

GAME
CHANGER
TEACHER'S BOOK
WITH DIGITAL PACK

2

SIMON CUPIT



CAMBRIDGE
UNIVERSITY PRESS

CAMBRIDGE
UNIVERSITY PRESS

University Printing House, Cambridge CB2 8BS, United Kingdom
One Liberty Plaza, 20th Floor, New York, NY 10006, USA
477 Williamstown Road, Port Melbourne, VIC 3207, Australia
314–321, 3rd Floor, Plot 3, Splendor Forum, Jasola District Centre, New Delhi – 110025, India
103 Penang Road, #05–06/07, Visioncrest Commercial, Singapore 238467

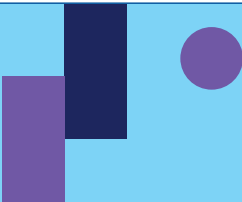
Cambridge University Press is part of the University of Cambridge.
It furthers the University's mission by disseminating knowledge in the pursuit of education, learning and research at the highest international levels of excellence.

www.cambridge.org
Information on this title: www.cambridge.org/9781009267809
© Cambridge University Press & Assessment 2022

This publication is in copyright. Subject to statutory exception and to the provisions of relevant collective licensing agreements, no reproduction of any part may take place without the written permission of Cambridge University Press.

First published 2022
20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Printed in TBC

A catalogue record for this publication is available from the British Library
ISBN 978-1-009-26780-9 Game Changer Teacher's Book with Digital Pack Level 2
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

Welcome to <i>Game Changer</i>	IV
Key Features of <i>Game Changer</i>	VI
<i>Game Changer</i> and the Cambridge Life Competencies Framework	VII
Student’s Book and Workbook Visual Guide	VIII
Digital Resource Pack Visual Guide	XV
Map of the Book	XVI
Teacher’s Notes	
Welcome Unit	T4
Unit 1 Live It Up!	T9
Unit 2 Amazing Places	T19
Unit 3 The Art of Emotions	T31
Unit 4 Lifestyles	T41
Unit 5 Let’s Talk.	T53
Unit 6 Extraordinary Lives	T63
Unit 7 This Is Fun!	T75
Unit 8 One World	T85
Extra Reading	T97
Puzzles Answer Key	T101
Projects	T102
Workbook	T106
Student’s Book Audio Script	T138



Welcome to *Game Changer*

You can be a Game Changer!

With its fresh and fun approach to global real-world topics, *Game Changer* is designed to help teachers prepare stimulating and easy-to-teach lessons that will ensure your students are motivated and engaged throughout the whole school year. Our global focused reading topics, in-context language presentations, scaffolded speaking and writing tasks, and the latest digital resources are guaranteed to develop learners' global awareness and encourage a learning mindset.

Real-Life Contexts for Language Presentation

We present grammar and vocabulary in a clear context through dynamic reading and listening texts in a wide variety of genres. This, combined with topics that are relevant and authentic, ensures students see the purpose of their learning and feel motivated to explore and use the language.

Easy-to-teach

Game Changer Teacher's Book includes all the Student's Book and Workbook pages, with the Answer Key integrated on each page. Teacher's Notes and extra tips make it easy to identify each section. Flipped classroom ideas provide useful suggestions for activities that students could do at home to consolidate in-class learning.

All your digital tools together!

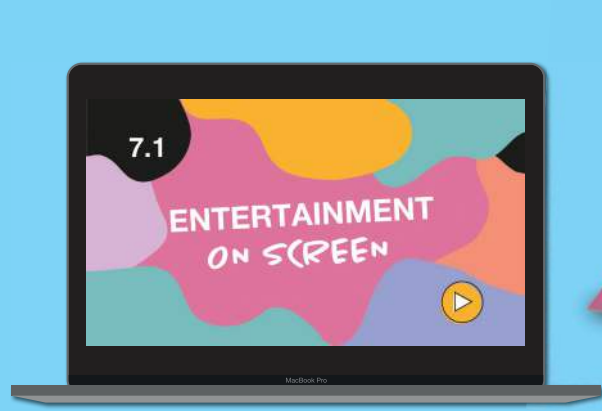
With Cambridge One everything you need to teach with *Game Changer* is at your fingertips with classroom presentation, audio and video, additional practice, games, and an innovative digital collaboration space for students. For more information see page XV.

Global Cultural Topics

Game Changer explores a variety of global topics through its reading and listening pages and in a dedicated *Around the World* spread in every other unit. This helps students broaden their understanding of other people and places, preparing them for life in a diverse, multicultural environment.

English is an International Language

Learners of English now outnumber speakers of English as a first language. Students are therefore far more likely to use English to communicate with people whose first language is not English. This has significant implications for traditional English teaching because an understanding of the language is now only *part* of successful communication, and we cannot underestimate the role of cross-cultural understanding. For this reason, *Game Changer* does not elevate one type of English above others and instead embraces different varieties of English, featuring a range of voices and language varieties.



Teen-Friendly Videos

Game Changer documentary videos reinforce and extend the Student's Book content. The topics of the videos are authentic, fresh, and fun with a global scope, presenting ways of life and ideas from different cultures around the world.

Project Work

We know that it is important for you as a teacher to include projects and collaborative work in your planning and that it is especially motivating for students. That's why we have included two easy-to-teach projects at the back of each Student's Book. These projects recycle and review the language learned in the previous semester, providing a fun and stimulating way to keep students practicing their language skills.



Cross-curricular Pages

Game Changer includes a variety of Cross-curricular lessons, with a dedicated Across the Curriculum spread in every other unit. This reinforces and extends students' learning in other areas across the broader curriculum. The attractive and colorful spreads provide a stimulating alternative to the more skills-focused core pages in each unit.



Key Features of Game Changer

In *Game Changer*, we developed a syllabus that includes the language requirements outlined in most of the English programs taught throughout the world. Take a look at the chart below to see the key features we have incorporated into *Game Changer* to address these requirements.

International English program requirements

Develop intercultural competence: reflect on the role of English in our globalized world.

Present English as a *lingua franca*, exposing students to different varieties of English from around the world.

A focus on the development of effective oral communication.

Encourage students to develop critical thinking skills to reflect on different ways of seeing and analyzing the world around them.

Develop a broad range of reading skills and exposure to different genres of text.

Encourage students to discover grammar rules and patterns.

Develop a process approach to writing skills.

Game Changer

Global topics, documentary videos with a culture focus, and dedicated *Around the World* pages.

A broad range of accents in our audio, *Living English* functional language feature on each Speaking page.

Staged communicative tasks in *Use it* activities and dedicated Speaking pages with scaffolded productive activities and a functional approach to communication.

Think! critical thinking questions, documentary videos and real-world global topics.

Diverse real-life genres in reading, listening, and writing texts and activities to develop reading skills including genre recognition strategies.

Grammar presented in context and shown clearly in accessible grammar charts.

Dedicated Writing pages with Plan, Check, and Edit stages

For more information on the key features of *Game Changer*, visit www.cambridge.org/gamechangerint or scan the QR code to the right.



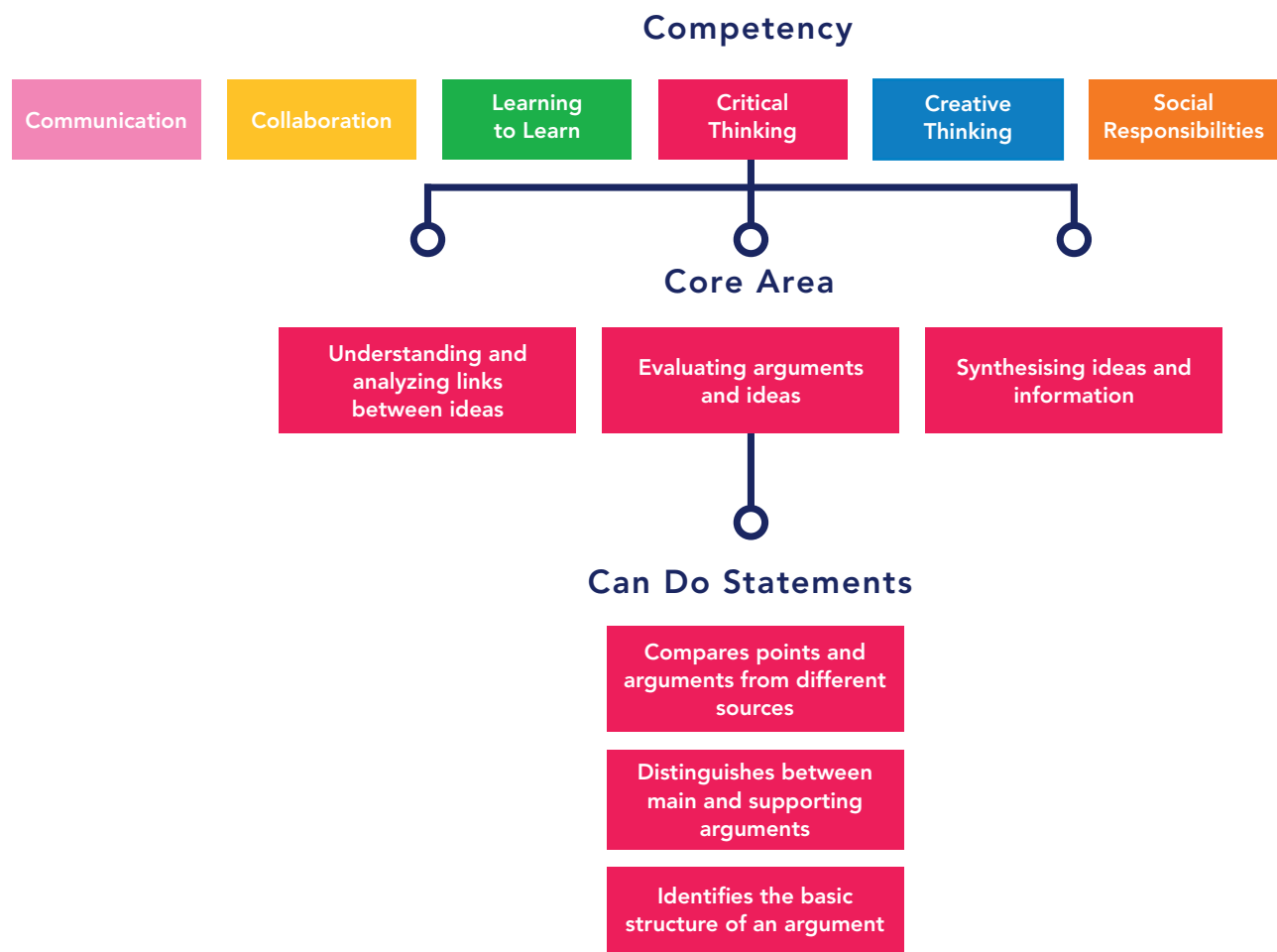


Cambridge Life Competencies


A framework to develop skills for life

How can we prepare our students to succeed in a world that is rapidly changing? We need to help students develop transferable skills that allow them to work with people from around the world, think creatively, analyze sources critically, and communicate their views effectively. How can we teach these skills alongside language?

In response to these questions, we have developed the *Cambridge Life Competencies Framework*. This Framework informs the syllabus for the *Think!* activities in *Game Changer*, helping teachers recognize and assess the many transferable skills that the course develops.



For a chart mapping the Cambridge Life Competencies for this level, visit www.cambridge.org/gamechangerint or scan the QR code to the right.



Student's Book Visual Guide

Every unit in *Game Changer* takes the student on a carefully staged journey. Students are gradually introduced to the topic and target language through a variety of scaffolded activities that build their confidence as they progress. Language is presented in context via a rich variety of real-world topics and each unit culminates in a creative writing or speaking task.

Unit Goals

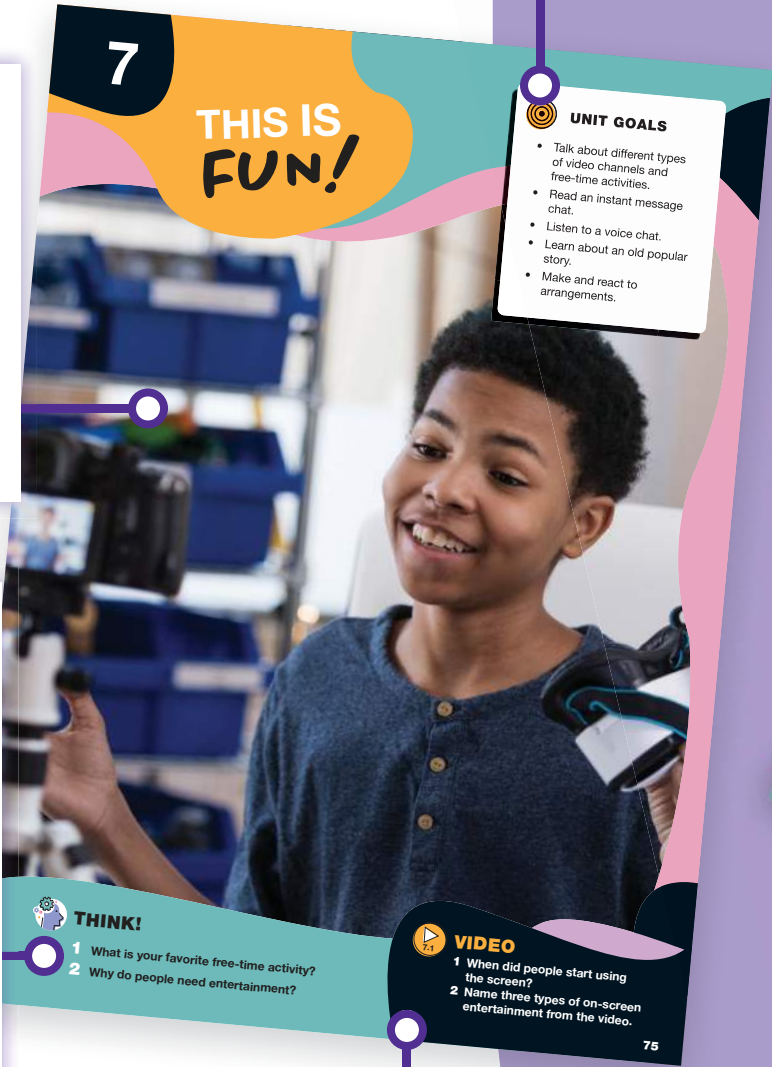
The Unit Goals show the unit aims at a glance.

Attractive Unit Opener photo

A picture is worth a thousand words, and in today's culture, there are images everywhere. This means that visual literacy—the ability to “read” images—is an essential skill. In *Game Changer*, the unit openers provide an opportunity for students to interpret meaning from pictures related to the unit topic.

Think! Questions

We often “read” images before we read words. This happens every day with what we see on television, advertisements, internet memes, emojis, or other media. By encouraging different responses to visual stimuli, you can help your students critically analyze and interpret what they see and develop a deeper understanding of topics. The *Think!* questions in the Unit Opener and throughout each unit encourage students to think beyond the photo or topic and articulate their opinions, developing their critical-thinking skills.

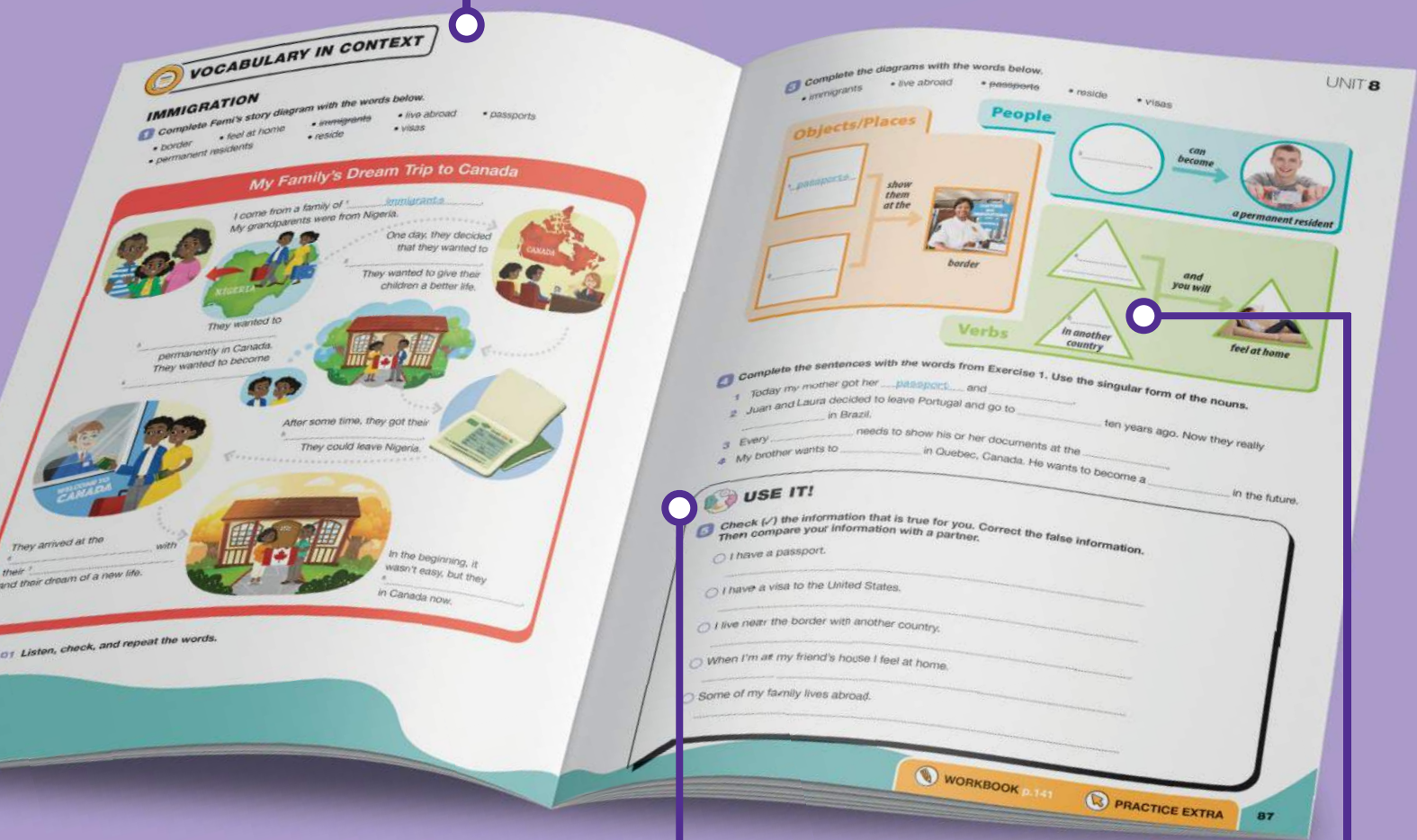


Opener Video

The opener documentary video provides a fun and engaging introduction the unit topic.

Vocabulary in Context

Vocabulary is presented in a real-life context making it easier to understand and more meaningful for the students.



Use It!

Communicative activities give the students a personalized communicative purpose, encouraging them to internalize the language in a fun and motivating way.

Learning to Learn

Activities that ask students to categorize the vocabulary encourage students to develop their own learning skills and so become more motivated, independent learners.

Texts in a range of different genres present the language in a realistic context. Up-to-date and authentic global topics motivate students to read and learn more.

Example sentences from the reading and listening texts presented clearly in a grammar chart allow students to easily see the target structures, and encourage them to think about the rules.



Look! boxes help students to avoid common errors as identified by the *Cambridge Learner Corpus*.

Think! questions encourage students to engage with the text in a personal way and develop their critical-thinking skills as well as their awareness of global topics.