INNOCENT!

GLOSSARY

Glossary

Book 1

accept /ək'sept/ (v) = to agree to something or to receive something offered

acronym /'ækrənɪm/ (n) = a word created from the initial letters of other words, e.g. 'NASA' for 'National Aeronautics and Space Administration'

action-packed /ˌækʃən 'pækt/ (adj) = (usually of a film or game) full of exciting activities

admire /əd'maɪə/ (v) = to respect someone because of their character or qualities

admission /əd'mɪʃən/ (n) = allowing someone to enter a place

admissions /əd'mɪʃənz/ (pl n) = the University department that processes student applications

alert /ə'lɜːt/ (n) = a signal of potential danger

ambassador /æm'bæsədə/ (n) = a representative of a specific activity

anticipation /ænˌtɪsɪ'peɪʃən/ (n) = the sense of excitement about something positive that is going to happen

apparently /ə'pærəntli/ (adv) = obviously

beep /biːp/ (n) = a short, loud sound usually made by an electronic gadget

belongings /bɪ'lɒŋɪŋz/ (pl n) = the things that a person owns

benefit /'benɪfɪt/ (n) = an advantage

bewildered /bɪ'wɪldəd/ (adj) = very confused

brand new /ˌbrænd 'njuː/ (adj) = completely new; never used or owned before

challenging /'tʃælɪndʒɪŋ/ (adj) = difficult; testing someone's abilities or skills

chance /tʃɑːns/ (n) = an opportunity

character /'kærəktə/ (n) = a person/ creature in a video game, book or film

cheer /tʃɪə/ (v) = to shout and support someone or something

cheerful /'tʃɪəfəl/ (adj) = happy

childish /'tʃaɪldɪʃ/ (adj) = behaving in an immature or silly way, typical of a child

coincidence /kəʊ'ɪnsɪdəns/ (n) = the surprising fact that two things happen at the same time

collect (thoughts) /kə'lekt/ (v) = to take the time to fully consider something

company /'kʌmpəni/ (n) = a business organisation/other people you spend time with

connection /kə'nekʃən/ (n) = a relationship between two or more people or things

content /'kɒntent/ (n) = the information in a book, website, etc

contents /'kɒntents/ (pl n) = things inside something

corridor /'kɒrɪdɔː/ (n) = a narrow passage in a building with rooms on either side

deadline /'dedlaɪn/ (n) = the date or time by which a task should be finished

debate /dɪ'beɪt/ (v) = to formally discuss a particular topic

decision /dɪ'sɪʒən/ (n) = a conclusion arrived at after consideration

delighted /dɪ'laɪtɪd/ (adj) = very pleased

deliver /dɪ'lɪvə/ (v) = to take something to a specific destination

designer /dɪ'zaɪnə/ (n) = a person who creates the look of clothes, a website, furniture, etc

despite /dɪ'spaɪt/ (prep) = even though

development /dɪ'veləpmənt/ (n) = growth or advancement

diagnostic /ˌdaɪəg'nɒstɪk/ (adj) = checking for problems

disappointed /ˌdɪsə'pɔɪntɪd/ (adj) = let down or unhappy because something is not as good as expected

ecstatically /ɪk'stætɪkli/ (adv) = in a very happy way

efficient /ɪ'fɪʃənt/ (adj) = working quickly and in an organised way

ending /'endɪŋ/ (n) = the final part of something

evil /'iːvəl/ (adj) = very bad

exchange /ɪks'tʃeɪndʒ/ (n) = the act of giving and receiving

exchange /ɪks'tʃeɪndʒ/ (v) = to give someone something and receive something in return

excuse /ɪk'skjuːs/ (n) = a reason given to justify someone's actions

excuse /ɪk'skjuːs/ (v) = to justify someone's actions

extensively /ɪk'stensɪvli/ (adv) = in a detailed way; thoroughly

facilities /fə'sɪlətiz/ (pl n) = equipment or buildings that have a particular purpose

fingerprint reader (phr) = a device that can scan and identify a person's fingertip for security purposes

flash /flæʃ/ (n) = a very brief and bright light

flash /flæʃ/ (v) = to shine for a very short time

fortunate /'fɔːtʃənət/ (adj) = lucky

frustration /frʌ'streɪʃən/ (n) = the negative feeling one has for not being able to achieve what one hoped

genuine /'dʒenjuɪn/ (adj) = authentic or real; not artificial

head /hed/ (v) = to be in charge of (sth)/to go in a certain direction

hesitate /'hezɪteɪt/ (v) = to pause before doing or saying something because you're not sure

incident /'ɪnsɪdənt/ (n) = an unusual event

independence /ˌɪndɪˈpendəns/ (n) = freedom from outside control

newsflash /ˈnjuːzflæʃ/ (n) = a short piece of news that gives the latest information about an event

notice /ˈnəʊtɪs/ (v) = to be aware of something or someone

novel /ˈnɒvəl/ (adj) = new, different, of interest

odd /ɒd/ (adj) = strange or unusual

orientation /ˌɔːriənˈteɪʃən/ (n) a type of training given at the start of school, university, a course, a job, etc

overjoyed /ˌəʊvəˈdʒɔɪd/ (adj) = very happy

passenger /ˈpæsəndʒə/ (n) = a person who travels in a vehicle but does not drive it

pavement /ˈpeɪvmənt/ (n) = the raised area on the side of the road where people walk

phase /feɪz/ (n) = a part of a process

plot /plɒt/ (n) = the storyline

prank /præŋk/ (n) = a funny trick

preoccupied /ˌpriːˈɒkjəpaɪd/ (adj) = thinking or worrying about something

process /ˈprəʊses/ (n) = a series of phases that lead to an objective

pull up /ˌpʊl ˈʌp/ (phr v) = to bring a vehicle to a stationary position

puzzled /ˈpʌzəld/ (adj) = confused

queue /kjuː/ (n) = a line of waiting people or vehicles

reaction /riˈækʃən/ (n) = a response to a situation or something that was said

reception /rɪˈsepʃən/ (n) = the area of a building where visitors first go to be directed to the department or person they wish to see

release /rɪˈliːs/ (v) = to make something available for the public to access

remark /rɪˈmɑːk/ (v) = to comment on something or someone

remarkable /rɪˈmɑːkəbəl/ (adj) = particularly special or gifted

reply /rɪˈplaɪ/ (n) = a response, spoken or written

require /rɪˈkwaɪə/ (v) = to need something to happen to allow things to continue

responsibility /rɪˌspɒnsəˈbɪləti/ (n) = a duty to deal with or take care of something

reward /rɪˈwɔːd/ (v) = to offer something to someone because they have done something good or as a prize

rush /rʌʃ/ (v) = to hurry or move quickly

scan /skæn/ (n) = a test done to check whether a computer system has viruses

scene /siːn/ (n) = a place where something has happened

screech /skriːtʃ/ (v) = to produce a loud, high-pitched sound

selfish /ˈselfɪʃ/ (adj) = thinking only about one's self

settle in /ˌsetəl ˈɪn/ (phr v) = to get comfortable in a new place

shaken /ˈʃeɪkən/ (adj) = shocked

shortlist /ˈʃɔːtlɪst/ (n) = a small number of people who are suitable for a course, etc chosen from all the people who applied

sigh /saɪ/ (n) = the act of breathing out loudly to express boredom, disappointment, relief, etc

software /ˈsɒftweə/ (n) = the programs used by a computer

speed /spiːd/ (n) = how fast something moves

speed /spiːd/ (v) = to travel very fast in a vehicle

stage /steɪdʒ/ (v) = to organise something

straightforward /ˌstreɪtˈfɔːwəd/ (adj) = direct and simple; easy to understand or follow

stranger /ˈstreɪndʒə/ (n) = an unknown person

stunt /stʌnt/ (n) = a dangerous or exciting action done by a professional (usually in a film)

style /staɪl/ (n) = the specific way of doing something

suggest /səˈdʒest/ (v) = to put an idea forward

suspect /səˈspekt/ (v) = to think that someone has done something wrong

swerve /swɜːv/ (v) = to suddenly change direction when driving to avoid hitting someone or something

technology /tekˈnɒlədʒi/ (n) = the new ways of doing things that are based on science and computers

though /ðəʊ/ (adv) = however

tricky /ˈtrɪki/ (adj) = difficult

tyre /taɪə/ (n) = the rubber part of the wheel that needs to be filled with air

underestimate /ˌʌndərˈestɪmeɪt/ (v) = to believe that the value, cost or amount of something is smaller than it actually is

unique /juːˈniːk/ (adj) = one of a kind

upset /ˈʌpset/ (adj) = unhappy or disappointed

upset /ˈʌpset/ (v) = to make someone feel unhappy

valuable /ˈvæljuəbəl/ (adj) = very important

whereabouts /ˈweərəbaʊts/ (pl n) = the place where someone or something can be found

wonder /ˈwʌndə/ (v) = to ask myself about something

yawn /jɔːn/ (n) = the act of opening one's mouth and breathing in deeply and then out slowly when someone is bored, tired or sleepy

Book 2

access /ˈækses/ (n) = permission to do something

access /ˈækses/ (v) = to be able to do or use something

according to plan (phr) = the way it is supposed to

Glossary

account /əˈkaʊnt/ (n) = the arrangement one has with a company to let them use the Internet, social media, etc

activity /ækˈtɪvəti/ (n) = a situation in which a lot of things are happening

additional /əˈdɪʃənəl/ (adj) = extra

amazement /əˈmeɪzmənt/ (n) = great surprise and wonder

ambitious /æmˈbɪʃəs/ (adj) = having big plans and the desire to reach those goals

apology /əˈpɒlədʒi/ (n) = a statement saying sorry

appearance /əˈpɪərəns/ (n) = the way something or someone looks

assignment /əˈsaɪnmənt/ (n) = a task

assist /əˈsɪst/ (v) = to help

baffled /ˈbæfəld/ (adj) = confused, unable to make sense of something

basement /ˈbeɪsmənt/ (n) = an area of rooms of a building that are below the ground

brightly /ˈbraɪtli/ (adv) = with lots of light

bump /bʌmp/ (v) = to hit someone by accident

cautiously /ˈkɔːʃəsli/ (adv) = carefully

certain /ˈsɜːtən/ (adj) = sure

chest /tʃest/ (n) = the upper part of the body, above the stomach and below the neck

click /klɪk/ (v) = to make a short, sharp sound

commanding /kəˈmɑːndɪŋ/ (adj) = in a way that demonstrates authority

community /kəˈmjuːnəti/ (n) = a group of people in a specific area

compromise /ˈkɒmprəmaɪz/ (v) = to put something in danger

concerned /kənˈsɜːnd/ (adj) = worried

confuse /kənˈfjuːz/ (v) = to make someone feel they don't understand

consider /kənˈsɪdə/ (v) = to think about something carefully

constant /ˈkɒnstənt/ (adj) = continuous

contact /ˈkɒntækt/ (v) = to get in touch with someone

control /kənˈtrəʊl/ (n) = the power one has to make decisions for others

control /kənˈtrəʊl/ (v) = to be able to make someone do what you want

cooperative /kəʊˈɒpərətɪv/ (adj) = willing to work together or assist

corduroy /ˈkɔːdərɔɪ/ (n) = a thick fabric with thin raised lines

crucial /ˈkruːʃəl/ (adj) = very important

cyclist /ˈsaɪklɪst/ (n) = a person who rides a bicycle

delete /dɪˈliːt/ (v) = to remove something that has been written in a computer

direction /dəˈrekʃən/ (n) = the way to somewhere

disabled /dɪsˈeɪbəld/ (adj) = having a condition that makes it difficult to do what others can do, e.g. walk, see or learn

disbelief /ˌdɪsbɪˈliːf/ (n) = the feeling of not being able to believe something is true

distress /dɪˈstres/ (n) = a state of physical and/or mental suffering

doubtful /ˈdaʊtfəl/ (adj) = not certain about something

ecstatic /ɪkˈstætɪk/ (adj) = extremely happy

enable /ɪˈneɪbəl/ (v) = to make something possible

encourage /ɪnˈkʌrɪdʒ/ (v) = to support someone

environment /ɪnˈvaɪrənmənt/ (n) = the area around something

excitedly /ɪkˈsaɪtɪdli/ (adv) = in an enthusiastic way

exhale /eksˈheɪl/ (v) = to breathe out air

exhausted /ɪgˈzɔːstɪd/ (adj) = very tired

expert /ˈekspɜːt/ (n) = a person who knows a lot about something

expertly /ˈekspɜːtli/ (adv) = skilfully

fedora /fəˈdɔːrə/ (n) = a type of hat

fictional /ˈfɪkʃənəl/ (adj) = imaginary

firewall /ˈfaɪəwɔːl/ (n) = a program that is designed to stop people from accessing a computer without permission

flash /flæʃ/ (v) = to pass very quickly

flatmate /ˈflætmeɪt/ (n) = people who share an apartment

freaky /ˈfriːki/ (adj) = strange

gasp /gɑːsp/ (v) = to breathe in suddenly to express shock or surprise

glance /glɑːns/ (v) = to look at something briefly

grab /græb/ (v) = to take something quickly or violently

greet /griːt/ (v) = to say hello and welcome someone

guard /gɑːd/ (n) = a person whose job is to protect a place or person

helpful /ˈhelpfəl/ (adj) = willing to help

impact /ˈɪmpækt/ (n) = an effect on someone or something

impatient /ɪmˈpeɪʃənt/ (adj) = annoyed because things don't happen quickly

increasingly /ɪnˈkriːsɪŋli/ (adv) = more and more

independently /ˌɪndɪˈpendəntli/ (adv) = without help

indicate /ˈɪndɪkeɪt/ (v) = to show; to point in a direction

inspiring /ɪnˈspaɪərɪŋ/ (adj) = encouraging someone to do something

interact /ˌɪntərˈækt/ (v) = to communicate with others

interrupt /ˌɪntəˈrʌpt/ (v) = to stop something in progress

introduce /ˌɪntrəˈdjuːs/ (v) = to show someone an idea or thing for the first time

leak /liːk/ (n) = the act of passing secret information to others

let (somebody) down /ˌlet ˈdaʊn/ (phr v) = to disappoint someone by not doing what they expect you to do

locate /ləʊˈkeɪt/ (v) = to find

make sense (phr) = to have a clear meaning so it is easily understood

monitor /ˈmɒnɪtə/ (n) = a screen or camera

monitor /ˈmɒnɪtə/ (v) = to watch someone or something

moreover /mɔːˈrəʊvə/ (adv) = in addition

movement /ˈmuːvmənt/ (n) = the act of changing position

mumble /ˈmʌmbəl/ (v) = to say something in a way that is both quiet and unclear so people have difficulty understanding

nonsense /ˈnɒnsəns/ (n) = a silly statement or idea

number pad /ˈnʌmbə ˌpæd/ (n) = the part of something (e.g. a computer) that has numbers on it

objection /əbˈdʒekʃən/ (n) = a statement that someone does not agree with someone or something

objection /əbˈdʒekʃən/ (n) = the act of not agreeing with someone

observe /əbˈzɜːv/ (v) = to watch something carefully

occasionally /əˈkeɪʒənəli/ (adv) = every now and then

outline /ˈaʊtlaɪn/ (n) = a general idea

pace /peɪs/ (v) = to walk back and forth usually because one feels nervous or stressed

personal /ˈpɜːsənəl/ (adj) = belonging to a particular person

personality /ˌpɜːsəˈnæləti/ (n) = the type of person someone is

persuasive /pəˈsweɪsɪv/ (adj) = able to make others do or believe something

plug in /ˌplʌg ˈɪn/ (phr v) = to connect a device to a power supply or to another device by a cable

positive /ˈpɒzətɪv/ (adj) = thinking about what is good in a person or situation

practical /ˈpræktɪkəl/ (adj) = likely to happen or succeed

presumably /prɪˈzjuːməbli/ (adv) = apparently; seemingly

previous /ˈpriːviəs/ (adj) = happening before something else

productive /prɒˈdʌktɪv/ (adj) = able to achieve a lot

protest /prəˈtest/ (v) = to complain strongly so as to show that you do not agree with something

provide /prəˈvaɪd/ (v) = to make something available

public /ˈpʌblɪk/ (adj) = available for all people to see or use

rack /ræk/ (n) = a piece of equipment we use to put or hang things

reasonable /ˈriːzənəbəl/ (adj) = fair; sensible

reputation /ˌrepjuˈteɪʃən/ (n) = the opinion people have about a place or person

request /rɪˈkwest/ (n) = the act of asking for something

request /rɪˈkwest/ (v) = to ask for something

respond /rɪˈspɒnd/ (v) = to reply

responsible /rɪˈspɒnsəbəl/ (adj) = accepting the blame if something goes wrong

rider /ˈraɪdə/ (n) = a person who travels on a motorbike, bicycle or animal

rude /ruːd/ (adj) = not polite

secure /sɪˈkjʊə/ (adj) = safe; protected

sense /sens/ (v) = to be aware of something you don't necessarily hear or see

sensitive /ˈsensətɪv/ (adj) = secret or needing to be dealt with carefully

setting /ˈsetɪŋ/ (n) = the place where something happens

shake /ʃeɪk/ (v) = to make short movements up and down or from side to side

simultaneously /ˌsɪməlˈteɪniəsli/ (adv) = happening at the same time

slide (something) /slaɪd/ (v) = to make a quick, quiet movement so that others do not notice

sophisticated /səˈfɪstɪkeɪtɪd/ (adj) = complicated but advanced and well-designed

specific /spəˈsɪfɪk/ (adj) = particular

spy /spaɪ/ (v) = to secretly watch others and collect information about them

squint /skwɪnt/ (v) = to close the eyes a little so as to see better or to avoid a strong light

stare /steə/ (v) = to look at someone or something for a long time

stream /striːm/ (n) = a continuous flow of things, people, etc

stunned /stʌnd/ (adj) = shocked; surprised

supervisor /ˈsuːpəvaɪzə/ (n) = a person whose job is to watch others and make sure that they are working in the correct way

suspicious /səˈspɪʃəs/ (adj) = not trusting someone or something

target /ˈtɑːgɪt/ (n) = the person something is intended for

target /ˈtɑːgɪt/ (v) = to choose a person so as to attack them

thumbprint /ˈθʌmprɪnt/ (n) = the unique pattern of lines on a person's finger that is at the side of the hand

track /træk/ (v) = to follow someone or something's movements either by using a GPS device or by following clues they may have left behind

tracking device /ˈtrækɪŋ dɪˌvaɪs/ (n) = a GPS attached to someone or something to show their movements

trap /træp/ (n) = a situation you cannot get out of

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trick /trɪk/ (n) = something that makes a person believe something that is not true

uncharacteristic /ˌʌnˌkærəktəˈrɪstɪk/ (adj) = not typical of a person or thing

unlock /ʌnˈlɒk/ (v) = to open something with a key or password

verify /ˈverɪfaɪ/ (v) = to make sure that something is correct

wig /wɪɡ/ (n) = artificial hair that is worn on one's head

wild /waɪld/ (adj) = not based on facts

Book 3

active /ˈæktɪv/ (adj) = busy doing things

advanced /ədˈvɑːnst/ (adj) = modern

agent /ˈeɪdʒənt/ (n) = a person whose job is to get information secretly

aggressive /əˈɡresɪv/ (adj) = behaving in a violent or threatening way

apologetically /əˌpɒləˈdʒetɪkli/ (adj) = in a way that shows that one is sorry for something

approach /əˈprəʊtʃ/ (v) = to move closer to someone or something

arrest /əˈrest/ (v) = to catch a person who has committed a crime

attempt /əˈtempt/ (v) = to try to do something

bait /beɪt/ (n) = something or someone used to make a person do what you want

bank account /ˈbæŋk əˌkaʊnt/ (n) = the arrangement one has with a bank that allows them to put money in and take money out

be worth doing/having sth (phr) = to be important or interesting to do or have

blind /blaɪnd/ (v) = to make it difficult for someone to see

blink /blɪŋk/ (v) = to close and open one's eyes quickly

block /blɒk/ (v) = to stop something from happening, moving or developing

bother /ˈbɒðə/ (v) = to annoy someone

brunch /brʌntʃ/ (n) = a combination of breakfast and lunch eaten late in the morning

buffet /ˈbʊfeɪ/ (n) = a meal where people serve themselves at a table and then eat somewhere else

bypass /ˈbaɪpɑːs/ (v) = to go around or avoid something

candidate /ˈkændɪdeɪt/ (n) = a person who is being considered for a job or a specific role

capture /ˈkæptʃə/ (n) = arrest

celebrate /ˈseləbreɪt/ (v) = to have a good time after an achievement

check out (something) /ˌtʃek ˈaʊt/ (phr v) = to examine something to see if it is true

complain /kəmˈpleɪn/ (v) = to express the fact you are not happy about something

confess /kənˈfes/ (v) = to admit that something, especially embarrassing, is true

confiscate /ˈkɒnfɪskeɪt/ (v) = to take someone's personal belongings as a kind of punishment

corner /ˈkɔːnə/ (v) = to put someone in a situation from which they cannot get out

deposit /dɪˈpɒzɪt/ (n) = the action of putting money onto a bank account

deposit /dɪˈpɒzɪt/ (v) = to put money into a bank account

detention /dɪˈtenʃən/ (n) = the act of being kept in prison or the act of keeping a student at school after class as a form of punishment

device /dɪˈvaɪs/ (n) = a technological piece of equipment

digit /ˈdɪdʒɪt/ (n) = the individual numbers 0 to 9

discover /dɪsˈkʌvə/ (v) = to find out something

dungeon /ˈdʌndʒən/ (n) = dark room under the ground, usually inside a castle

early bird /ˌɜːli ˈbɜːd/ (n) = a person who wakes up or arrives early

employer /ɪmˈplɔɪə/ (n) = a person who pays someone else to do a job

event /ɪˈvent/ (n) = anything that happens, usually something important or worth talking about

exist /ɪɡˈzɪst/ (v) = to be alive; to be present

expire /ɪkˈspaɪə/ (v) = to run out of; to finish

false /fɔːls/ (adj) = not true or real

firm /fɜːm/ (adj) = strong and confident

generous /ˈdʒenərəs/ (adj) = higher or larger than expected

gossip /ˈɡɒsɪp/ (v) = to pass news from one person to another about another person's life

grin /ɡrɪn/ (n) = a big smile

guilty /ˈɡɪlti/ (adj) = responsible for a crime

ideal /aɪˈdɪəl/ (adj) = perfect for a situation

identity /aɪˈdentəti/ (n) = a person's name or who they are

imagine /ɪˈmædʒɪn/ (v) = to create a picture of something in one's mind

incredulously /ɪnˈkredʒələsli/ (adv) = in a way that shows you cannot believe something

infect /ɪnˈfekt/ (v) = to spread a virus from one computer or program to another

initial /ɪˈnɪʃəl/ (adj) = happening at the beginning

intention /ɪnˈtenʃən/ (n) = a person's plan

invaluable /ɪnˈvæljuəbəl/ (adj) = very useful

investigate /ɪnˈvestɪɡeɪt/ (v) = to look into something in order to find the truth about a crime, etc

involve /ɪnˈvɒlv/ (v) = to be part of something

leisurely /ˈleʒəli/ (adv) = in a relaxing way

main /meɪn/ (adj) = the most important

manage /ˈmænɪdʒ/ (v) = to succeed in doing something

newcomer /ˈnjuːkʌmə/ (n) = a person who is new to a place

overhear /ˌəʊvəˈhɪə/ (v) = to hear a conversation without having the intention to do that or without the other people knowing

pair /peə/ (v) = to connect two devices so that they can communicate with each other

peephole /ˈpiːphəʊl/ (n) = a small hole in a door through which you can see who is outside

profile /ˈprəʊfaɪl/ (n) = the general impression someone gives to others

protection /prəˈtekʃən/ (n) = the act of keeping someone or something safe

realise /ˈrɪəlaɪz/ (v) = to become aware of something

realistic /ˌrɪəˈlɪstɪk/ (adj) = that looks real although it's not

recall /rɪˈkɔːl/ (v) = to remember

recently /ˈriːsəntli/ (adv) = a short time ago

register /ˈredʒɪstə/ (v) = to write a person's name in an official list

remote /rɪˈməʊt/ (adj) = far away; isolated

remotely /rɪˈməʊtli/ (adv) = from somewhere else

result /rɪˈzʌlt/ (n) = a consequence

retrieve /rɪˈtriːv/ (v) = to get something back

reveal /rɪˈviːl/ (v) = to make something that is hidden known

revolve around /rɪˈvɒlv əˈraʊnd/ (phr v) = to have as the main topic

reward /rɪˈwɔːd/ (n) = something you get because you have succeeded in something or you have helped someone

sharp /ʃɑːp/ (adj) = very intelligent

shocked /ʃɒkt/ (adj) = very surprised and upset

signal /ˈsɪɡnəl/ (n) = a warning or a message/a series of waves that carry a sound, an image or a message, for example to a mobile phone

slip /slɪp/ (v) = to put something somewhere so quickly that others do not notice

smug /smʌɡ/ (adj) = self-satisfied

speak your mind (idm) = to say your opinion about something

spooky /ˈspuːki/ (adj) = scary

squeeze /skwiːz/ (v) = to force something through a space

store /stɔː/ (v) = to put something in a place and keep it there

strategy /ˈstrætədʒi/ (n) = a well-thought-out plan

sweat /swet/ (n) = drops of water that appear on a person's skin when they are hot, ill or stressed

thoughtful /ˈθɔːtfəl/ (adj) = serious and quiet because one is thinking or considering something

threat /θret/ (n) = a warning that something bad will happen

trace /treɪs/ (v) = to find where something comes from or what causes it

trade /treɪd/ (v) = to exchange

turn of events (phr) = a change in what is happening

vanish /ˈvænɪʃ/ (v) = to disappear

wander /ˈwɒndə/ (v) = to walk around without purpose

whisper /ˈwɪspə/ (v) = to speak very quietly because you don't want others to hear you