear! What can you do to get better?</li></ul>	to help you	urself.		
Ch.	pose four questions from Exercise 3 and give a	reason fo	r your an	swer.	
Cno					

Make your English Control Panel.