



VISIONS!

GLOSSARY



Glossary

Book 1

aisle /aɪl/ (n) = the long space between the seats in a cinema, theatre, etc

anxiety /æŋ'zaiəti/ (n) = worry and fear

balance /bæləns/ (n) = the state of staying steady on your feet

beat /bi:t/ (v) = to control something

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

branch /brɑ:ntʃ/ (n) = a piece of wood that is part of a tree

cabinet /kæbɪnət/ (n) = a piece of furniture with drawers and shelves

calm down /kɑ:m 'daʊn/ (phr v) = to become less worried

cheerful /tʃiəfəl/ (adj) = happy

chorus /kɔ:rəs/ (n) = a group of singers

climb /klaɪm/ (v) = to go to the top of something

closely /kləʊsli/ (adv) = carefully

concentrate /kɒnsəntreɪt/ (v) = to think about something carefully

connection /kə'nekʃən/ (n) = anything that brings two or more people or things together

constantly /kɒnstəntli/ (adv) = always

control /kən'trəʊl/ (v) = to decide what happens for someone or something

costume /kɒstjʊ:m/ (n) = the clothes actors wear in a play

curious /kɜ:ʝəriəs/ (adj) = wanting to learn more about someone or something

despair /dɪ'speə/ (n) = the feeling of having no hope

detail /di:teɪl/ (n) = a small piece of information

development /dɪ'veləpmənt/ (n) = the process of becoming better or bigger

disappointed /dɪsə'pɔɪntɪd/ (adj) = unhappy because something didn't happen

disbelief /dɪsbɪ'li:f/ (n) = the feeling of not being able to accept something as true

dive /daɪv/ (v) = to jump into something with your head first

downhill /daʊn'hɪl/ (adv) = moving down a hill

dressing room /dresɪŋ ru:m/ (n) = a place where actors change clothes

dress rehearsal /dres rɪ'hɜ:səl/ (n) = the final practice of the actors, etc before the performance

drown /draʊn/ (v) = to die because one is underwater and cannot breathe

eager /i:gə/ (adj) = wanting or willing to do something

enemy /enəmi/ (n) = someone who hates another person

escape /ɪ'skeɪp/ (v) = to get free from a dangerous situation; to get away from a place

fear /fiə/ (n) = the feeling of being afraid

feeling /fi:liŋ/ (n) = something we experience through our senses or mind

fight /faɪt/ (v) = to try to stop something from happening

fit /fɪt/ (n) = the correct size

fit in /fɪt 'ɪn/ (phr v) = to feel that you belong in a certain group

flash /flæʃ/ (n) = a bright light that appears and disappears quickly

float /fləʊt/ (v) = to stay on top of water

flood /flʌd/ (n) = a large amount of water that covers an area completely

flood /flʌd/ (v) = to cover an area with water

gift /grɪft/ (n) = a special power

goosebumps /gʊs,bʌmps/ (pl n) = a skin condition in which small raised spots appear on the skin because the person feels cold, scared, etc

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

ground /graʊnd/ (n) = the surface of the earth

guardian /gɑ:diən/ (n) = the person who protects you

guidance /gɑ:dnəs/ (n) = advice

hall /hɔ:l/ (n) = a large room used for events, e.g. performances

hallway /hɔ:lweɪ/ (n) = the part of a house just after the entrance

identical /aɪ'dentɪkəl/ (adj) = exactly the same

ignore /ɪg'nɔ:/ (v) = to choose not to pay attention to someone or something

inn /ɪn/ (n) = a pub in the countryside where people can also spend the night

innkeeper /ɪn,ki:pər/ (n) = the owner of an inn

in the distance (phr) = far away

introduce /ɪntrə'dju:s/ (v) = to say your name or someone else's name to another person

in trouble (phr) = in a difficult situation

joke /dʒəʊk/ (v) = to do or say something to make others laugh

joyful /dʒɔɪfəl/ (adj) = happy

juicy /dʒu:si/ (adj) = not dry

lightning /laɪtnɪŋ/ (n) = a flash in the sky during a storm

limit /lɪmɪt/ (n) = the point where something stops

lyrics /lɪrɪks/ (pl n) = the words of a song

magical /mædʒɪkəl/ (adj) = wonderful; amazing

miss /mɪs/ (v) = to not see, hear or notice something or someone

mission /mɪʃən/ (n) = a very important or special job

move /mu:v/ (v) = to change position
moves /mu:vz/ (pl n) = the steps of a dance
mud /mʌd/ (n) = wet earth
musician /mju:'zi:fən/ (n) = someone whose job is to play music
naturally /nætʃərəli/ (adv) = with an ability or characteristic a person is born with
negative /negətɪv/ (adj) = thinking about the bad things of a situation
notice /nəʊtɪs/ (v) = to see
painful /peɪnfəl/ (adj) = causing an unpleasant feeling on the body because one is hurt or ill
panic /'pænik/ (n) = a very strong feeling of fear
panic /'pænik/ (v) = to be very scared
pavement /'peɪvmənt/ (n) = the side of the road where people walk
peaceful /'pi:sfəl/ (adj) = quiet; calm
performance /pə'fɔ:məns/ (n) = a show
personal /'pɜ:sənəl/ (adj) = belonging to someone
powerful /'paʊəfəl/ (adj) = strong
private /'praɪvət/ (adj) = not for other people to know
reach /ri:tʃ/ (v) = to get to a place
recent /'ri:sənt/ (adj) = that happened a short time ago
recognise /'rekəɡnaɪz/ (v) = to know who or what someone/ something is
recommend /'rekə'mend/ (v) = to tell someone that something is useful or a good idea
relax /rɪ'læks/ (v) = to feel less worried
relaxed /rɪ'lækst/ (adj) = calm; not worried
remind /rɪ'maɪnd/ (v) = to help someone to remember something
remote /rɪ'məʊt/ (adj) = far away from anything

result /rɪ'zʌlt/ (n) = a thing that happens because of something else
roll /rəʊl/ (v) = to make a long continuous sound
row /rəʊ/ (n) = a line of seats
rush /rʌʃ/ (v) = to go somewhere fast
rushing /'rʌʃɪŋ/ (adj) = moving fast
serious /'sɪəriəs/ (adj) = dangerous; not joking
shocked /ʃɒkt/ (adj) = very surprised
sink /sɪŋk/ (v) = to go down towards the bottom of a liquid, etc
situation /sɪ'tʃu'eɪʃən/ (n) = the things happening at a specific time and place
solid /sɒlɪd/ (adj) = not soft; hard
stage /steɪdʒ/ (n) = the part of the theatre where the actors perform
starve /stɑ:v/ (v) = to be very hungry
steady /'stedi/ (adj) = slow and regular
steady /'stedi/ (v) = to stop yourself from falling
step /step/ (n) = the movement a person makes with their feet to walk somewhere; each one of a series of actions you take in order to make something happen
strength /streŋθ/ (n) = the ability to do things like working hard, lifting heavy things, etc
stuck /stʌk/ (adj) = not able to move
suddenly /sʌdnəli/ (adv) = very quickly and unexpectedly
suggest /sə'dʒest/ (v) = to talk about an idea that other people might like
sweat /swet/ (v) = to have drops of water on the face, etc because one is hot, scared, etc
talent /'tælənt/ (n) = a person who is very good at something
thief /θi:f/ (n) = someone who steals things
thought /θɔ:t/ (n) = an idea or opinion about something

thunder /θʌndə/ (n) = the loud noise in the sky during a storm
thunderstorm /θʌndə'stɔ:m/ (n) = a weather condition with very strong wind, heavy rain and thunders
towards /tə'wɔ:dz/ (prep) = in the direction of
tricky /'trɪki/ (adj) = difficult
trouble /'trʌbəl/ (n) = a problem or a difficult situation
twin /twɪn/ (n) = each of two children born at the same time from the same mother
usual /ju:ʒuəl/ (adj) = happening often or in most cases
van /væn/ (n) = a type of medium-sized car that is used for carrying things
walking stick /'wɔ:kɪŋ stɪk/ (n) = a wooden stick to help you when walking
warning /'wɔ:niŋ/ (n) = something that tells us that something bad may happen in the future so we need to be careful
waste /weɪst/ (v) = to use too much of something
weak /wi:k/ (adj) = not strong
whisper /'wɪspə/ (v) = to speak quietly so that others can't hear
worry /'wʌri/ (n) = a feeling of anxiety because something bad might happen
worry /'wʌri/ (v) = to think that something bad might happen

Book 2

(something is) on my mind (phr) = to worry about something
adjust /ə'dʒʌst/ (v) = to get used to a situation
advise /əd'vaɪz/ (v) = to tell someone what they should do
anxious /'æŋkʃəs/ (adj) = worried or afraid



Glossary

app /æp/ (n) = a computer program
area /'eəriə/ (n) = a place
artistic /ɑ:'tɪstɪk/ (adj) = good at creating things like paintings, music, etc
avoid /ə'vɔɪd/ (v) = to stay away from something or someone
babysit /'beɪbɪsɪt/ (v) = to look after a young child
bike rack /'baɪk ,ræk/ (n) = a metal frame, usually in the street, where you can leave your bike
blame /bleɪm/ (v) = to think that someone is responsible for something bad that has happened
block /blɒk/ (v) = to stand in front of someone to stop them from going where they want to go
breath /breθ/ (n) = the air that goes into your mouth and back out
bully /'buli/ (n) = a person who behaves badly to others or makes them do something they don't want to do
bully /'buli/ (v) = to hurt another person or make them do something they don't want to do
bullying /'bulɪŋ/ (n) = the act of hurting another person or making them do something they don't want to do
calm /kɑ:m/ (adj) = quiet and relaxed
cancel /kænsəl/ (v) = to decide that something you have planned will not happen
care /keə/ (n) = helping others so that they are healthy or protected
care /keə/ (v) = to think about someone and wish for them to be well
category /kætəgəri/ (n) = a group
challenge /tʃælɪndʒ/ (n) = a difficult problem or situation
cheer /tʃiə/ (n) = a loud shout to show support or happiness
choice /tʃɔɪs/ (n) = the ability to decide which thing, etc you want

coach /kəʊtʃ/ (n) = the person who trains a sports team
come to mind (phr) = to suddenly think of something
comment /kɒment/ (n) = something you say (e.g. your opinion) about someone or something
comment /kɒment/ (v) = to say something (e.g. your opinion) about something
community /kə'mju:nəti/ (n) = a group of people who live in the same area
complicated /kəmplɪkeɪtɪd/ (adj) = difficult to explain or understand
confidence /kɒnfɪdəns/ (n) = the belief in someone's abilities
confused /kən'fju:zd/ (adj) = not able to understand something
convince /kən'vɪns/ (v) = to make someone believe something
creative /kri'eɪtɪv/ (adj) = being able to produce original ideas
dare /deə/ (v) = to feel brave enough to do something which might be dangerous
daydream /deɪdri:m/ (v) = to think about pleasant things
depend on /dɪ'pend ɒn/ (phr v) = to be decided by something
depressed /dɪ'prest/ (adj) = unhappy; without hope
deserve /dɪ'zɜ:v/ (v) = to have earned something
destroy /dɪ'strɔɪ/ (v) = to damage something completely
develop /dɪ'veləp/ (v) = to invent or create something
directly /dɪ'rektli/ (adv) = in person
disappointment /dɪsə'pɔɪntmənt/ (n) = the feeling of being unhappy because things are not going as planned
education /edju'keɪʃən/ (n) = teaching and learning at school, university, etc
effort /'efət/ (n) = the energy you put into doing something difficult

emergency services (the) /ɪ'mɜ:dʒənsɪ ,sɜ:vɪsɪz/ (pl n) = the people and organisations whose job is to help people in accidents or dangerous situations
equipment /'ekwɪpmənt/ (n) = the things you need to do a specific job
excited /ɪk'saɪtɪd/ (adj) = feeling happy and enthusiastic
excitement /ɪk'saɪtmənt/ (n) = the feeling of happiness and enthusiasm
exciting /ɪk'saɪtɪŋ/ (adj) = creating happiness and enthusiasm
experience /ɪk'spɪəriəns/ (n) = the knowledge or skills that a person has
explanation /eksplə'neɪʃən/ (n) = a reason
false /fɔ:ls/ (adj) = not true
familiar /fə'mɪliə/ (adj) = feeling like you know someone or something
fellow student (phr) = a student in the same class, school, etc as you
focus /fəʊkəs/ (v) = to concentrate on one thing
focused /fəʊkəst/ (adj) = having a very clear aim or concentrating hard on something
force /fɔ:s/ (n) = strength
glimpse /glɪmps/ (n) = a quick look at someone or something
grateful /ɡreɪtfəl/ (adj) = showing thanks to someone who has offered their help or support
greet /ɡri:t/ (v) = to say hello
guide /ɡaɪd/ (v) = to show someone which way they must go or what direction to take
guilty /ɡɪlti/ (adj) = feeling bad about something you've done
harmful /hɑ:mfəl/ (adj) = causing damage
honest /ɒnɪst/ (adj) = always telling the truth

injury /'ɪndʒəri/ (n) = damage to a person's body because of an accident, etc

instructions /ɪn'strʌkʃənz/ (pl n) = the things someone tells you to do

interest /'ɪntərəst/ (n) = the state of knowing or wanting to know something

interested /'ɪntərəstɪd/ (adj) = wanting to know (more) about something

interesting /'ɪntərəstɪŋ/ (adj) = exciting or unusual

interrupt /,ɪntə'rʌpt/ (v) = to stop a person from speaking for a while

in the wild (phr) = in or near nature

keen /ki:n/ (adj) = very good

knowledge /'nɒlɪdʒ/ (n) = the information someone has about a topic

location /ləʊ'keɪʃən/ (n) = the exact place where someone or something is

make sense (phr) = to be easy to understand

match /mætʃ/ (n) = a sports game or competition, usually between two teams, e.g. football or tennis

mention /menʃən/ (v) = to say something quickly without giving a lot of information

mind /maɪnd/ (n) = the part of the human body that allows us to think; the ability to think; a person's thoughts

necessary /'nesəsəri/ (adj) = needed; wanted

nervously /'nɜ:vəsli/ (adv) = in a worried way

newsflash /'nju:zflæʃ/ (n) = a short piece of important news, usually on TV, radio or the Internet

opinion /ə'pɪnjən/ (n) = a person's thoughts about someone or something

order /'ɔ:də/ (v) = to tell someone to do something

organise /'ɔ:gənaɪz/ (v) = to put into order

pace /peɪs/ (v) = to walk back and forth nervously

patient /'peɪʃənt/ (adj) = able to wait without becoming annoyed

pause /pɔ:z/ (v) = to stop for a moment

pay attention (to sth) (phr) = to look at and listen to something carefully

physical /'fɪzɪkəl/ (adj) = related to your body, e.g. working with your hands

pitch /pɪtʃ/ (n) = a place for playing football

power /'paʊə/ (n) = a special ability or control over something

problem-solver /'prɒbləm ,sɒlvə/ (n) = a person who is good at dealing with difficult situations

professional /prə'feʃənəl/ (adj) = (about a job) done to earn money, not as a hobby

promise /'prɒmɪs/ (v) = to say that you will definitely do something

proof /pru:f/ (n) = anything, e.g. information, that shows that something is true

put yourself in somebody's shoes (idm) = to imagine yourself in someone else's situation

quality /'kwɒləti/ (n) = a characteristic

read someone's mind (idm) = to guess what someone is thinking

realise /'ri:əlaɪz/ (v) = to understand something

reality /'ri:ələti/ (n) = the real world; the things that we can see around us

recover /rɪ'kʌvə/ (v) = to get better after an illness or injury

recovery /rɪ'kʌvəri/ (n) = getting better after an illness or accident

relaxed /rɪ'lækst/ (adj) = happy and comfortable

relaxing /rɪ'læksɪŋ/ (adj) = creating happiness and comfort

reply /rɪ'plaɪ/ (v) = to answer

revenge /rɪ'vendʒ/ (n) = something you do to make someone feel bad because they have done something bad to you

reward /rɪ'wɔ:d/ (n) = something, e.g. money or a prize, someone gets because they have done something good or they have won something

routine /ru:ti:n/ (n) = the usual way of doing things

rude /ru:d/ (adj) = not polite

ruin /ru:ɪn/ (v) = to destroy something

rush /rʌʃ/ (v) = to go somewhere very quickly

safety /'seɪfti/ (n) = the state of being protected from danger

satisfying /sætɪsfɑɪɪŋ/ (adj) = creating positive feelings

save /seɪv/ (v) = to stop someone from dying or getting injured

scout /skaʊt/ (n) = a person whose job is to find people with special skills, e.g. in sports

scream /skri:m/ (v) = to shout loudly

sense /sens/ (v) = to feel something you can't see or hear

sigh /saɪ/ (v) = to take in lots of air into your mouth and push it out again, usually to show that one is tired, sad, relieved, etc

sign /saɪn/ (n) = something (e.g. an action or event) that shows that something exists or is happening

sign /saɪn/ (v) = to write your name on something

silence /'saɪləns/ (n) = without talking or making any noise

sip /sɪp/ (n) = a small amount of drink

social /'səʊʃəl/ (adj) = related to people's position in society

solution /sə'lju:ʃən/ (n) = the answer to a problem



Glossary

spy on sb /ˈspaɪ ˈɒn/ (phr v) = to watch someone secretly to find out what they are doing

stands /stændz/ (pl n) = a place in a sports stadium where people can sit or stand to watch a game

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

stray /streɪ/ (adj) = (about an animal) without a home

subject /ˈsʌbdʒɪkt/ (n) = the topic of discussion

successful /səkˈsesfəl/ (adj) = popular and earning lots of money

suffer /sʌfə/ (v) = to feel pain

suitable /suːtəbəl/ (adj) = right for something or someone

technical /tekˈnɪkəl/ (adj) = related to building or fixing things

tin /tɪn/ (n) = a metal container for food

toxic /tɒksɪk/ (adj) = unpleasant and dishonest

train /treɪn/ (v) = to teach someone to do a specific job

trick /trɪk/ (n) = something you do as a joke

trust /trʌst/ (v) = to believe what someone says

unbelievable /ˌʌnbɪˈliːvəbəl/ (adj) = difficult or impossible to accept as true

unexpected /ˌʌnɪkˈspektɪd/ (adj) = not planned; done by surprise

unknown /ʌnˈnəʊn/ (adj) = not familiar

unlock /ʌnˈlɒk/ (v) = to open something using a key

upset /ʌpˈset/ (adj) = sad and unhappy

valuable /ˈvæljuəbəl/ (adj) = important

vehicle /ˈviːkəl/ (n) = a machine with wheels and an engine that helps people move around, e.g. a car, bus, etc

verbal /vɜːbəl/ (adj) = using words

virus /ˈvaɪərəs/ (n) = a program that harms computers

vision /ˈvɪʒən/ (n) = an idea in a person's mind; the ability to plan your future

volunteer /ˌvɒləntɪə/ (n) = a person who works usually to help others without earning money

volunteer /ˌvɒləntɪə/ (v) = to offer to work usually to help others without earning money

warn /wɔːn/ (v) = to tell someone to be careful of something

welcome /welkəm/ (adj) = pleased to be with someone

wildlife /ˈwaɪldlaɪf/ (n) = the animals that live in an area

witness /ˈwɪtnəs/ (n) = a person who sees an accident, etc

Book 3

ability /əˈbɪləti/ (n) = the skill or the power to do something

access /ækses/ (n) = the possibility to see, use, etc something

achievement /əˈtʃiːvmənt/ (n) = something important that a person has managed to do after trying hard

admire /ədˈmaɪə/ (v) = to like and respect someone

advance /ədˈvɑːns/ (v) = to become better or develop more

allow /əˈlaʊ/ (v) = to let someone do something

assistant /əˈsɪstənt/ (n) = someone whose job is to help another person, usually in an office

attract (sb's) attention (phr) = to get someone to look at/notice you

backpack /ˈbækpæk/ (n) = a type of bag that you carry on your back, usually when you go on a trip or hiking

belief /brɪˈliːf/ (n) = an idea, etc that someone accepts as true

blog /blɒg/ (n) = a website where someone writes regularly about a topic they are interested in

brochure /ˈbrɒʃʊə/ (n) = a small book with advertisements, information, etc

button /ˈbʌtən/ (n) = a small, round object that you push with your finger to make something happen

campus /ˈkæmpəs/ (n) = the buildings and the area around a university, college, etc

career /kəˈrɪə/ (n) = the jobs a person has in a specific field

carriage /ˈkærɪdʒ/ (n) = the part of a train where people sit

certain /sɜːtən/ (adj) = sure; specific

chance /tʃɑːns/ (n) = the best moment to do something

character /ˈkærəktə/ (n) = a person's qualities; the person in a story, film, etc

charity /ˈtʃærəti/ (n) = an organisation that helps people in need

chase /tʃeɪs/ (v) = to run after someone to catch them

coach /kəʊtʃ/ (n) = a bus that travels long distances

common /ˈkɒmən/ (adj) = usual

condition /kənˈdɪʃən/ (n) = the state of something

connect /kəˈnekt/ (v) = to join with someone or something

creepy /ˈkriːpi/ (adj) = strange and scary

crowded /ˈkraʊdɪd/ (adj) = full of people

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

decorate /ˈdekəreɪt/ (v) = to add something to a room or place to make it look nicer

delicious /dɪˈlɪʃəs/ (adj) = having a nice taste

design /dɪˈzʌn/ (v) = to draw an idea or plan

digital migrant /ˌdɪdʒɪtəl ˈmaɪgrənt/ (n) = a person who works on their computer in another country

disabled (the) /dɪs'eɪbld/ (n) = people with a condition that makes it difficult for them to do things, e.g. move, hear or see

disappear /dɪsə'piə/ (v) = to go somewhere where you can't be found

donate /dəʊ'neɪt/ (v) = to give money, food, clothes, etc to people who need them

donation /dəʊ'neɪʃən/ (n) = something (e.g. money, food, clothes) given for free to help others

drastic /dræstɪk/ (adj) = sudden and extreme

drop /drɒp/ (v) = to let something fall to the floor

economical /i:kə'nɒmɪkəl/ (adj) = not expensive

ego /i:'ɡəʊ/ (n) = the idea a person has about themselves

elbow pad (phr) = a piece of cloth or rubber to protect the middle joint of the arm

enemy /'enəmi/ (n) = a person who hates another person and wants to stop them from doing something

engineer /'endʒɪ'nɪə/ (n) = a person whose job is to design and build machines, roads, etc

environmentally friendly /ɪnvaɪrə'mentəli 'frendli/ (adj) = that does not damage the planet

escalator /'eskəleɪtə/ (n) = moving stairs in a building

expect /ɪk'spekt/ (v) = to wait for something to happen

face /feɪs/ (v) = to turn to look at someone

facilities /fə'sɪlɪtɪz/ (pl n) = the buildings, etc that have got a specific purpose

favour /'feɪvə/ (n) = something you do to help someone

fight /faɪt/ (n) = a strong argument with somebody

fight /faɪt/ (v) = to argue with somebody

firm /fɜ:m/ (n) = a company

flood /flʌd/ (v) = to fill something with lots of things

fool /fu:l/ (v) = to make someone believe something that isn't true

gap /gæp/ (n) = an empty space

generous /dʒenərəs/ (adj) = willing to share and help others

genius /dʒɪ'niəs/ (n) = a very clever person

hero /'hɪərəʊ/ (n) = a person other people admire because he/she is very strong, clever, etc

hide /haɪd/ (v) = to put something in a place where people can't see it

imagination /ɪ'mædʒɪ'neɪʃən/ (n) = the ability to create ideas or pictures in your mind

imagine /ɪ'mædʒɪn/ (v) = to create a picture in your mind

in charge (phr) = in control of a situation

interview /ɪntə'vju:/ (n) = a formal meeting in which one person (e.g. a reporter) asks the other person questions

interview /ɪntə'vju:/ (v) = to formally ask somebody questions so that you can find out more about them

invention /ɪn'venʃən/ (n) = a new thing or idea that has not existed before

jammed /dʒæmd/ (adj) = not moving

jealous /dʒeləs/ (adj) = feeling upset because you want something someone else has got

keep in touch with someone (phr) = to contact someone often

knee pad (phr) = a piece of cloth or rubber to protect the middle joint of the leg

landmark /'lændmɑ:k/ (n) = an important building in a town, city, etc

legend /'ledʒənd/ (n) = a very old story about a famous person or an important event that might not always be true

lift /lɪft/ (n) = the machine in a building that carries people from one floor to another

loading area (phr) = the place in a station where people get on or off the bus, coach, etc

lobby /'lɒbi/ (n) = the entrance of a building

lock /lɒk/ (n) = something that keeps a door, drawer, etc closed that usually needs a key to open it

lock /lɒk/ (v) = to close a door, etc with a key

locker /'lɒkə/ (n) = a tall, usually metal cupboard, where you can store your things for some time

magical /mædʒɪkəl/ (adj) = special or exciting

manage /mæ'nɪdʒ/ (v) = to organise and control a company, etc

mechanic /mɪ'kænɪk/ (n) = a person whose job is to repair machines

messy /mesi/ (adj) = not tidy

mind reader /maɪnd 'ri:də/ (n) = someone who can understand how other people are feeling without talking to them

minor /maɪnə/ (adj) = not important

myth /maɪθ/ (n) = a very old story that people said to explain natural events, e.g. earthquakes

natural /nætʃərəl/ (adj) = about nature (i.e. mountains, the sea, rivers, etc)

nod /nɒd/ (v) = to move your head up and down to mean yes

object /'ɒbdʒɪkt/ (n) = a thing

opposite /'ɒpəzɪt/ (prep) = on the other side

panel /'pænəl/ (n) = a part of a door or wall

partner /'pɑ:tənə/ (n) = someone you share a business with

passion /'pæʃən/ (n) = a strong feeling of love or enthusiasm about someone or something

pastime /'pɑ:staim/ (n) = a hobby

pavement /'peɪvmənt/ (n) = the place on the side of a street where people walk



Glossary

personality /pɜːsə'næləti/ (n) = someone's character

persuade /pə'sweɪd/ (v) = to make someone do something after explaining why they should do it

pick sth up /pɪk 'ʌp/ (phr v) = to take something from a place

plan ahead (phr) = to think about something carefully before you do it

platform /plætfɔːm/ (n) = the place in a train station where people get on or off a train

press /pres/ (v) = to push something with your hand or fingers

profit /prɒfɪt/ (n) = all the money that is made in business after covering all other costs

project /prɒdʒekt/ (n) = a planned piece of work

protect /prə'tekt/ (v) = to make sure that someone is safe

puzzle /'pʌzəl/ (n) = a game with questions you must answer or problems you must solve

puzzled /'pʌzəld/ (adj) = not able to understand something

queue /kjuː/ (n) = a line of people who are waiting for something, e.g. the bus or the train

radar /reɪdɑː/ (n) = a special system with radio waves to find something we cannot see

rehabilitation centre /rɪ'həbɪlɪ'teɪʃən ,sentə/ (n) = a place where someone can get back to a healthy life after a serious accident or illness

reliable /rɪ'laɪəbəl/ (adj) = that can be trusted

rival /raɪvəl/ (n) = a person who competes with another in business, sports, etc

route /ruːt/ (n) = the specific way to go from one place to another

rule /ruːl/ (n) = what must or must not be done in a specific situation

scientist /saɪəntɪst/ (n) = someone who works or studies physics, chemistry, biology, etc

security guard /sɪ'kjʊərəti ɡɑːd/ (n) = a person whose job is to protect a person or a place

security line (phr) = the area in an airport, station, etc where people check their bags and documents

service /'sɜːvɪs/ (n) = a system that provides something people need

signal /'sɪgnəl/ (v) = to make a small movement to show people what they have to do

simply /'sɪmpli/ (adv) = just; only

siren /saɪərən/ (n) = a device that makes a loud noise to warn people that there is danger

slide /slaɪd/ (v) = to move quickly over a surface

smart /smɑːt/ (adj) = clever

speechless /'spiːtʃləs/ (adj) = not able to speak, usually because one is angry, surprised, etc

speed up /spiːd 'ʌp/ (phr v) = to move or drive faster

stressed /strest/ (adj) = worried

stressful /stresfəl/ (adj) = making someone feel worried

support /sə'pɔːt/ (v) = to encourage someone so that they can succeed

suspicious /sə'spɪʃəs/ (adj) = feeling that someone or something is wrong, illegal, etc

switch /swɪtʃ/ (n) = a device that you can press to turn something on and off, e.g. light

taste /teɪst/ (v) = to put something in your mouth to understand what the flavour is

ticket barrier (phr) = a gate in a bus, train, etc station where people must show their tickets to go through

timetable /taɪm,teɪbəl/ (n) = a plan that shows the times when buses, trains, etc leave and arrive

torch /tɔːtʃ/ (n) = a small light that you can hold in your hand

traditional /trə'dɪʃənəl/ (adj) = not modern

trick /trɪk/ (v) = to make someone believe something that isn't true

uncertain /ʌn'sɜːtən/ (adj) = unsure

view /vjuː/ (n) = what you can see from a place

villain /'vɪlən/ (n) = a bad person

well-meaning /wel 'miːnɪŋ/ (adj) = wanting to help but not always succeeding

wonder /'wʌndə/ (v) = to ask yourself questions