

GAME
CHANGER
TEACHER'S BOOK

3

LOUISE POTTER



CAMBRIDGE
UNIVERSITY PRESS

Cambridge University Press
978-1-108-91887-9 — Game Changer Level 3 Teacher's Book with Digital Pack
Louise Potter
Frontmatter
[More Information](#)

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
Avenida Paulista, 807 conjunto 2315, 01311 -915, São Paulo, Brazil

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.

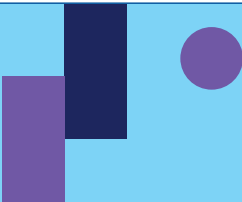
www.cambridge.org
Information on this title: [www.cambridge.org/ 978-1-108-91887-9](http://www.cambridge.org/978-1-108-91887-9)

© Cambridge University Press 2021
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 2021
20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Printed in ‘country’ by ‘printer’

A catalogue record for this publication is available from the British Library
ISBN 978-1-108-91887-9 Game Changer Teacher’s Book with Digital Pack Level 3
Additional resources for this publication at www.cambridge.org/gamechanger

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
<i>Game Changer</i> and the BNCC	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 My Life Plan	T9
Unit 2 What Makes Us Happy?	T19
Unit 3 Consumer World	T31
Unit 4 We Can Save Our Planet	T41
Unit 5 My Online Self	T53
Unit 6 The World of Music	T63
Unit 7 Africa: Past, Present, and Future	T75
Unit 8 What’s Important to Me?	T85
Extra Reading	T97
Puzzles Answer Key	T101
Projects	T102
Workbook	T106
Student’s Book Audio Script	T138

