

	Unit	Grammar	Vocabulary	Pronunciation
Module 1 Take it to the limit	1 Explorers	Present simple/continuous & past simple review.	Guessing meaning from context. Everyday English.	Linking sounds in the past simple.
	2 That's an idea!	Past continuous. Past continuous vs. past simple. <i>when/while</i> .	Phrases with <i>get</i> .	<i>was & were</i> .
	3 She jumped well	Comparative & superlative adjectives. Intensifiers with comparatives. <i>(not) as ... as</i> . Adverbs/comparative adverbs.	Antonyms. Everyday English.	<i>than & as</i> .
	4 Our world	<i>will/won't & might / may (not)</i> for prediction. First conditional, <i>unless</i> .	The environment.	<i>/əʊ/ (wɒn't)</i> .
Module 1 Check your progress				
Module 2 Different lives	5 Canada and the USA	Question tags. Present perfect simple, <i>just/already/yet</i> .	North American & British English. Everyday English.	Intonation in question tags.
	6 Growing up	Present simple passive. <i>let / be allowed to</i> .	Describing a person's age.	<i>/əʊ/ (əlləʊd)</i> .
	7 Have a laugh!	Present perfect simple, <i>for vs. since</i> .	Verb & noun pairs. Everyday English.	<i>have, has & for</i> .
	8 A great film!	Verbs + <i>-ing</i> / verbs + infinitive.	Film.	Consonant clusters.
Module 2 Check your progress				
Module 3 Weird and wonderful	9 Disaster!	Past simple passive. <i>a, an or the</i> .	Disasters. Everyday English.	'Silent' letters.
	10 A place to stay	<i>too much / many & not enough</i> . <i>will vs. be going to</i> .	Homes.	Sound and spelling: <i>-ough</i> .
	11 Your mind	Determiners (<i>everyone / no one</i> etc.). <i>must/mustn't vs. don't have to</i> .	Remembering & forgetting. Everyday English.	<i>must</i> .
	12 Music makers	Present perfect continuous. Present perfect simple and continuous.	Music.	Sentence stress: rhythm.
Module 3 Check your progress				
Module 4 Dreams and reality	13 Doctor's orders	Defining relative clauses. <i>used to</i> .	Medicine. Everyday English.	<i>/z/ or /s/ in used</i> .
	14 If I had ...	Second conditional.	Information technology & computers.	<i>'d</i> .
	15 Lost worlds	Past perfect.	Noun suffixes: <i>-r, -er, -or & -ist</i> . Everyday English.	<i>had & 'd</i> .
	16 Good or bad luck?	Reported statements & questions. Third conditional.	Noun suffixes: <i>-ation & -ment</i> .	<i>would've / wouldn't have</i> .
Module 4 Check your progress				
Projects ● Pronunciation ● Speaking: additional material ● Irregular verbs and phonetic chart ● Word list				

Speaking & Functions	Listening	Reading	Writing
Describing temporary & permanent activities, past & present situations. Interview about free time.	Story about the Oregon Trail.	At the bottom of the sea. The Oregon Trail. Story: Here's my phone number.	Filling in forms.
Describing past activities. Discussion: jeans.	Stories about famous inventions. Part of a ghost story.	Young girl gets prize. Culture: Jeans.	Story about an invention.
Making comparisons. Describing a sports event. Comparing yourself with others.	Information about record-breaking sports people.	Tara's last minute win. Story: Was she pretty?	Magazine report of a sports event.
Discussing environmental problems. Predicting future events. Discussion: renewable forms of energy.	Radio interview about different forms of energy.	Our fragile planet. Culture: Energy around the world.	Website article about your town/environment.
Checking information. Talking about recently completed activities.	Quiz about Canada & the USA.	Quiz about Canada and the USA. \$1000 for young Vancouver poet. Poem: Whale song. Story: You said 6.30, didn't you?	Email about a holiday.
Describing a ceremony. Retelling a story. Talking about permission. Discussion: minimum age limits.	Story about a coming of age ceremony. Dialogue about minimum ages.	From teenager to adult. Culture: Call yourself an adult?	Magazine article about a special day or ceremony.
Talking about unfinished situations. Questionnaire: Are you fun to be with? Talking about having fun.	Song: <i>Don't Worry, Be Happy</i> .	An interview with a clown doctor. Questionnaire: Are you fun to be with? Story: Who's going to sing?	Email about how you have fun.
Expressing likes/dislikes & preferences. Talking about films. Discussion: film stars & fame.	Dialogue about a film. Dialogue about a Hollywood star.	It was really terrifying Short film reviews. Culture: Hollywood lives.	Film review.
Exchanging information. A quiz. Describing a dream.	Interview about a famous earthquake.	Tsunami – the giant wave. Story: Let's talk about it later.	Newspaper story about a forest fire.
Describing quantity. Talking about your home. Discussion: stereotypes.	Descriptions of homes.	Want an adventure? Spend ten days in Borneo! An email about a holiday. Culture: Life 'down under'.	Email about a plan for a holiday.
What's your strongest intelligence? Discussing memory.	Interview about 'multiple intelligences'.	How to improve your memory. Story: The winners are	Competition entry.
Describing recently completed & unfinished actions. Talking about music & instruments. Discussion: pop music & fashion.	People talking about music & musical instruments.	A young winner. Culture: Pop music in Britain & the USA – a brief history.	Letter about your favourite type of music.
Expressing past habits. Exchanging information.	Dialogue at the doctor's. Dialogue about Joseph Lister.	Medicine in the past – treating headaches. Story: I used to like Joanne.	Magazine article about a famous scientist.
Giving advice. Talking about unreal situations. Discussion: computers & the Internet.	Descriptions of problems caused by computers.	Computers – good for learning, or just for fun? The Goosehead Guide to Life. Culture: Just how great <i>are</i> computers?	Competition entry.
Describing events in the past & earlier past. Telling a picture story.	Radio programme about the army of Xi'an.	The discovery of Machu Picchu. Story: I don't think so.	Short story.
Reporting statements & questions. Discussion: superstitions.	Dialogue about an unlucky day. Dialogue about superstitions in Britain.	A lucky break for the shoeshine boy. Culture: Where do superstitions come from?	Email to apologise for something.