



4000 Essential English Words

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Paul Nation



1. The Lion and the Rabbit

A **cruel**⁽¹⁾ lion lived in the forest. Every day, he killed and ate a **lot**⁽²⁾ of animals. The other animals were **afraid**⁽³⁾ the lion would kill them all.

The animals told the lion, “Let’s make a deal. If you **promise**⁽⁴⁾ to eat only one animal each day, then one of us will come to you every day. Then you don’t have to **hunt**⁽⁵⁾ and kill us.”

The plan sounded **well**⁽⁶⁾ thought-out to the lion, so he **agreed**⁽⁷⁾, but he also said, “If you don’t come every day, I promise to kill all of you the next day!”

Each day after that, one animal went to the lion so that the lion could eat it. Then, all the other animals were **safe**.⁽⁸⁾

Finally,⁽⁹⁾ it was the rabbit’s turn to go to the lion.

The rabbit went very slowly that day, so the lion was **angry**⁽¹⁰⁾ when the rabbit finally **arrived**.⁽¹¹⁾

The lion angrily asked the rabbit, “Why are you late?”

“I was **hiding**⁽¹²⁾ from another lion in the forest. That lion said he was the king, so I was afraid.”

The lion told the rabbit, “I am the only king here! Take me to that other lion, and I will kill him.”

The rabbit **replied**⁽¹³⁾, “I will be happy to show you where he lives.”

The rabbit led the lion to an old well in the **middle**⁽¹⁴⁾ of the forest. The well was very deep with water at the **bottom**.⁽¹⁵⁾ The-rabbit told the lion, “Look in there. The lion lives at the bottom.”

When the lion looked in the well, he could see his own face in the water. He thought that was the other lion. Without waiting another **moment**,⁽¹⁶⁾ the lion jumped into the well to **attack**⁽¹⁷⁾ the other lion. He never came out.

All of the other animal in the forest were very **pleased**⁽¹⁸⁾ with the rabbit’s **clever**⁽¹⁹⁾ **trick**.⁽²⁰⁾



2. The Laboratory

Mia's father had a **laboratory**⁽¹⁾ but she had no idea what was in it. Her dad always closed and locked the door when he went in. She knew that he used it to do **projects**⁽²⁾ for work. He never told Mia what these projects were.

One night, Mia **approached**⁽³⁾ the door to the laboratory. She stopped and thought, "I wonder what crazy **experiment**⁽⁴⁾ he is doing now." Suddenly, she heard a **loud**⁽⁵⁾ **noise**⁽⁶⁾. It sounded like an **evil**⁽⁷⁾ **laugh**⁽⁸⁾. The noise **scared**⁽⁹⁾ her, so she walked quickly back to her room.

The next night, her friend Liz came to her house. When Liz arrived, Mia told her about the night before. "Oh, it was **terrible**⁽¹⁰⁾," she said.

"Why don't we see what is in there?" Liz asked. "It will be a fun **adventure!**"⁽¹¹⁾

Mia felt **nervous**⁽¹²⁾ about going into her father's laboratory, but she agreed. As always, the door was locked. They waited until Mia's father left the laboratory to eat dinner. "He didn't lock the door!" Liz said. "Let's go."

The laboratory was dark. The girls walked down the stairs **carefully**.⁽¹³⁾ Mia **smelled**⁽¹⁴⁾ strange **chemicals**.⁽¹⁵⁾ What terrible thing was her father **creating**?⁽¹⁶⁾

Suddenly, they heard an evil laugh. It was even **worse**⁽¹⁷⁾ than the one Mia heard the night before. What if a monster was going to **kill**⁽¹⁸⁾ them? Mia had to do something. She **shouted**⁽¹⁹⁾ for help.

Mia's father ran into the room and turned on the lights. "Oh, no," he said. "You must have learned my **secret**".⁽²⁰⁾ "Your monster tried to kill us," Mia said.

"Monster?" he asked. "You mean this?" He had a pretty doll in his hands. The doll laughed. The laugh didn't sound so evil anymore. "I made this for your birthday. I wanted to give it to you then, but you can have it now. I hope you like it!"



3. The Report

Lee sat **among**⁽¹⁾ the books at the **library**⁽²⁾ and thought about his group project.

They had to turn it in soon, but he hadn't even started his part! Jack and Claire were in his group. They had worked hard. They were also very smart, and Lee didn't want them to get a bad **grade**.⁽³⁾

Jack did the **report**.⁽⁴⁾ He wrote a lot of very good sentences and **described**⁽⁵⁾ things with great adjectives. Claire drew a nice map of the stars. Now, Lee needed to do his part of the project.

“Well, I **suppose**⁽⁶⁾ I need to start my model,” Lee thought.

Making a model of a **planet**⁽⁷⁾ was really hard. Lee tried to read **several**⁽⁸⁾ books, but he couldn't **comprehend**⁽⁹⁾ any of the **charts**.⁽¹⁰⁾ “We're going

to **fail**⁽¹¹⁾ because of me!” Lee said. He put his head down on the table and said, “I wish I could see a planet, **instead**⁽¹²⁾ of having to read about it!”

Suddenly,⁽¹³⁾ there was a bright light. Lee was pulled from his chair, through the roof, and right into a strange ship! “Hello, kid,” said an **alien**.⁽¹⁴⁾ “Did you ask for help?”

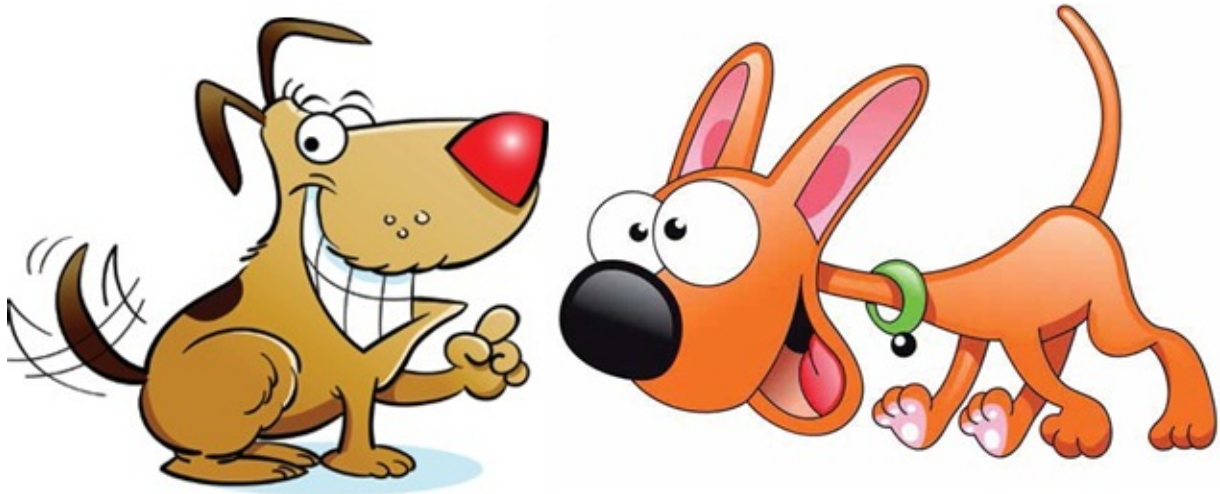
Lee told the **friendly**⁽¹⁵⁾ alien all about his project. The alien agreed to help Lee **solve**⁽¹⁶⁾ his problem. “First, we’ll fly through space to **view**⁽¹⁷⁾ the **universe**.⁽¹⁸⁾ Then, I can help you make a model of my planet.”

Soon, they were going through the **clouds**.⁽¹⁹⁾ They passed the moon. Then they viewed Mars. Lee was very excited. Instead of a bad grade, his group would have the best project **ever!**⁽²⁰⁾

“It’s time to go home,” the alien finally said. On the way back, he helped Lee make a model of the planet Mars. Soon, they were on Earth.

“Thanks,” Lee said.

“My model will be awesome!” Then he took his model and said goodbye to his new friend.



4. The Dog's Bell

John's dog was a bad dog. He bit people **frequently**.⁽¹⁾ John had great **concern**⁽²⁾ about this. It was not an **appropriate**⁽³⁾ way for a dog to **behave**.⁽⁴⁾ His friends in the **village**⁽⁵⁾ always **expected**⁽⁶⁾ the dog to bite them. The news about John's dog **spread**⁽⁷⁾ through the village. **None**⁽⁸⁾ of the people wanted to go to John's house.

John tried to **instruct**⁽⁹⁾ the dog to behave, but it never worked. He tried to be **patient**⁽¹⁰⁾ and teach the dog to be **calm**⁽¹¹⁾. That also didn't work. John didn't want to **punish**⁽¹²⁾ the dog. "How will I stop my dog's bad **habit**⁽¹³⁾?" John asked himself.

John's friend came to talk to him about the **issue**⁽¹⁴⁾. During their important meeting, his friend said, "The people in the village asked me to **represent**⁽¹⁵⁾ them. We want your dog to stop this habit. Why don't you put a bell around the dog's neck? This way, we would hear your dog coming down the street."

John thought this was a great idea. Now, people could stay away from the dog. It would not be able to bite anyone anymore.

The dog liked the bell, too. People looked at him when they heard his bell. This made the dog very **content**⁽¹⁶⁾. He liked the song the bell played when he walked.

One day, John's dog **strolled**⁽¹⁷⁾ through the village and met some other dogs. He expected them to want a bell like his. But they laughed at his bell. They said the bell made people **avoid**⁽¹⁸⁾ him. John's dog **shook**⁽¹⁹⁾ his head. "No, they look at me because they like the bell."

The other dogs said, "You have the wrong idea of what makes you popular. Of course they like your bell. It tells them where you are so they can avoid you. You aren't able to bite them anymore!"

You see, being popular isn't something **positive**⁽²⁰⁾ when it's for the wrong reason.



5. The Jackal and the Sun Child

A jackal is a **wild**⁽¹⁾ dog with a big black back. It **resides**⁽²⁾ in the desert. But how did the jackal get his black back? This was how it happened.

One day, the jackal saw a girl. She was sitting upon a rock. She was not a **normal**⁽³⁾ child. She was a **rare**⁽⁴⁾ and beautiful sun child. She was bright and warm like the sun. The child saw the jackal and smiled.

She said, “Jackal, I have been **relaxing**⁽⁵⁾ on this rock for too long. I must get home soon. But, I am slow and you are fast. You will **likely**⁽⁶⁾ get me home more quickly.” Then she **requested**,⁽⁷⁾ “Will you carry me home? If

you do, I'll give you a gift. This necklace **belongs**⁽⁸⁾ to me, but I will give it to you.”

The wild jackal agreed. So the sun child sat on the dog's back. They started to walk. But soon, the jackal felt ill. The sun child was very hot on his back. The heat was **hurting**⁽⁹⁾ his back very **badly**.⁽¹⁰⁾ “I made a terrible **error**⁽¹¹⁾ in **judgment**.”⁽¹²⁾ he thought. He shouldn't have agreed to carry her. So he asked her to get off.

But she did not. The jackal's back **continued**⁽¹³⁾ to get hotter and hotter. He had to get away from the sun child. So he made a plan. First, he ran as fast as he could.

He hoped the sun child would fall off. But she did not. So when the sun child was looking at the sky, not **aware**⁽¹⁴⁾ of the jackal's next plan, he jumped into a **field**⁽¹⁵⁾ of flowers. As a **result**,⁽¹⁶⁾ the child **rolled**⁽¹⁷⁾ off his back. The jackal ran away.

But the sun child left a mark on the jackal's back, a **visible**⁽¹⁸⁾ black mark. Ever **since**⁽¹⁹⁾ his **experience**⁽²⁰⁾ with the sun child, the jackal has had a black back.



6. The Friendly Ghost

A nice woman lived by a large river. She loved children. She wanted to help them in any way. She loved her **community**,⁽¹⁾ and everyone in the community loved her. She lived a very long time and became very **wise**.⁽²⁾

When she died, she became a **ghost**.⁽³⁾ She was **dead**,⁽⁴⁾ but every night she **returned**⁽⁵⁾ to her community. She wanted to help children and not to **cause**⁽⁶⁾ them **fright**.⁽⁷⁾ But she had a scary **voice**.⁽⁸⁾ Children were afraid of her, but the ghost was a good one. She only scared them to help them.

One night, some children and a dog were playing by the river. They were having fun with their **pet**.⁽⁹⁾ But they were far from home. Then the **weather**⁽¹⁰⁾ became bad. It rained and rained. The river was rising. It was

very dark. The children knew they were lost. They needed to go north, but they didn't know which direction it was. When the moon came out, they saw a ghost by the river. The ghost said, "Go away!"

The children felt great fright. They knew it was a ghost. Then the ghost moved

closer. She yelled again, "Go away!" The children became very **upset**.⁽¹¹⁾ Some of them began to cry. The children knew they had a **choice**:⁽¹²⁾ they could **escape**,⁽¹³⁾ or they could stay and **face**⁽¹⁴⁾ this scary **individual**⁽¹⁵⁾ in the dark.

The children ran a long **distance**⁽¹⁶⁾ away. The ghost **followed**⁽¹⁷⁾ them all the way.

Finally, the children **reached**⁽¹⁸⁾ home. The ghost was very happy. Soon the river rose higher and higher. It was very dangerous. The ghost had helped the children **survive**!⁽¹⁹⁾ She had saved them from the rising water. She also used her power to lead them home. Sometimes, meeting a ghost has **advantages**.⁽²⁰⁾ A ghost can save your life!



7. The Best Prince

King Minos was very sick. His **condition**⁽¹⁾ was getting worse. He had three sons. He loved them all. He had to **announce**⁽²⁾ who would become king.

Two of the **princes**⁽³⁾ stood waiting outside the king's room. Theseus was the oldest and strongest. He thought his father would make him king. Pelias, the second son, thought differently. He was an **expert**⁽⁴⁾ with weapons. He thought the king would choose him.

“When I’m king,” Theseus told Pelias, “I’ll let you **contribute**⁽⁵⁾ to the defense of our country. You can lead the army.”

Pelias became angry. “Father knows I’m **famous**⁽⁶⁾ for my sword skills. He’ll make me king.”

“You?” Theseus yelled. “He won’t choose you!”

“The kingdom is mine!” Pelias **claimed**⁽⁷⁾ “Father will give it to me - or I’ll use **force**⁽⁸⁾ to take it!”

Theseus made a **sudden**⁽⁹⁾ move to take out his sword. Then Pelias did the same.

“Beating me will be a **challenge**,”⁽¹⁰⁾ Theseus said. “Fight me now. The winner gets the kingdom!”

Pelias agreed.

King Minos could hear his sons fighting. The youngest son, Jason, stood **beside**⁽¹¹⁾ him. He **sensed**⁽¹²⁾ his father’s sadness. The king **laid**⁽¹³⁾ his hand flat on Jason’s arm.

“Your brothers fight too much,” the king told him. “I must **protect**⁽¹⁴⁾ my kingdom from all **harm**.⁽¹⁵⁾ They’ll **divide**⁽¹⁶⁾ it between them. The people won’t know what to do. There’ll be war. I can’t **allow**⁽¹⁷⁾ either of them to be king. **Therefore**,⁽¹⁸⁾ I’m making you king. Your kindness has always made you special. It’s the **difference**⁽¹⁹⁾ between you and your brothers. You can bring **peace**.⁽²⁰⁾ They can’t.

”Then the king died. Theseus and Pelias heard that their youngest brother was king. They were surprised. They realized that their fighting was wrong. It had kept them from saying goodbye to their father. They agreed to have Jason as their king. He was the best choice.



8. How the Sun and the Moon Were Made

Do you ever wonder where the moon and the sun came from? The Inuit people of Alaska have a **theory**.⁽¹⁾

They tell a story about a beautiful girl. She was very nice. In **contrast**,⁽²⁾ her brother was a mean little boy. One day he **proposed**⁽³⁾ something. “We should go to a party,” he said. The girl **accepted**.⁽⁴⁾ First, it was **necessary**⁽⁵⁾ for her to prepare. She **arranged**⁽⁶⁾ her hair and put on nice clothes. This **required**⁽⁷⁾ a lot of time. But the girl worked hard, and soon she had **success**.⁽⁸⁾ She looked perfect.

They **attended**⁽⁹⁾ the party together. The girl was having fun. Later, she walked into the bathroom. Suddenly, the lights were turned off! Someone **grabbed**⁽¹⁰⁾ her hair and **tore**⁽¹¹⁾ her clothes. She ran out of the bathroom. She wanted to know who did this to her.

Then she had an idea. She fixed her hair again. This time it was even more beautiful. She even **balanced**⁽¹²⁾ beautiful jewels in it. She wanted to **encourage**⁽¹³⁾ the person to grab it again. She put black dirt in her hair. The **purpose**⁽¹⁴⁾ of this was to catch the person.

She went to the bathroom again, and it was the same **pattern**.⁽¹⁵⁾ The lights went off, and someone grabbed her hair.

When he **released**⁽¹⁶⁾ it, his hand was black. The girl returned to the party. She knew there was only a **single**⁽¹⁷⁾ person with a black hand. When she saw that person, he was very **familiar**.⁽¹⁸⁾ It was her brother!

He ran into the woods. The girl ran after him. They both carried fire so they could see in the dark. The smoke went into the air. As they ran, they grew. They became **huge**.⁽¹⁹⁾ Then they went into space. When the girl's fire went out, she **hung**⁽²⁰⁾ in the sky. She became the moon, and her brother became the sun. They chase each other forever.



9. The Starfish⁽¹⁾

Last summer I took a trip to an **island**.⁽²⁾ I had a lot of fun. I sat and watched the **waves**⁽³⁾ and listened to the **ocean**.⁽⁴⁾ I learned to **identify**⁽⁵⁾ birds. I **discovered**⁽⁶⁾ pretty things and enjoyed the **taste**⁽⁷⁾ of new foods. It was a very nice time.

One evening I took a **pleasant**⁽⁸⁾ walk by the ocean. When the waves came in, many starfish fell on the **beach**.⁽⁹⁾ Some starfish went back into the water, and they were safe. But other starfish were **still**⁽¹⁰⁾ on the sand. They would die if they did not get into the water. There were many starfish on the beach that night. It made me sad, but I knew I could not **fix**⁽¹¹⁾ the problem. I **stepped**⁽¹²⁾ very carefully so I did not **damage**⁽¹³⁾ them.

Then I saw a little girl. She was also sad about the starfish. She wanted to **prevent**⁽¹⁴⁾ all of them from dying. She asked me if I could **perhaps**⁽¹⁵⁾ help her.

“To be **frank**,⁽¹⁶⁾ I don’t think we can do anything,” I said.

The little girl started to cry. She sat back **against**⁽¹⁷⁾ a **rock**⁽¹⁸⁾ and thought for a while. Finally, the **emotion**⁽¹⁹⁾ was gone. She stopped crying and stood up. Then she picked up a starfish and **threw**⁽²⁰⁾ it into the water.

“What are you doing?” I asked her. But she did not answer me. She just threw as many starfish as she could. “You cannot **save**⁽²¹⁾ all of them!” I said.

She stopped to look at me. “No, I cannot save them all,” she replied. Then she picked up a very big starfish and said, “But I can save this one.” And then she smiled and threw the starfish as far as she could into the ocean.



10. The First Peacock

Argos lived in Ancient Greece. He was a husband and a **proud**⁽¹⁾ father. He worked hard and did well at his job. But one thing about him wasn't normal. He was born with 100 eyes. Having many eyes was usually a **benefit**⁽²⁾ to him. He had a **chance**⁽³⁾ to see many things.

Also, since he had so many eyes, he was very good at **guarding**⁽⁴⁾ things. While sleeping, he only **rested**⁽⁵⁾ a few eyes at a time. The others stayed

awake. He worked for Hera, a great goddess. His **primary**⁽⁶⁾ **function**⁽⁷⁾ was to guard a special cow. The cow was very important to Hera. It was her favorite pet. The most **essential**⁽⁸⁾ part of his job was to keep the cow alone. It had to be kept **separate**⁽⁹⁾ from all the other cows and **far**⁽¹⁰⁾ away from people.

This was an easy job for Argos. The cow just ate **grass**⁽¹¹⁾ all day. But the god Zeus wanted the cow. He wanted to take it away from Hera. He had a plan. He found a great music player. He asked the man to play a beautiful song for Argos. Zeus was **certain**⁽¹²⁾ Argos would go to sleep.

The song had an **immediate**⁽¹³⁾ **effect**⁽¹⁴⁾. Argos couldn't **focus**⁽¹⁵⁾ on his job. He fell asleep. Zeus saw this, and he took the cow.

Hera was very angry with Argos. She turned him into a peacock. She put his many eyes on his **tail**⁽¹⁶⁾. Argos was very sad.

Zeus saw how much **trouble**⁽¹⁷⁾ he had caused Argos. He made another plan. He turned Argos into a group of stars. He wanted Argos to **remain**⁽¹⁸⁾ in the sky forever. Even today, Argos' **image**⁽¹⁹⁾ remains there, above the **site**⁽²⁰⁾ where all his problems began. We can still see him in the night sky.



11. Princess Rose and the Creature

There was once a beautiful princess named Rose. Her mother, the queen, however, was not as beautiful as the princess. The queen felt bad that she was not the most beautiful woman in the kingdom **anymore**.⁽¹⁾ She was tired of **competing**⁽²⁾ with her daughter. She made a **decision**.⁽³⁾ She **prepared**⁽⁴⁾ a drink for the princess. After the princess drank it, she fell **asleep**.⁽⁵⁾ Then the queen took the princess to the **forest**.⁽⁶⁾ She left the princess there. It was a very **serious**⁽⁷⁾ thing to do. “**Either**⁽⁸⁾ she will be killed by animals or she will get lost in the forest,” the queen thought.

The princess had a dream. She dreamed about a man with brown hair and brown eyes. It was the man she would wed.

The princess **woke**⁽⁹⁾ up. She saw a **strange**⁽¹⁰⁾ **creature**⁽¹¹⁾ on the **ground**.⁽¹²⁾ It looked like a man, but he was hairy and green. He had horns on his head and a pig's nose.

The creature said, "Did I scare you? I hope not. Let me **introduce**⁽¹³⁾ myself. I am Henry."

I am not scared. To tell you the **truth**,⁽¹⁴⁾ I think you are cute," said Rose.

Rose and Henry **spent**⁽¹⁵⁾ the day together. They **collected**⁽¹⁶⁾ **berries**,⁽¹⁷⁾ caught fish, and had lunch. They had a very good day filled with nice **conversations**.⁽¹⁸⁾

"Rose, I have to go home," said Henry. "My ship will **sail**⁽¹⁹⁾ home soon. I can't leave you here in the forest alone. Will you come with me?"

Rose was very happy. She gave Henry a kiss right on his pig nose. As soon as she kissed Henry, he began to change. His pig nose turned into a man's nose. His horns and green hair went away.

Standing in front of her was the man Rose had dreamt about.

Rose and Henry were **married**,⁽²⁰⁾ and they lived happily.



12. The Crazy Artist

Frenhofer was the best **artist**⁽¹⁾ in the world. Everyone loved him. The **quality**⁽²⁾ of his paintings was very high. He always used the best **materials**⁽³⁾. He made a big **profit**⁽⁴⁾ from his paintings. He had delicious **meals**⁽⁵⁾ with his rich **neighbors**⁽⁶⁾. He taught art classes. Life was good.

Then his **attitude**⁽⁷⁾ changed. He stopped selling paintings and teaching. He tried a new **method**⁽⁸⁾ of painting. He stayed **alone**⁽⁹⁾ in his **apartment**⁽¹⁰⁾ all day. He worked all day and all night, rarely eating. Soon Frenhofer became very **thin**⁽¹¹⁾. But he kept working on the same painting for many years. He worked as hard as he could.

Finally, he finished the painting. He was very happy and invited other artists to see it. "I want your **professional**⁽¹²⁾ opinion," he said. He wanted them to **judge**⁽¹³⁾ it and **compare**⁽¹⁴⁾ it to other paintings. Everyone was

very excited as they went up the **stairs**⁽¹⁵⁾ to his apartment. Frenhofer was excited to show his painting, and the artists were excited to see it. “They’ll love it,” he thought. But they did not.

They were surprised by his painting. There was no white anywhere. Frenhofer filled the whole painting with lines and colors. There was no **space**⁽¹⁶⁾ for a normal picture. It was full of strange **shapes**.⁽¹⁷⁾ It looked bad to the other artists. He used **symbols**,⁽¹⁸⁾ and they didn’t understand them. They thought it was terrible. “Why did you paint this strange picture?” someone asked. They didn’t understand its beauty.

But after some time, many people began to like his painting. People wrote **articles**⁽¹⁹⁾ about it in **magazines**.⁽²⁰⁾ They said it was his best work. They loved his strange symbols. They loved his strange colors. Frenhofer’s painting reminded everyone that just because something was new didn’t mean that it was bad. He also helped them to realize that sometimes it takes people a little time to understand great things.



13. The Farmer and the Cats

Arthur was a **responsible**⁽¹⁾ farmer, and Maria was a nice lady. But they were poor. They **owed**⁽²⁾ the town **lord**⁽³⁾ money for their land. One summer, their farm **burned**.⁽⁴⁾ One **structure**⁽⁵⁾ caught fire, and most of the animals ran away. Only the cats stayed. So Arthur and Maria had to bring in their **crops**⁽⁶⁾ without an animal's help.

On a fall day, the lord **demanded**⁽⁷⁾ his money. Arthur asked if the lord could wait until he brought in his crops.

The lord was angry. He **raised**⁽⁸⁾ his hands high and yelled, "Pay me by the end of the week. If you don't, I will **increase**⁽⁹⁾ the money you have to pay. I might put you in a jail **cell**."⁽¹⁰⁾

So Arthur and Maria worked until there was **blood**⁽¹¹⁾ on their hands. They finished four lines of corn and went to bed.

But the next morning, eight lines were finished! "Maria, didn't we stop in this **spot**⁽¹²⁾ here?" Arthur asked.

“Yes, that is **correct**.⁽¹³⁾ And the tools were in a different **position**,⁽¹⁴⁾ too,” Maria said. They were surprised and happy. That day, they worked hard and finished five lines.

But in the morning, ten lines were done! Each day they did a lot of work. Each night, someone else did an **equal**⁽¹⁵⁾ amount of work. In a week, the **whole**⁽¹⁶⁾ field was finished. “Tomorrow I will sell the crops and pay the lord,” Arthur said. But that morning, the crops were gone. A bag was in the middle of the field. It **contained**⁽¹⁷⁾ money.

“Maria, let’s see who has helped us work.” Through a **hole**⁽¹⁸⁾ in the wall, they saw a funny **sight**.⁽¹⁹⁾ The cats were dancing in the field and eating corn! Now Arthur knew what had happened. The cats had worked at night! After that, Arthur was very nice to his cats and **fed**⁽²⁰⁾ them lots of corn.



14. A Magical Book

Sarah loved to read. She read **novels**⁽¹⁾ and poems. She loved the beautiful **descriptions**⁽²⁾ and phrases. She loved reading work from **poets**⁽³⁾ and novelists. She didn't like video games or **technology**⁽⁴⁾. She was on the basketball team, but she didn't like sports. Her parents made her play basketball. In fact, Sarah's parents made her do many things. But she didn't want to do those things. She just wanted to sit and read all day.

One day, a small book came in the **mail**⁽⁵⁾. It was for Sarah. The book looked very special. It was **printed**⁽⁶⁾ on **sheets**⁽⁷⁾ of gold. Sarah began to read. The **outline**⁽⁸⁾ of the story was simple. It was about a **magical**⁽⁹⁾ place. Strange things happened there. One **example**⁽¹⁰⁾ from the book was about a boy who could **control**⁽¹¹⁾ people. In one **scene**⁽¹²⁾, he made his friends tell funny jokes.

Sarah loved the book. She read it all the time. Then something strange happened. The book gave Sarah a special power. She could control other people. She was like the boy in the book. During one **exam**,⁽¹³⁾ she made her friend tell **silly**⁽¹⁴⁾ jokes. Her friend got in trouble.

After school, Sarah did not make a **direct**⁽¹⁵⁾ trip home. On the way, she went to the **local**⁽¹⁶⁾ **store**.⁽¹⁷⁾ She wanted to play more tricks on people. She caused problems. She made people fall down. She laughed and had fun.

Finally she left and started to walk home. Then she saw something. Her basketball **coach**⁽¹⁸⁾ was about to walk in front of a bus. He was looking the other way. She had to stop him! She used her power. She controlled him. She made him stop walking. Sarah learned something that day.

It was better to help people than make them **suffer**.⁽¹⁹⁾ So, she put a **limit**⁽²⁰⁾ on how she used her power. She did not want to do bad things with it anymore. She only wanted to do good.

A Magical Book A Magical Book



15. The Big Race

A dog saw a group of animals **across**⁽¹⁾ the road. He walked over to meet them. “What are you doing?” he asked them.

“I just sold them tickets to a race between the rabbit and the turtle,” the duck **responded**.⁽²⁾

This news **excited**⁽³⁾ the dog. He felt **fortunate**⁽⁴⁾ that he **happened**⁽⁵⁾ to be there. “I don’t have anything to do today,” the dog said. “I want to buy a ticket, too.”

The dog sat down to **observe**⁽⁶⁾ the **race**.⁽⁷⁾ The race would be **extreme**.⁽⁸⁾ It would be many kilometers in **length**.⁽⁹⁾ The rabbit and the turtle stood next to each other. They waited for the race to start. The dog **wondered**⁽¹⁰⁾ why the turtle agreed to run against the rabbit. Being fast was not a **characteristic**⁽¹¹⁾ of turtles. The rabbit was going to win easily.

Suddenly, the race began. The rabbit ran extremely quickly. The turtle walked slowly. After a minute, the rabbit looked back. He saw that the

turtle was far behind him and was **breathing**⁽¹²⁾ quickly because he was so tired. The rabbit smiled and slowed to a walk.

A minute later, the rabbit said, “I’m winning, so I’ll take a rest.” He sat and began to **consume**⁽¹³⁾ some grass. Then, he let his eyes close. He wasn’t the winner **yet**.⁽¹⁴⁾ But there was no **risk**⁽¹⁵⁾ of him losing the race. He went to sleep.

Hours later, a loud sound woke him. All of the animals were yelling and looking at the field. He felt **fear**⁽¹⁶⁾ for the first time. The turtle was almost at the finish line. Now, the rabbit **realized**⁽¹⁷⁾ his **mistake**.⁽¹⁸⁾ But the race was over. He gave the turtle an **opportunity**⁽¹⁹⁾ to win, and the turtle took it. The duck handed the turtle his prize. It was the happiest day **of**⁽²⁰⁾ the turtle’s life.

The dog was happy for the turtle. “He isn’t fast,” the dog thought. “But he tried his best and did something great.”



16. Adams County's Gold

Adams **Academy**⁽¹⁾ was a good school. Boys lived there and took classes. Tom worked hard all week. On a spring Saturday, he wanted to do something fun!

He asked his friend Jeff to go to the movie **theater**.⁽²⁾ “Sorry,” Jeff answered. “I’m going to a **concert**.”⁽³⁾

So Tom asked Joe to go to the movies. But Joe’s soccer team had a game.

Next, Tom went down the hall to Brad’s room. Brad was reading a very large old book. “Hi, Brad,” Tom said. “Are you reading a **dictionary**?⁽⁴⁾ It looks **ancient**.”⁽⁵⁾

“No. This is called The **Wealth**⁽⁶⁾ of Adams **County**.⁽⁷⁾ It’s about **hidden**⁽⁸⁾ gold in Adams County. It’s more than a **century**⁽⁹⁾ old. It was **published**⁽¹⁰⁾

in 1870! Look, it even has the **original**⁽¹¹⁾ cover on it.”

Tom asked, “Where did you get it?”

“It’s from my dad’s friend. He is a nice **gentleman**,⁽¹²⁾ an **officer**⁽¹³⁾ in the army,” answered Brad.

“The gold doesn’t really **exist**,⁽¹⁴⁾ does it?” Tom asked.

“I don’t know, but **maybe!**⁽¹⁵⁾ There are **clues**⁽¹⁶⁾ to it in this book. Let’s find it!” Looking for gold sounded like fun.

The first clue was to find a **flat**⁽¹⁷⁾ tree underground. “It must be in the forest.” Tom said.

Brad said, “The flat tree could be a **board**⁽¹⁸⁾ under the dirt. It could cover the gold.”

Tom and Brad dug in the dirt all morning.

The **process**⁽¹⁹⁾ of looking for gold made them hungry. They were ready to stop for lunch. But then Brad hit something hard. It was a board!

Brad **pounded**⁽²⁰⁾ on the board until it broke. There was a small hole under it. “Look!” He held up a gold coin.

Tom saw a piece of paper in the hole. “Brad, there’s more. It’s a map to the rest of the gold!”

Brad smiled. “Let’s go!” And they hurried to find the wealth of Adams County.



17. The Race for Water

There was a town next to a river. The people there had a lot of water. But they **wasted**⁽¹⁾ it. That made the Sky angry. It said, “If you waste water, I will take it away from you.” But the people didn’t listen.

When the **season**⁽²⁾ changed from spring to summer, the clouds **disappeared**⁽³⁾. The **bright**⁽⁴⁾ sun was hot and made the river dry. There was no water **available**⁽⁵⁾. People asked, “When will the rain fall?”

The Sky’s **response**⁽⁶⁾ was, “You don’t **appreciate**⁽⁷⁾ water. You waste it, and now I will never make rain again.”

A boy **determined**⁽⁸⁾ that this wasn’t **fair**⁽⁹⁾. He thought of a **solution**⁽¹⁰⁾. He asked the Sky to race him. He said, “If I get to the top of that **hill**⁽¹¹⁾ before your rain can form **puddles**⁽¹²⁾, you must fill our river.”

The Sky laughed. “Little boy, I am the Sky. I am above everything **else**⁽¹³⁾. You cannot **beat**⁽¹⁴⁾ me.” But the boy knew he would win.

When the race began, the boy ran **forward**.⁽¹⁵⁾ The Sky started raining on the hill. But puddles did not form there. When it rained on the hill, the water went down.

The Sky kept raining. The water **flowed**⁽¹⁶⁾ down into the river. When the boy reached the top of the hill, the river was full. The people began to **celebrate**⁽¹⁷⁾. It was the highest **level**⁽¹⁸⁾ the river had ever been at before.

The Sky was angry. “A boy can’t beat me! I won’t fill your river,” it said.

Now the boy laughed. “It doesn’t matter **whether**⁽¹⁹⁾ you want to fill it or not,” he said. “You already did.” The Sky looked at the full river.

“You tricked me,” it said. It asked the people, “Do you appreciate water now?”

“Yes,” they said. “We won’t waste it.”

That is how a **lone**⁽²⁰⁾ boy saved his town and won the race for water.



18. The Little Red Chicken

A little red chicken had a store in a small town. She sold many different **items**⁽¹⁾ to people in the town. The people loved her **products**.⁽²⁾

One day, a cat came to her **property**.⁽³⁾ He saw the sign that **indicated**⁽⁴⁾ where the chicken's store was located. He wanted to **purchase**⁽⁵⁾ bread, but the chicken's store was almost **empty**.⁽⁶⁾ She had only a bag of **wheat**.⁽⁷⁾

"You can use the wheat to make bread," the chicken said.

"No, I don't want to work," the cat said. "I just want to buy bread." The cat became angry and left the store.

Later, the little red chicken saw the cat in a **crowd**.⁽⁸⁾

"I will help you make the bread," she said.

But the cat **treated**⁽⁹⁾ her badly. He did not even **communicate**⁽¹⁰⁾ with her.

He did not want to do any work.

So the chicken decided to make the bread. She **selected**⁽¹¹⁾ the **exact**⁽¹²⁾ amount of wheat to make **fresh**⁽¹³⁾ bread. She used a stone to pound the wheat to get it ready. Soon, her bread was ready.

The cat came and saw the bread on a **dish**.⁽¹⁴⁾

“Give me some of your bread,” he said.

“No,” said the little red chicken. “You did not help me make the bread. So you shall not have any to eat.”

The cat **argued**⁽¹⁵⁾ with the chicken. He tried to **offer**⁽¹⁶⁾ a **price**⁽¹⁷⁾ for it.

But the little red chicken did not want to sell her bread.

“Don’t **depend**⁽¹⁸⁾ on others to do work for you,” said the little red chicken.

“Then how will I get bread?” the cat asked.

“I **recommend**⁽¹⁹⁾ doing some work,” said the little red chicken. “Use a **tool**⁽²⁰⁾ to plant your own wheat. When it grows big, you can **gather**⁽²¹⁾ it and make your own bread. You need to learn to do work for what you want.”



19. Shipwrecked

Simon Yates was a **lawyer**.⁽¹⁾ He helped many people. **However**,⁽²⁾ he was not a nice man. His **policy**⁽³⁾ was to help only rich people. He didn't **bother**⁽⁴⁾ about **social**⁽⁵⁾ **injustice**.⁽⁶⁾ He made a lot of money, but many people didn't like him. Even people on his **staff**⁽⁷⁾ didn't like him. They wanted bad things to happen to him. In fact, they were **glad**⁽⁸⁾ when he got into trouble.

Simon had a very bad day. He did many things wrong and lost his job. Soon, he didn't have any money. His wife, Mrs. Yates, began to have

doubts⁽⁹⁾ about him. Simon wanted to start a new life. He planned to leave the country.

He **mentioned**⁽¹⁰⁾ his plan to the **captain**⁽¹¹⁾ of a ship. The captain was **exploring**⁽¹²⁾ the world. The captain felt bad for Simon and said, “I will take you to **foreign**⁽¹³⁾ countries.” They left the next day.

Near the **conclusion**⁽¹⁴⁾ of their **international**⁽¹⁵⁾ trip, the weather turned bad. A wave pushed Simon off the boat. But he was **alive**.⁽¹⁶⁾ He swam **toward**⁽¹⁷⁾ an island. After a long time he got there.

At first he was upset. He was lost and alone. “I’ll never go home again,” he thought. He had a lot of problems, but he survived. He built a house in a tree. He lived on a diet of fish. He made tools from **wood**⁽¹⁸⁾ and **bones**.⁽¹⁹⁾ He made a cup to drink rainwater.

Slowly he learned to be happy on the island. He swam every day. He had trouble sometimes, but he always found a way to fix the problem. Life was simple. He liked it.

Finally, people on a ship saw Simon on the island. They wanted to take him home. But Simon was happy. He gave them a long **speech**⁽²⁰⁾ about life. He said he wanted to stay. He liked his new, simple life more than his old life.



20. The seven cities of gold

Many years ago, a Spanish officer named Coronado heard the story of seven great cities. “The walls of these cities are made of gold,” his friends told him. “The people eat **meat**⁽¹⁾ from golden plates and dress in nice clothes,” they said. They called these cities the Seven Cities of Gold. Were the cities **real**?⁽²⁾ Coronado never **considered**⁽³⁾ asking his friends.

Coronado thought to himself, “The things in these cities must be **worth**⁽⁴⁾ a lot of money.” So he went to find the Seven Cities of Gold. He took along three hundred men, many horses, and **extra**⁽⁵⁾ food. They headed west. Coronado wanted to **achieve**⁽⁶⁾ his **goal**⁽⁷⁾ very badly.

Coronado and his men rode for many days. Then they saw some cities. “We found the Seven Cities of Gold!” his men yelled, but Coronado wasn’t happy. He had a different **opinion**.⁽⁸⁾ “These can’t be the Seven Cities of Gold,” he said. “Look, they’re made of dirt!”

Coronado was right. The cities weren’t bright and golden. They were dirty and brown. The people didn’t eat meat from golden plates. They ate

vegetables⁽⁹⁾ from regular bowls. They wore the most **basic**⁽¹⁰⁾ clothes.

Coronado **regarded**⁽¹¹⁾ the cities as ugly places. “What happened to the cities of gold?” he thought. “Did someone **destroy**⁽¹²⁾ them? Was there a **war**?⁽¹³⁾ Did someone **already**⁽¹⁴⁾ come and take the gold?”

That night, the people of the cities **entertained**⁽¹⁵⁾ Coronado and his men and **served**⁽¹⁶⁾ them food. They **advised**⁽¹⁷⁾ Coronado to go home. “There is no gold here,” they told him. Coronado was angry. Did his friends **lie**⁽¹⁸⁾ to him?

He left the next morning. He looked back at the cities one more time. The sun **reflected**⁽¹⁹⁾ light on the dirt houses. Coronado thought he saw a **bit**⁽²⁰⁾ of gold. Were his friends right after all? “No, he told himself. “It’s just the sun.” Then he turned away and went home.



21. Katy

I first met 8-year-old Katy on a rainy afternoon. I was a **nurse**⁽¹⁾ at a hospital. The **clerk**⁽²⁾ at the desk told me about Katy. She was there because she felt a lot of **pain**.⁽³⁾ The doctors **Located**⁽⁴⁾ a problem at the **base**⁽⁵⁾ of her **brain**.⁽⁶⁾ I knew she was special, even before she got better. I'll always remember Katy as a **hero**.⁽⁷⁾

When I **entered**⁽⁸⁾ Katy's room, she was not in her bed. She was in a chair next to Tommy, a little boy. **Though**⁽⁹⁾ Katy did not feel well, she was playing with Tommy and his toys. It took a lot of **effort**⁽¹⁰⁾ for her just to sit in the chair. But she played with Tommy because it made him happy.

Katy was always smiling and never **appeared**⁽¹¹⁾ to be in pain. She **refused**⁽¹²⁾ to just lie in bed. One day I found her painting a picture. Later, she gave it to one of the older patients. Another day she went outside to get flowers for another sick little girl. Katy made everyone smile.

The doctors **hurried**⁽¹³⁾ to fix the problem in Katy's brain. The **operation**⁽¹⁴⁾ was

successful! The doctors **informed**⁽¹⁵⁾ the

hospital staff of the good news. Katy was fine. She soon felt **excellent**.⁽¹⁶⁾ She got better and was able to **leave**⁽¹⁷⁾ the hospital a month **later**.⁽¹⁸⁾

I have had a long **career**⁽¹⁹⁾ as a nurse. I have met many patients. However, I have never met another girl like Katy. Even after she got well, she still came to the hospital. She played **various**⁽²⁰⁾ games with the young patients. She read many books to the older patients. Katy's kind heart helped her get better so quickly. She is a hero to me and everyone else at the hospital.



22. A Better Reward

Jenny **delivered**⁽¹⁾ food for a restaurant. She read the newspaper and said, “Uh oh.” There was a story about a **thief**.⁽²⁾ He **stole**⁽³⁾ food, and no one had seen him. Even the police couldn’t catch him. Jenny was a little scared. She worked close to that area.

The newspaper **included**⁽⁴⁾ a message from the police: “If anything strange **occurs**,⁽⁵⁾ call us. If you help us catch the thief, you’ll **earn**⁽⁶⁾ a **reward**.”⁽⁷⁾

Jenny talked to Jim. He **managed**⁽⁸⁾ the restaurant. “Do you know about the thief?”

“Yes,” he said. “But he steals more than one person can eat. And why haven’t the police stopped him yet? It’s a **mystery**.⁽⁹⁾ If you see him, **contact**⁽¹⁰⁾ the police. Don’t run after him.”

Jenny drove to a **customer’s**⁽¹¹⁾ house. She left her car and opened the **gate**⁽¹²⁾ to the house. But then she heard a noise by her car. She yelled, “Thief!” She wasn’t scared. She wanted the reward! She did the **opposite**⁽¹³⁾ of what Jim told her to do.

“Hey,” she yelled. “Get back here!” She **set**⁽¹⁴⁾ the food on the ground and ran to her car.

But the thief had already left with the food. Jenny followed a noise around the corner. She was **amazed**.⁽¹⁵⁾ She saw a dog and some puppies. They were eating her food! They looked thin and scared. “The **actual**⁽¹⁶⁾ thief is just a dog. She’s feeding her puppies,” she said. “That’s why she steals so much food.”

Jenny felt bad. She tried to **comfort**⁽¹⁷⁾ the dogs with another **plate**⁽¹⁸⁾ of food. Then she took them back to the store. Everyone there took a puppy home. Jenny called the police. She told them there was no real thief.

Jenny didn’t do it to **receive**⁽¹⁹⁾ the reward anymore. She said, “It was just a dog. But there’s no **charge**⁽²⁰⁾ for catching this ‘thief,’” she said. “My new dog is a better reward.”



23. The camp

Stacie wanted to stay at a nice hotel for vacation. But her parents sent her to a terrible camp instead. For breakfast, Stacie liked fresh juice and chocolate milk, but she got water at the camp. In the afternoon she wanted to write **poems**,⁽¹⁾ but she had to **swim**.⁽²⁾ The camp was near an airport with loud planes. Spider **webs**⁽³⁾ hung over her bed. To her, the kids' **average**⁽⁴⁾ **behavior**⁽⁵⁾ was very bad. No girl **matched**⁽⁶⁾ her **personality**.⁽⁷⁾ She hated it.

One day, they had a class. **Mental**⁽⁸⁾ exercise **sounded**⁽⁹⁾ good to Stacie. But it was a **course**⁽¹⁰⁾ on water **safety**.⁽¹¹⁾ They learned how to be safe **passengers**⁽¹²⁾ on a boat. Stacie didn't ever plan to go on a boat.

The next day, they played a game. There were a red team and a blue team. Stacie was on the blue team. Each team had to try to **remove**⁽¹³⁾ the other

team's flag from a **pole**.⁽¹⁴⁾ They also had to use water guns. "I'm not much of an **athlete**,"⁽¹⁵⁾ she said. But she still had to play.

Stacie took a water gun and looked for somewhere to hide. A boy said, "Stacie, you **advance**⁽¹⁶⁾ to the middle. I will go right. Those two will go left."

Stacie still didn't want to play. She walked into the forest and saw a red team player coming. Stacie hid **behind**⁽¹⁷⁾ a tree and then jumped out and **shot**⁽¹⁸⁾ the other player. "This is fun!" Stacie thought.

Several minutes after advancing further, Stacie saw the red flag. A red team **member**⁽¹⁹⁾ was watching over it. She shot him with her water gun. Then she **lowered**⁽²⁰⁾ the flag and ran back to her team. "I got it!" she yelled. The blue team won! Stacie was the hero.

For the rest of the week, Stacie had fun. She even made new friends.



24. A Strong Friendship

Tim was the strongest man in the town. When he played sports, he always won. He **performed**⁽¹⁾ and **exercised**⁽²⁾ in the **public**⁽³⁾ park. He did this to show everyone how strong he was. Most people liked him, but one man didn't. His name was Jack.

Jack hated Tim. Jack was a movie **critic**⁽⁴⁾ and the smartest man in town. He could solve **complex**⁽⁵⁾ math problems. But no one cared. Jack wanted to be famous like Tim.

One day, there was an unusual **event**⁽⁶⁾. A big storm came suddenly. Snow covered the town. No one could get out. They needed food. The people said, “This is a **task**⁽⁷⁾ for a strong man.” Tim was under **pressure**⁽⁸⁾ to save them. But Jack wanted to be the hero, so they both went. Tim said, “You can’t help because of your **lack**⁽⁹⁾ of strength.”

But Jack found some small **passages**⁽¹⁰⁾ under the snow. One of them led toward another town. That town had food. Because Tim was so big and strong, he almost couldn’t **fit**⁽¹¹⁾ inside. They walked until there was a **block**⁽¹²⁾ of ice in their way. Jack said, “We can’t get past it. But if you **strike**⁽¹³⁾ it, it might break.” Tim knew that was **probable**⁽¹⁴⁾.

He broke it. When there were more ice blocks, Tim broke them. That made him tired. He couldn’t walk anymore.

Jack said, “Let’s **unite**⁽¹⁵⁾ and **support**⁽¹⁶⁾ each other. I’ll get the food alone. You rest here.”

Jack came back with food. Tim couldn’t remember which passage

led home. He needed Jack to be his **guide**⁽¹⁷⁾. The men became friends by working together.

In town, people saw Jack with the food and **cheered**⁽¹⁸⁾. They called Jack a hero. But Jack didn’t care. He was thinking of something else. He said to Tim, “I thought I was smart, but I learned a new **term**⁽¹⁹⁾ today: **friendship**⁽²⁰⁾.”



25. Joe's Pond

Joe made the world a better place. He got the idea to do that at school. He watched a video there. It was about a **factory**.⁽¹⁾ This factory **produced**⁽²⁾ a lot of **trash**⁽³⁾ and put it in a river. The trash and water were a bad **mix**.⁽⁴⁾ People **populated**⁽⁵⁾ the area by the river and drank its water. This made them sick. Many of them needed **medicine**⁽⁶⁾ and made **regular**⁽⁷⁾ visits to doctors.

But the video wasn't all bad news. It showed ways to pick up trash and why it's important to do this. It said people can make a difference to their **environment**.⁽⁸⁾ The video's important **features**⁽⁹⁾ made Joe **associate**⁽¹⁰⁾ trash with hurting people.

One day Joe walked through a park. He **recognized**⁽¹¹⁾ some of the problems from the video. One **instance**⁽¹²⁾ of these problems was the trash

in the pond. It was full of plastic cups. There was too much trash. Joe didn't want it to hurt anyone.

He told his grandfather about the park. His grandfather said, "You know, it's a **tradition**⁽¹³⁾ in our family to help people. That's why we give food to poor people. Maybe you can help people by cleaning the park."

Cleaning the park would **involve**⁽¹⁴⁾ hard work. Joe decided to **organize**⁽¹⁵⁾ a group to help him. He chose a **wide**⁽¹⁶⁾ area of the park. It had the most trash. He asked his family and friends to come. On Saturday, he gave everyone a sharp stick. They wondered why. He said, "You use the stick's **tip**⁽¹⁷⁾ to pick up trash. This makes it easier." They worked for six weeks. Different people helped each time, but Joe was always there.

In that **period**⁽¹⁸⁾ of time, Joe saw a **range**⁽¹⁹⁾ of results. There was no trash in the water. People could swim in it. Joe knew that was a good **sign**.⁽²⁰⁾ He was happy because he helped his environment.



26. Archie and His Donkey

Old Archie needed some money. He decided to sell his donkey. So he and his son Tom went to town. It was **situated**⁽¹⁾ many miles away.

Soon, they met a woman. “Where are you going?” she asked.

“To town,” said Archie.

“Any smart person would **ride**⁽²⁾ the donkey,” she said.

“What are you **implying?**”⁽³⁾ Archie asked. “I’m very smart!” Archie wanted to look smart. So he **climbed**⁽⁴⁾ onto the donkey. Then they continued in the direction of the town.

Further⁽⁵⁾ **along**⁽⁶⁾ the road, they met a farmer.

“Hello,” said Archie. “We want to sell this donkey. Do you want to buy it?”

“I don’t need a donkey,” said the farmer. “But if you want my **advice**,⁽⁷⁾ don’t ride it. The donkey needs to be in good **physical**⁽⁸⁾ condition.”

“Good idea,” said Archie. “Tom, I want you to ride it. You’re lighter.”

“**Neither**⁽⁹⁾ you nor your son should ride it. It looks very tired. You should carry the donkey.” **suggested**⁽¹⁰⁾ the farmer.

“You’re right,” said Archie. “Come on, Tom! We’ll carry it for the **final**⁽¹¹⁾ few miles!”

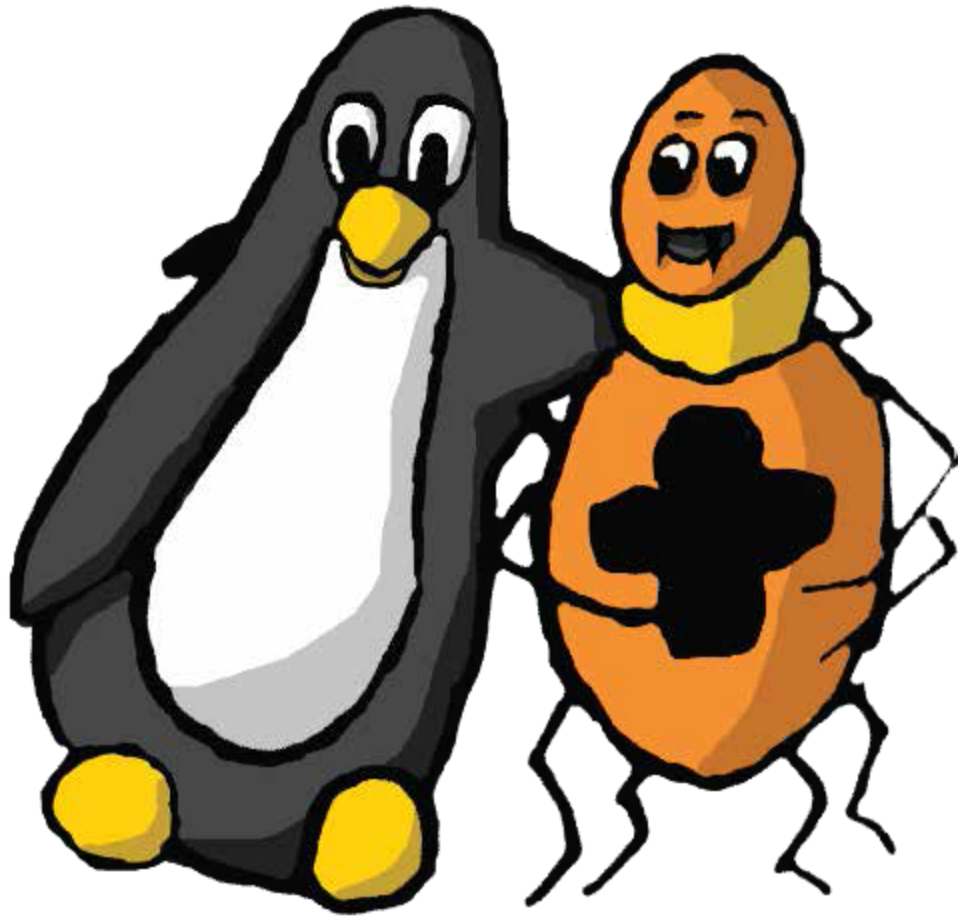
The donkey was very heavy, and they couldn’t **maintain**⁽¹²⁾ a good speed. They didn’t arrive until late in the evening. At last, they walked into the town. But there

they **attracted**⁽¹³⁾ the **attention**⁽¹⁴⁾ of some teenage boys. They laughed at Tom and

Archie. They started to throw stones at them. The donkey **reacted**⁽¹⁵⁾ by kicking. Tom

and Archie **dropped**⁽¹⁶⁾ the donkey. It fell on the ground and then ran away. Archie lost his donkey. He went home with no money.

What does this story teach us? We cannot please everyone in our **society**.⁽¹⁷⁾ Don’t take everyone’s advice, but set your own **standards**⁽¹⁸⁾. **Prove**⁽¹⁹⁾ to everyone that you can make decisions by yourself. **Otherwise**,⁽²⁰⁾ you may end up with nothing at all.



27. The Spider and the Bird

There was once a very big spider. If a bug got into his web, he would **examine**⁽¹⁾ it. However, he didn't eat the bug right away. He asked the bug a question first. It was always **quite**⁽²⁾ a difficult **puzzle**.⁽³⁾ If the bug's answer was correct, he let it go. If not, he ate it.

One day, a small bird on a **journey**⁽⁴⁾ flew into the spider's web. The spider couldn't **imagine**⁽⁵⁾ eating a bird. It was so big! But his **hunger**⁽⁶⁾ was too great. He said to the bird, "If you cannot give me a **specific**⁽⁷⁾ answer, I will eat you."

The bird laughed. “I could eat you!” But the bird was **actually**⁽⁸⁾ scared. She had used all her energy trying to get out of the web. And a spider’s **bite**⁽⁹⁾ can be very **effective**⁽¹⁰⁾ in killing animals.

“Please don’t eat me,” the bird said. “I would **rather**⁽¹¹⁾ make a **deal**⁽¹²⁾ with you.” “OK,” the spider said. “If your answer is right, I will let you go. If not, you must

give me a **gift**.⁽¹³⁾ It must be something of great **value**.⁽¹⁴⁾”

The bird said, “You can pick anything you want to eat. I will find it for you.” The spider agreed.

“Where can you take a **trip**⁽¹⁵⁾ to the **coast**,⁽¹⁶⁾ the **desert**,⁽¹⁷⁾ and the mountains at the same time?” the spider asked.

The bird asked, “Does this place have **earthquakes**?”⁽¹⁸⁾ But the spider did not say anything. “I can see those places when I fly. Is the ‘sky’ the right answer?”

“**False!**”⁽¹⁹⁾ said the spider. “The answer is Hawaii! Now you must find some bugs for me.”

The spider climbed on the bird’s back. They flew and ate bugs together. They took a **tour**⁽²⁰⁾ of the forest. Then the bird took the spider home. From that day on, they were friends. And they never tried to eat each other again.



28. The Party

Cody's family moved to a new house. His dad got a new job as a **professor**.⁽¹⁾ Cody liked his new town, but he missed his grandparents. For his birthday, Cody wanted to have a party. His dad said, "Yes, we could even have a band play!"

On the day of the party, Cody woke up and **rushed**⁽²⁾ to get ready. He started to check his **list**⁽³⁾ of things to do. He was so excited! But then he **noticed**⁽⁴⁾ something terrible. There was snow on the ground and lots of it! "Dad!" he yelled. "How can the **band**⁽⁵⁾ play their **instruments**⁽⁶⁾ outside?"

Dad said, "We'll move the **stage**⁽⁷⁾ inside." It **barely**⁽⁸⁾ fit **within**⁽⁹⁾ the garage because there were some boxes and **garbage**⁽¹⁰⁾ there. But when they finished, they got a call from the band. They did not want to come in the snow **storm**.⁽¹¹⁾

Dad said, "Let's get someone to perform **magic**."⁽¹²⁾ But no one would come because of the snow.

Finally, Dad said, "Cody, there's too much snow. We need to **cancel**⁽¹³⁾ the party."

“Yes, sir,” Cody said sadly. “It’s going to be a **boring**⁽¹⁴⁾ birthday,” he **predicted**⁽¹⁵⁾. Cody wanted to **share**⁽¹⁶⁾ his birthday with someone. He wanted to be at his old home. He wanted to see his grandparents.

But then something got his attention. He noticed a car in the **driveway**⁽¹⁷⁾. His grandparents **owned**⁽¹⁸⁾ a car like that!

Cody was right. His grandparents came for his birthday! “Happy birthday, Cody! We’re sorry we are late. But there was so much snow. It made us go off **schedule**⁽¹⁹⁾. We tried to leave a **message**⁽²⁰⁾ to tell you.”

Cody told them what happened. “I’m sorry,” said Grandpa.

“I was sad,” Cody said. “But I’m not anymore. I’m so happy to see you.” Dad brought out Cody’s birthday treat. It was his favorite type, a sundae with whipped cream on top. Then Cody told his grandparents about the new town. It was his best birthday

ever.



29. How the World Got Light

The **president**⁽¹⁾ of Darkland was a pig - a very bad pig. He was a pig of **major**⁽²⁾ **importance**.⁽³⁾ He was **rich**,⁽⁴⁾ and he had a lot of **strength**.⁽⁵⁾ But he was **mean**⁽⁶⁾ to all the animals in Darkland. He kept all of the world's light in a bag. He **preferred**⁽⁷⁾ to keep the world **cool**⁽⁸⁾ and dark. He wanted to stop the **progress**⁽⁹⁾ of the city. The animals couldn't work in the dark. He didn't have any **respect**⁽¹⁰⁾ for them. "Light is too good for them," he said. "Only I should have light."

But the animals needed light. So they decided to hold a **competition**.⁽¹¹⁾ They wanted to find the smartest animal in Darkland. That animal had to steal light from the president. They **advertised**⁽¹²⁾ the competition everywhere. All the animals came.

The animals all showed off their **skills**.⁽¹³⁾ The **audience**⁽¹⁴⁾ watched and then **voted**⁽¹⁵⁾ for the animal with the most **knowledge**.⁽¹⁶⁾ The winner was

a tall bird named Raven. They **assigned**⁽¹⁷⁾ him the job of getting light.

The next morning, Raven ate **breakfast**⁽¹⁸⁾ and then left his home. “How will I **gain**⁽¹⁹⁾ light from the president?” thought Raven. He needed to trick the president **somehow**.⁽²⁰⁾ Then, Raven had an idea. Raven could make his voice sound like anything!

Raven walked up to the president’s door. He made the sound of a crying baby. He cried very loudly. Soon, the president opened the door.

“Be quiet!” the president yelled. Right then, Raven quickly made his move. He flew by the pig and found the soft bag. He took it outside. The sun was inside the bag!

Raven flew high and put the sun in the sky. The president was very mad. Raven tricked him! But the other animals were very happy. At last, they had light - all because of Raven’s smart thinking.



30. Cats and Secrets

In English, there is a **common**⁽¹⁾ **idiom**⁽²⁾ “let the cat out of the bag.” It means to tell a secret. But where did this idiom start?

It came from a **section**⁽³⁾ of England. Long ago, people there went from town to town to sell things like vegetables, clothes, and pigs. They had strong **beliefs**⁽⁴⁾ about **honesty**⁽⁵⁾. They didn’t like lying. One day, a man went to the section’s **center**⁽⁶⁾ to sell things.

“I have a baby pig for sale! It won’t **cost**⁽⁷⁾ much,” he said. He held the animal **above**⁽⁸⁾ his head. His style was **different**⁽⁹⁾ from honest people’s style. He was a **master**⁽¹⁰⁾ of tricking people and lying.

A woman named Beth **scanned**⁽¹¹⁾ his pig. He offered her the pig for one gold coin. That was a very small **amount**⁽¹²⁾. Beth gave him the coin. He put it in his pocket. He walked **ahead**⁽¹³⁾ of Beth to get the pig.

He gave her a closed bag and said, “Here’s your pig.” He then left very quickly.

Beth looked at the bag’s **surface**.⁽¹⁴⁾ It was moving. She opened it to let the pig out. A cat was **inside!**⁽¹⁵⁾ “He tricked me! That isn’t **proper**,”⁽¹⁶⁾ she said.

Later, the man returned to trick more people. Beth saw him and the **memory**⁽¹⁷⁾ of the cat came back. She told her friends. They stopped him. But no one knew what to do next.

Someone said, “We need an **independent**⁽¹⁸⁾ and fair person to decide that.” They went to the judge. Beth told him about the cat in the bag.

The judge asked, “Is there **evidence?**⁽¹⁹⁾ Can you **demonstrate**⁽²⁰⁾ how he did it?”

“Look in his bag,” said Beth. She opened it and let a cat out of the bag. They learned the man’s secret, and he went to jail.

That’s how the idiom “let the cat out of the bag” came to mean to tell a secret.

Ghi chú:

(1) cruel ['kru:əl], [kruəl] When someone is cruel, they do bad things to hurt others; Độc ác

(2) lot [lɒt] A lot means a large number or amount of people, animals, things, etc; Mớ, lô, nhiều

(3) afraid [ə'freɪd] When someone is afraid, they feel fear; Sợ hãi

(4) promise ['prɒmɪs] to promise is to say you will do something for sure; Hứa hẹn, lời hứa

(5) hunt [hʌnt] to hunt is to look for or search for an animal to kill; Săn bắn

(6) well [wel] You use well to say that something was done in a good way; Tốt, được

(7) agree [ə'gri:] to agree is to say “yes” or to think the same way; Đồng ý

(8) safe [seɪf] When a person is safe, they are not in danger; An toàn

(9) finally ['fain(ə)li] If something happens finally, it happens after a long time or at the end; Sau cùng

(10) angry ['æŋgrɪ] When someone is angry, they may want to speak loudly or fight; Tức giận

(11) arrive [ə'raɪv] to arrive is to get to or reach some place; Đến, tới nơi

(12) hide [haɪd] to hide is to try not to let others see you; Trốn, ẩn nấp

(13) reply [rɪ'plaɪ] to reply is to give an answer or say back to someone; đáp lại, trả lời

(14) middle ['mɪdl] The middle of something is the center or halfway point; Giữa, ở giữa

(15) bottom ['bɒtəm] The bottom is the lowest part; phần dưới cùng; đáy

(16) moment ['məʊmənt] A moment is a second or a very short time; Khoảnh khắc, chốc lát

(17) attack [ə'tæk] to attack is to try to fight or to hurt; Tấn công

(18) pleased [pli:zd] When someone is pleased, they are happy; HÀi lòng

(19) clever ['klevə] When someone is clever, they can solve a hard puzzle or problem; Thông minh

(20) trick [trik] A trick is something you do to fool another person; Mẹo, thủ thuật

(1) laboratory [lə'brɒrət(ə)rɪ] A laboratory is a room where a scientist works; phòng thí nghiệm

(2) project ['prɒdʒekt] A project is a type of work that you do for school or a job; dự án, công trình

(3) approach [ə'prəʊtʃ] to approach something means to move close to it; đến gần, tới gần

(4) experiment [ɪk'sperɪmənt], [ek-] An experiment is a test that you do to see what will happen; thí nghiệm

(5) loud [laʊd] If a sound is loud, it is strong and very easy to hear; to, ầm ĩ

- (6) noise [*nɔɪz*] A noise is an unpleasant sound; tiếng ồn
- (7) evil [*'i:v(ə)l*], [*-vɪl*] evil describes something or someone bad or cruel, not good; xấu, ác
- (8) laugh [*la:f*] laugh is the sound made when someone is happy or a funny thing occurs; tiếng cười (lớn)
- (9) scare [*skeə*] to scare someone is to make them feel afraid; Dọa, làm sợ hãi
- (10) terrible [*'terəbl*] If something is terrible, it is very bad; tồi tệ, ghê gớm, khủng khiếp
- (11) adventure [*əd'ventʃə*] An adventure is a fun or exciting thing that you do; phiêu lưu, mạo hiểm
- (12) nervous [*'nɜ:vəs*] When a person is nervous, they think something bad will happen; căng thẳng
- (13) carefully [*'keəf(ə)li*], [*-fuli*] carefully means with great attention, especially to detail or safety; cẩn thận
- (14) smell [*smel*] to smell something means to use your nose to sense it; ngửi, đánh hơi
- (15) chemical [*'kemɪk(ə)l*] A chemical is something that scientists use in chemistry; hoá chất
- (16) create [*krɪ'eɪt*] to create means to make something new; tạo nên, tạo ra
- (17) worse [*wɜ:s*] If something is worse, it is of poorer quality than another thing; xấu hơn, tồi hơn

(18) kill [*kɪl*] to kill someone or something is to make them die; giết, làm chết

(19) shout [*ʃaʊt*] to shout is to say something loudly; quát tháo, la hét

(20) secret [*'si:kɹət*] A secret is something that you do not tell other people; bí mật

(1) among [*ə'mʌŋ*] If you are among certain things, they are all around you; giữa, ở giữa

(2) library [*'laɪbr(ə)rɪ*] A library is a place where you go to read books; thư viện

(3) grade [*ɡreɪd*] A grade is a score or mark given to someone's work; mức độ, cấp độ

(4) report [*rɪ'pɔ:t*] A report is something students write for school; bản báo cáo, biên bản

(5) describe [*dɪ'skraɪb*] to describe is to say or write what someone or something is like; miêu tả, mô tả

(6) suppose [*sə'pəʊz*] to suppose is to guess; cho rằng, nghĩ rằng

(7) planet [*'plænɪt*] A planet is a large round thing in space; hành tinh

(8) several [*'sev(ə)r(ə)l*] several is more than two but not many; vài, riêng

(9) comprehend [*ˌkɒmprɪ'hend*] to comprehend something is to understand it; hiểu, bao gồm

(10) chart [*ʃɑ:t*] A chart is a list of information; biểu đồ, đồ thị

(11) fail [*feɪl*] to fail means you do not succeed in what you try to do; thất bại

(12) instead [*ɪn'steɪd*] instead means in place of; Thay cho, thay vì

(13) suddenly [*'sʌd(ə)nli*] If something happens suddenly, it happens quickly and unexpectedly; thành công, đột ngột

(14) alien [*'eɪliən*] An alien is a creature from a different world; Người ngoài hành tinh

(15) friendly [*'frendli*] friendly is behaving in a pleasant, kind way toward someone; thân thiện

(16) solve [*sɒlv*] to solve something is to find an answer to it; giải quyết

(17) view [*vjuː*] to view is to look at something; thấy, nhìn

(18) universe [*'juːnɪvɜːs*] The universe is the known or supposed objects in space; vũ trụ, thiên hà

(19) cloud [*klaʊd*] A cloud is a group of water drops in the sky; mây, đám mây

(20) ever [*'evə*] ever means at any time; Trước đến giờ, có bao giờ

(1) frequently [*'friːkwəntli*] When something happens frequently, it happens often; thường xuyên

(2) concern [*kən'sɜːn*] concern is a feeling of worry; lo lắng, liên quan

(3) appropriate [*ə'prəʊpriət*] When a thing is appropriate, it is right or normal; thích hợp, thích đáng

(4) behave [*bi'heɪv*] to behave is to act in a particular way, especially to be good; đối xử, cư xử

(5) village [*'vɪlɪdʒ*] A village is a very small town; làng, xã

(6) expect [*ɪk'spekt*] If you expect something to happen, you believe it will happen; trông mong, ngóng chờ

(7) spread [*spred*] to spread is to move quickly to more places; phết, trải ra

(8) none [*nʌn*] none means not any of someone or something; không ai, không chút nào

(9) instruct [*m'strʌkt*] to instruct is to teach; hướng dẫn, đào tạo

(10) patient [*'peɪʃ(ə)nt*] If a person is patient, they don't become angry or upset easily; kiên nhẫn, nhẫn nại, bệnh nhân

(11) calm [*ka:m*] When someone is calm, they do not get excited or upset; bình tĩnh, êm đềm

(12) punish [*'pʌnɪʃ*] to punish means to make someone suffer for breaking the rules or laws; phạt, trừng phạt

(13) habit [*'hæbɪt*] A habit is a thing that you do often; thói quen, tập quán

(14) issue [*'ɪʃuː*], [*'ɪsjuː*] An issue is an important topic; vấn đề, phát hành

(15) represent [*ˌreprɪ'zent*] to represent is to speak or act for a person or group; thay mặt, đại diện

(16) content [*kən'tent*] to be content is to be happy and not want more; nội dung (n), hài lòng (adj)

(17) stroll [*strəʊl*] to stroll means to walk slowly and calmly; đi dạo

(18) avoid [*ə'vɔɪd*] to avoid something is to stay away from it; tránh, tránh xa

(19) shake [*ʃeɪk*] to shake is to move back and forth or up and down quickly; rung, lắc to shake hands: bắt tay

(20) positive [*'pɒzətɪv*] If something is positive, it is good; tích cực, rõ ràng

(1) wild [*wɑɪld*] If something is wild, it is found in nature; hoang dã, chưa thuần

(2) reside [*ri'zɑɪd*] to reside means to live somewhere permanently or for a long time; ở tại, trú ngụ

(3) normal [*'nɔ:m(ə)l*] If something is normal, it is not strange nor surprising to you; bình thường, thông thường

(4) rare [*reə*] If something is rare, you do not see it very often; hiếm, ít có

(5) relax [*ri'læks*] to relax is to rest; thư giãn, nghỉ ngơi

(6) likely [*'laɪkli*] If something likely happens, it will probably happen; rất có thể, dường như, có lẽ đúng, thích hợp

(7) request [*ri'kwest*] to request something is to ask for it; đề nghị, thỉnh cầu

(8) belong [*bi'lɒŋ*] If something belongs to you, you own it; thuộc về

(9) hurt [*hɜ:t*] to hurt is to do something that makes you feel pain; bị thương, bị đau

(10) badly ['bædlɪ] badly means in a severe or harmful way; xấu, tồi, trầm trọng, khủng khiếp

(11) error ['erə] An error is something you do wrong; sự sai sót, lỗi

(12) judgment ['dʒʌdʒmənt] judgment is the ability to form opinions or decisions; sự xét xử, quyết định của tòa án, ý kiến

(13) continue [kən'tɪnju:] to continue something is to keep doing it; tiếp tục, vẫn cứ

(14) aware [ə'weə] If you are aware of something, you know about it; nhận thấy, nhận thức

(15) field [fi:ld] A field is a big area of land; cánh đồng, khu khai thác

(16) result [rɪ'zʌlt] A result is something that happens because of something else; kết quả

(17) roll [rəʊl] to roll is to move by turning over and over; lăn, cuộn

(18) visible ['vɪzəbl] If something is visible, it can be seen; (có thể) thấy được

(19) since [sm(t)s] since is used to talk about a past event still happening now; từ khi, từ lúc

(20) experience [ɪk'spɪəriəns(t)s] An experience is something you have seen or done; kinh nghiệm

(1) community [kə'mju:nəti] A community is a group of people who live together; cộng đồng

(2) wise [waɪz] to be wise is to use experience and intelligence to make good choices; khôn ngoan, uyên bác

(3) ghost [gəʊst] A ghost is the spirit of a dead person; con ma

(4) dead [ded] to be dead is to not be alive; chết

(5) return [rɪ'tɜ:n] to return is to go back to a place; trở lại, trở về

(6) cause [kɔ:z] to cause is to make something happen; gây ra, gây nên

(7) fright [fraɪt] fright is the feeling of being scared; sự hoảng sợ

(8) voice [vɔɪs] A voice is the sound a person makes when they talk or sing; giọng nói

(9) pet [pet] A pet is an animal that lives with people; vật nuôi, thú cưng

(10) weather ['weðə] The weather is the condition of the air: hot, rainy, windy, etc; thời tiết

(11) upset [ʌp'set] to be upset is to be unhappy about something; thất vọng, buồn

(12) choice [tʃɔɪs] A choice is the act or possibility of picking something; sự lựa chọn

(13) escape [ɪs'keɪp] to escape is to run away from something bad; trốn thoát, thoát ra

(14) face [feɪs] If you face a problem, you deal with it; đương đầu, đối mặt

(15) individual [,ɪndɪ'vɪdʒuəl] An individual is one person; riêng lẻ, riêng biệt

(16) distance ['dist(ə)n(t)s] The distance between two things is how far it is between them; khoảng cách, quãng đường

(17) follow ['fɒləu] to follow means to go behind someone and go where they go; đi theo, theo đuổi

(18) reach [ri:tʃ] to reach means to arrive at a place; đạt tới, chạm tới, đến, tới

(19) survive [sə'vaɪv] to survive is to stay alive; (despite some danger or illness) sống sót, tồn tại

(20) advantage [əd'vɑ:ntɪdʒ] An advantage is something that helps you; lợi thế, ưu điểm

Ghi chú: Unit 7 - 12

(1) condition [*kən'diʃ(ə)n*] The condition of someone or something is the state that they are in. điều kiện, hoàn cảnh

(2) announce [*ə'naʊn(t)s*] to announce something is to make it known; công bố, thông báo

(3) prince [*prɪn(t)s*] A prince is the son of a king; hoàng tử

(4) expert [*'ekspɜ:t*] An expert is someone who is very good at doing something; chuyên gia

(5) contribute [*'kɒntrɪbjʊ:t*] to contribute to something means to do something to make it successful; đóng góp, góp phần

(6) famous [*'feɪməs*] If someone or something is famous, they are known to many people; nổi tiếng

(7) claim [*kleɪm*] to claim means to say that something is true; xác nhận, đòi hỏi

(8) force [*fɔ:s*] force is a person's strength or power; lực, sức mạnh

(9) sudden [*'sʌd(ə)n*] When something is sudden, it happens very quickly; thành linh, đột ngột

(10) challenge [*'ʃælɪndʒ*] A challenge is something difficult to complete; thử thách, thách thức

(11) beside [*bɪ'saɪd*] When someone or something is beside you, they are next to you; bên cạnh

(12) sense [*sen(t)s*] to sense something is to know about it without being told; cảm nhận, cảm thấy

(13) lay [*lei*] to lay means to put or place in a horizontal or flat position; bày, nằm

(14) protect [*prə'tekt*] to protect someone is to stop them from getting hurt; bảo vệ

(15) harm [*hɑ:m*] harm is hurt or problems caused to someone or something; hại, tổn hại

(16) divide [*dɪ'vaɪd*] to divide something is to make it into smaller parts; chia, chia ra

(17) allow [*ə'laʊ*] to allow something to happen means to let it happen; cho phép

(18) therefore [*'ðeəfɔː*] therefore means for this reason; vì thế

(19) difference [*'dɪf(ə)r(ə)n(t)s*] A difference is a way that something is not like other things; sự khác nhau, sự chênh lệch

(20) peace [*pi:s*] peace is a time without war; hoà bình

(1) theory [*'θɪəri*] A theory is an idea about how something works; lý thuyết, học thuyết

(2) contrast [*'kɒntrɑːst*] A contrast is the sharp difference between two things; sự tương phản, sự trái ngược

(3) propose [*prə'pəʊz*] to propose something is to say that it should be done; đề xuất, đưa ra

(4) accept [ək'sept] to accept something that is offered is to take it; chấp nhận, chấp thuận

(5) necessary ['nesəs(ə)rɪ] If something is necessary, you must do it; cần thiết, thiết yếu

(6) arrange [ə'reɪndʒ] to arrange things is to put them in the right place; sắp xếp, sắp đặt

(7) require [rɪ'kwaɪə] to require something is to say that it is necessary; đòi hỏi, yêu cầu

(8) success [sək'ses] success is doing something well that you choose to do; sự thành công, sự thắng lợi

(9) attend [ə'tend] to attend something is to go to it; tham dự, có mặt

(10) grab [græb] to grab is to take a hold of someone or something suddenly; chớp, tóm, hái

(11) tear [teə] to tear something means to pull it apart; xé, làm rách, nước mắt

(12) balance ['bæləns] to balance something is to keep it from falling; cân bằng

(13) encourage [ɪn'kʌrɪdʒ] to encourage someone is to make them want to do something; khuyến khích, động viên

(14) purpose ['pɜ:pəs] A purpose is the reason that you do something; mục đích, ý định

(15) pattern ['pæt(ə)n] A pattern is a way in which something is done or organized; mẫu, kiểu

(16) release [rɪ'li:s] to release something is to stop holding it; giải thoát, phóng thích

(17) single ['sɪŋɡl] If something is single, then there is only one; độc thân, đơn, chỉ một

(18) familiar [fə'mɪliə] If someone or something is familiar to you, you know them well; thân thuộc, quen thuộc

(19) huge [hju:dʒ] If something is huge, it is very big; đồ sộ, khổng lồ

(20) hang [hæŋ] to hang something is to keep it above the ground; treo, mắc

(1) starfish - an animal shaped like a star that lives in the water; con sao biển

(2) island ['aɪlənd] An island is land in the middle of water; hòn đảo

(3) wave [weɪv] A wave is a line of water that moves higher than the rest of the water; sóng, làn sóng

(4) ocean ['əʊf(ə)n] The ocean is all of the salt water that surrounds land; đại dương

(5) identify [aɪ'dentɪfaɪ] to identify something is to be able to name it; nhận biết, nhận ra

(6) discover [dɪ'skʌvə] to discover something is to find it for the first time; khám phá, tìm ra

(7) taste [teɪst] A taste is the flavor something makes in your mouth; vị, nếm

(8) pleasant ['plez(ə)nt] If something is pleasant, you enjoy it; vui vẻ, dễ thương

(9) beach [bi:tʃ] The beach is a sandy or rocky place by the ocean; bãi biển

(10) still [stɪl] still is used when you say that a situation keeps going on; vẫn cứ, vẫn còn

(11) fix [fɪks] to fix something is to make it work; đóng, gắn, sửa chữa

(12) step [step] to step is to walk; bước chân đi

(13) damage ['dæmɪdʒ] to damage something is to break it; phá hủy, làm hư hại

(14) prevent [pri'vent] to prevent something is to stop it from happening; ngăn chặn

(15) perhaps [pə'hæps] perhaps is used when you say that something could happen; có lẽ

(16) frank [fræŋk] If you are frank, you are being very honest; thẳng thắn, bộc trực

(17) against [ə'gen(t)st] to be against something is to be touching it or opposed to it; chống lại, dựa vào

(18) rock [rɒk] A rock is a hard thing in the dirt; hòn đá

(19) emotion [i'məʊ(ə)n] An emotion is how you feel; cảm xúc

(20) throw [θrəʊ] to throw something is to use your hand to make it go through the air; ném, vứt, quăng

(21) save [*seɪv*] to save something is to keep it from being hurt; cứu, giúp

(1) proud [*praʊd*] If someone feels proud, they are happy about what they have done; tự hào; hãnh diện

(2) benefit [*'benɪfɪt*] A benefit is a good thing; lợi ích

(3) chance [*tʃa:n(t)s*] A chance is an opportunity to do something; cơ hội, số phận

(4) guard [*ɡɑ:d*] to guard something is to take care of it; bảo vệ, canh gác

(5) rest [*rest*] to rest is to stop being active while the body gets back its strength; (n): sự nghỉ ngơi; (v): nghỉ ngơi

(6) primary [*'praɪm(ə)rɪ*] If something is primary, it is the most important thing; gốc, căn bản

(7) function [*'fʌŋkʃ(ə)n*] The function of something is what it does; hàm số; chức năng

(8) essential [*ɪ'sen(t)ʃ(ə)l*] If something is essential, it is very important and necessary; thiết yếu, chủ yếu

(9) separate [*'sep(ə)rət*] If two things are separate, they are not together; riêng rẽ, riêng biệt

(10) far [*fa:*] If something is far, it is not close; xa, xa xôi

(11) grass [*ɡrɑ:s*] grass is the green leaves that cover the ground; cỏ, bãi cỏ

(12) certain [*'sɜ:t(ə)n*] If you are certain about something, you know it is true; chắc chắn, tin cậy

(13) immediate [*ɪ'miːdiət*] If something is immediate, it happens quickly; lập tức, tức thì

(14) effect [*ɪ'fekt*] An effect is a change made by something else; hiệu quả, tác dụng

(15) focus [*'fəukəs*] to focus on something is to think about it and pay attention to it; tập trung

(16) tail [*teɪl*] A tail is a part of an animal's body, sticking out from its rear or back; đuôi, đoạn cuối

(17) trouble [*'trʌbl*] trouble is a problem or a difficulty; sự trục trặc, sự rắc rối

(18) remain [*ri'meɪn*] to remain somewhere is to stay there; vẫn, còn lại

(19) image [*'ɪmɪdʒ*] The image of something is a picture of it; hình ảnh

(20) site [*sɑɪt*] A site is a place; nơi, chỗ, vị trí

(1) anymore [*,eni'mɔː*] anymore means any longer; nữa

(2) compete [*kəm'piːt*] to compete is to try to be better than someone; ganh đua, cạnh tranh

(3) decision [*dɪ'sɪʒn*] A decision is a choice; sự quyết định

(4) prepare [*prɪ'peə*] to prepare is to get ready for something; chuẩn bị, sửa soạn

(5) asleep [*ə'sliːp*] When a person is asleep, they are not awake; ngủ, đang ngủ

- (6) forest ['fɒrɪst] A forest is a place with lots of trees and animals; rừng
- (7) serious ['sɪəriəs] When something is serious, it is bad or unsafe; nghiêm trọng
- (8) either ['aɪðə] either is used with "or" to say there are two or more possibilities; một (trong hai)
- (9) wake [weɪk] to wake is to not be sleeping anymore; thức giấc, đánh thức
- (10) strange [streɪndʒ] When something is strange, it is not normal; xa lạ
- (11) creature ['kri:tʃə] A creature is any living thing; sinh vật, loài vật
- (12) ground [graʊnd] The ground is the top part of the Earth that we walk on; mặt đất, đất
- (13) introduce [,ɪntrə'dju:s] to introduce someone or something is to say who they are; giới thiệu
- (14) truth [tru:θ] The truth is a fact or something that is right; sự thật, lẽ phải
- (15) spend [spend] to spend is to use time doing something or being somewhere; tiêu (tiền), dùng (thì giờ)
- (16) collect [kə'lekt] to collect things is to group them together all in one place; thu thập, sưu tầm
- (17) berry ['berɪ] A berry is a small round fruit that grows on certain plants and trees; quả dâu tây

(18) conversation [,kɒnvə'seɪʃ(ə)n] A conversation is a talk between people; cuộc chuyện trò, đàm luận, đàm thoại

(19) sail [seɪl] to sail is to move a boat on the water; điều khiển, lái (thuyền buồm)

(20) marry ['mæri] to marry is to legally become husband and wife; cưới (vợ), lấy (chồng)

(1) artist ['ɑ:tɪst] An artist is a person who paints, draws, or makes sculptures; nghệ sĩ, họa sĩ

(2) quality ['kwɒlətɪ] The quality of something is how good it is; chất lượng, phẩm chất

(3) material [mə'tɪəriəl] A material is what is used to make something; vật chất, vật liệu

(4) profit ['prɒfɪt] A profit is the extra money you make when you sell something; tiền lãi, lợi ích

(5) meal [mi:l] A meal is a time when food is eaten like breakfast, lunch, or dinner; bữa ăn

(6) neighbor ['neɪbə] A neighbor is a person who lives near you; người hàng xóm

(7) attitude ['ætɪt(j)u:d] Someone's attitude is the way they feel and think; thái độ, quan điểm

(8) method ['meθəd] A method is the way to do something; phương pháp, cách thức

(9) alone [ə'laʊn] If someone is alone, they are not with another person; một mình, trơ trọi

(10) apartment [ə'pɑ:tmənt] An apartment is a set of rooms in a building where people live; căn hộ

(11) thin [θɪn] If someone or something is thin, they are not fat; gầy, mảnh khảnh

(12) professional [prə'feʃ(ə)n(ə)l] If something is professional, it deals with work that uses special skills; chuyên nghiệp

(13) judge ['dʒʌdʒ] to judge something is to say if it is good or bad; xét xử, phán đoán, đánh giá

(14) compare [kəm'peə] to compare means to say how two things are the same and different; so sánh

(15) stair [steə] stairs are the things that are used to go up in a building; bậc thang, cầu thang

(16) space [speɪs] A space is an empty area; không gian

(17) shape [ʃeɪp] A shape is a simple form like a square or circle; hình dạng, hình thù

(18) symbol ['sɪmb(ə)l] A symbol is a thing that stands for something else; ký hiệu, vật tượng trưng

(19) article ['ɑ:tɪkl] An article is a story in a newspaper or magazine; bài báo, điều khoản

(20) magazine [,mæɡə'zi:n] A magazine is a regular publication with news, stories, and articles; tạp chí

Ghi chú: Unit 13 - 21

(1) responsible [*rɪ'spɒn(t)səbl*] If a person is responsible, they do the right things; chịu trách nhiệm

(2) owe [*əu*] to owe is to have to pay or give back something received from another; nợ, hàm ơn

(3) lord [*lɔ:d*] Long ago, a lord was a man in charge of a town; chúa tể

(4) burn [*bɜ:n*] to burn something is to set it on fire; đốt cháy, nung

(5) structure [*'strʌktʃə*] A structure is a building; kết cấu, cấu trúc

(6) crop [*krɒp*] A crop is food that a farmer grows; vụ mùa, cây lương thực

(7) demand [*dɪ'mɑ:nd*] to demand something is to say strongly that you want it; yêu cầu, nhu cầu

(8) raise [*reɪz*] to raise something is to lift it up; nâng lên, đỡ dậy

(9) increase [*'ɪnkri:s*] to increase something is to make it larger or more; tăng lên, tăng thêm

(10) cell [*sel*] A cell is a small room where a person is locked in; phòng nhỏ, xà lim, ngăn nhỏ

(11) blood [*blʌd*] blood is the red liquid in your body; máu, nhựa cây

(12) spot [*spɒt*] A spot is a place where something happens; nơi, chốn

(13) correct [*kə'rekt*] to be correct is to be right; đúng, chính xác

(14) position [pə'zɪʃ(ə)n] A position is the way something is placed; vị trí, chỗ

(15) equal ['i:kwəl] to be equal is to be the same; ngang, bằng

(16) whole [həʊl] whole means all of something; toàn bộ

(17) contain [kən'tem] to contain something is to have it inside; chứa đựng, gồm có

(18) hole [həʊl] A hole is an opening in something; hố, lỗ thủng

(19) sight [saɪt] A sight is something interesting to see; cảnh đẹp

(20) feed [fi:d] to feed is to give food; cho ăn, nuôi nấng

(1) novel ['nɒv(ə)l] A novel is a book that tells a story; tiểu thuyết

(2) description [dɪ'skrɪpʃ(ə)n] A description of someone or something says what they are like; sự diễn tả, sự mô tả

(3) poet ['pəʊt] A poet is a person who writes poems; nhà thơ, thi sĩ

(4) technology [tek'nɒlədʒɪ] technology is new things made by using science; công nghệ

(5) mail [meɪl] mail is letters and other things sent to people; thư từ, bưu phẩm

(6) print [prɪnt] to print something is to put it onto paper; in, viết

(7) sheet [ʃi:t] A sheet is a thin flat piece of paper; lá, tấm, phiến, tờ

(8) outline ['aʊtlam] An outline is the plan for a story or essay; phác thảo

(9) magical [*'mædʒɪk(ə)l*] magical describes a quality that makes someone or something special; ma thuật, kỳ diệu

(10) example [*ɪg'zɑ:mpl*] An example of something is a thing that is typical of it; thí dụ, ví dụ

(11) control [*kən'trəʊl*] to control something is to make it do what you want; điều khiển

(12) scene [*si:n*] A scene is one part of a book or movie; phân cảnh

(13) exam [*ɪg'zæm*] An exam is a test; sự thi cử; kỳ thi

(14) silly [*'sɪli*] If someone or something is silly, they show a lack of thought; ngớ ngẩn, khờ dại

(15) direct [*di'rekt*],[*daɪ-*] If something is direct, it goes straight between two places; thẳng, trực tiếp

(16) local [*'ləʊk(ə)l*] If something is local, it is nearby; địa phương

(17) store [*stɔː*] A store is a place where you can buy things; cửa hàng, tiệm tạp hóa

(18) coach [*kəʊtʃ*] A coach is a person who teaches sports; huấn luyện viên

(19) suffer [*'sʌfə*] to suffer is to feel pain; chịu đựng, lứt sổng

(20) limit [*'lɪmɪt*] A limit is the largest or smallest amount of something that you allow; giới hạn, hạn chế

(1) across [*ə'krɒs*] to go across something is to go to the other side of it; qua, ngang qua

(2) respond [*ri'spɒnd*] to respond is to give an answer to what someone else said; đáp lại, hưởng ứng

(3) excite [*ɪk'saɪt*] to excite someone means to make them happy and interested; phấn khích

(4) fortunate [*'fɔ:tʃ(ə)nət*] If you are fortunate, you are lucky; may mắn

(5) happen [*'hæp(ə)n*] If someone happens to do something, they do it by chance; tình cờ, xảy ra

(6) observe [*əb'zɜ:v*] to observe something is to watch it; quan sát, nhận xét

(7) race [*reɪs*] A race is a contest to see who is the fastest; cuộc đua

(8) extreme [*ɪks'tri:m*], [*ek-*] If something is extreme, it is in a large amount or degree; vô cùng, khắc nghiệt

(9) length [*leŋ(k)θ*] The length of something is how long it is from one end to the other; chiều dài, độ dài

(10) wonder [*'wʌndə*] to wonder is to ask yourself questions or have a need to know; muốn biết, tự hỏi

(11) characteristic [*kærəktə'rɪstɪk*] A characteristic is something that shows what a person or a thing is like; đặc tính, đặc điểm

(12) breathe [*bri:ð*] to breathe means to let air go in and out of our body; hít, thở

(13) consume [*kən'sju:m*] to consume something means to eat or drink it; tiêu thụ

(14) yet [*jet*] yet is used to say something has not happened up to now; chưa

(15) risk [*rɪsk*] A risk is a chance of something bad happening; mạo hiểm, rủi ro

(16) fear [*fɪə*] fear is the feeling of being afraid; sợ sợ hãi

(17) realize [*'riəlaɪz*] to realize is to suddenly understand; nhận ra, nhận thức

(18) mistake [*mɪ'steɪk*] A mistake is something you do wrong; lỗi, sai lầm

(19) opportunity [*ˌɒpə'tju:nəti*] An opportunity is a chance to do something; cơ hội, thời cơ

(20) prize [*praɪz*] A prize is something of value that is given to the winner; giải thưởng, phần thưởng

(1) academy [*ə'kædəmi*] An academy is a special type of school; học viện

(2) theater [*'θiətə*] A theater is a building where you watch plays, shows, and movies; nhà hát, rạp hát

(3) concert [*'kɒnsət*] A concert is an event where you listen to people play music; buổi hoà nhạc (n), phối hợp/sắp đặt (v)

(4) dictionary [*'dɪkʃ(ə)n(ə)rɪ*] A dictionary is a book that tells you what words mean; từ điển

(5) ancient [*'em(t)ʃ(ə)nt*] If something is ancient, it is very old; cổ xưa

(6) wealth [*welθ*] wealth is a large amount of money; sự giàu có, sự giàu sang

(7) county [*'kauntɪ*] A county is the largest political division of a state in the US; hạt, tỉnh (đơn vị hành chính)

(8) hidden [*'hɪd(ə)n*] hidden means to be not easily noticed or too hard to find; ẩn, trốn, nấp, che giấu

(9) century [*'sentʃ(ə)rɪ*] A century is one hundred years; thế kỷ

(10) publish [*'pʌblɪʃ*] to publish a book is to get it printed and ready to sell; xuất bản, công bố, ban hành

(11) original [*ə'ɹɪdʒ(ə)n(ə)l*] If something is original, it is the first one of that thing; nguyên bản, nguyên gốc

(12) gentleman [*'dʒentlmən*] A gentleman is a nice man; quý ông

(13) officer [*'ɔfɪsə*] An officer is a leader in the army; sĩ quan

(14) exist [*ɪg'zɪst*] to exist is to be real; tồn tại, sống

(15) maybe [*'meɪbɪ*] maybe is used to show that something is possible or may be true; có lẽ

(16) clue [*kluː*] A clue is a fact or object that helps solve a mystery or crime; manh mối, đầu mối

(17) flat [*flæt*] flat describes something that is level and smooth with no curved parts; phẳng

(18) board [*bɔ:d*] board is a flat piece of wood; bảng

(19) process [*'prəʊses*] A process is the steps to take to do something; quá trình

(20) pound [*paund*] to pound something is to hit it many times with a lot of force; đánh đập, đóng (đinh), Pao (khoảng 450 gam)

(1) waste [*weɪst*] to waste means to carelessly use something all up; lãng phí

(2) season [*'si:z(ə)n*] A season is a time of the year: spring, summer, fall or winter; mùa trong năm

(3) disappear [*ˌdɪsə'pɪə*] to disappear means to go away or not be seen; biến mất

(4) bright [*braɪt*] If something is bright, it shows a lot of light; sáng chói

(5) available [*ə'veɪləbl*] If something is available, it means you can get it; sẵn sàng để dùng, sẵn có

(6) response [*rɪ'spɒn(t)s*] A response is the answer to a question; trả lời, đáp lại

(7) appreciate [*ə'pri:ʃieɪt*] appreciate something is to understand its good qualities; đánh giá, nâng giá, tăng giá

(8) determine [*dɪ'tɜ:mɪn*] to determine means to choose or make a decision; xác định, định rõ, quyết định

(9) fair [*feə*] fair describes treating someone in a way that is reasonable or right; công bằng, hợp lý

(10) solution [*sə'lu:ʃ(ə)n*] A solution is a way to solve a problem; giải pháp, cách giải quyết

(11) hill [*hɪl*] A hill is a round area of land; It is higher than the land around it; gợn đồi

(12) puddle [*'pʌdl*] A puddle is a pool of liquid on the ground; vũng nước

(13) else [*els*] If you talk about something else, you talk about something different; khác

(14) beat [*bi:t*] to beat someone means to do better than they do; đánh bại

(15) forward [*'fɔ:wəd*] If you move forward, you move in the direction in front of you; phía trước

(16) flow [*fləu*] to flow is to move easily and continuously in one direction; chảy, dòng chảy, lưu lượng

(17) celebrate [*'seləbreɪt*] to celebrate is to do something to show that an event is special; làm lễ kỷ niệm, tán dương, ca tụng

(18) level [*'lev(ə)l*] A level is a point on a scale that measures something; mức, mức độ, mặt phẳng

(19) whether [*'(h)weðə*] use whether when you must choose between two things; không biết có không, giữa (cái này cái kia);;;

(20) lone [*ləʊn*] If someone or something is lone, they are the only one of that kind; cô độc, bơ vơ, hiu quạnh

(1) item [*'aɪtəm*] An item is a thing that you buy or sell; món (ghi trong đơn hàng...), khoản, tiết mục

(2) product [*'prɒdʌkt*] A product is something that is made; sản phẩm, vật phẩm

(3) property [*'prɒpəti*] property is something that someone owns; tài sản, của cải

(4) indicate [*'ɪndɪkeɪt*] to indicate means to show, point or make something clear; cho biết, ra dấu, tỏ ra, biểu lộ

(5) purchase [*'pɜːtʃəs*] to purchase something is to buy it; mua, tậu

(6) empty [*'emptɪ*] If something is empty, it does not have anything in it; rỗng, trống không

(7) wheat - a type of plant used to make bread; lúa mì

(8) crowd [*'kraʊd*] A crowd is a large group of people; đám đông

(9) treat [*'tri:t*] to treat is to act in a certain way toward someone; đối xử, đối đãi, cư xử, ăn ở

(10) communicate [*kə'mjuːnɪkeɪt*] to communicate is to give information by talking, writing, etc; liên lạc, giao tiếp

(11) select [*sɪ'lekt*] to select something is to choose it; lựa chọn, chọn lọc, tuyển lựa

(12) exact [*ɪg'zækt*] If something is exact, it is just the right amount; chính xác, đúng đắn

(13) fresh [*'frefʃ*] If something is fresh, it is new; tươi (hoa, rau, cá, thịt...), trong lành (không khí)

(14) dish [*dɪʃ*] A dish is a plate; đĩa (đựng thức ăn), móm ăn (đựng trong đĩa)

(15) argue [*'ɑːgjuː*] to argue is to angrily speak to someone because you do not agree; tranh cãi

(16) offer [*'ɔfə*] to offer is to present someone with something; đưa ra đề nghị, đưa ra, chìa ra, biếu tặng

(17) price [*praɪs*] price of something is how much it costs; giá ((nghĩa đen) & (nghĩa bóng))

(18) depend [*dɪ'pend*] to depend on someone or something is to need them; phụ thuộc, tùy thuộc

(19) recommend [*ˌrekə'mend*] to recommend something is to say that someone should do it; giới thiệu, khuyên bảo, khuyên dùng

(20) tool [*tu:l*] A tool is something that helps you do a task; dụng cụ, đồ nghề

(21) gather [*'gæðə*] to gather is to collect several things usually from different places; thu thập, tập hợp

(1) lawyer [*'lɔɪə*], [*'lɔ:jə*] A lawyer works with the law and represents people in court; luật sư

(2) however [*haʊ'evə*] however means despite or not being influenced by something; tuy nhiên

(3) policy [*'pɒləsi*] A policy is a rule; chính sách

(4) bother [*'bɒðə*] to bother is to make the effort to do something; làm phiền

(5) social [*'səʊʃ(ə)l*] If something is social, it is about many people in a community; có tính chất xã hội

(6) injustice [*ɪn'dʒʌstɪs*] injustice is a lack of fairness or justice; sự bất công

(7) staff [*sta:f*] A staff is a group of people working together in a company; nhân viên, nhóm nhân viên

(8) glad [*glæd*] If you are glad, you are happy; vui mừng, sung sướng

(9) doubt [*daut*] doubt is a feeling of not being sure; sự nghi ngờ, sự ngờ vực

(10) mention [*'menʃ(ə)n*] to mention something is to talk about it; đề cập, nói đến, kể ra

(11) captain [*'kæptm*] A captain is the person who leads a ship or airplane; thuyền trưởng, cơ trưởng

(12) explore [*ɪk'splɔ:ʔ*] to explore is to look for new places; khám phá, thăm dò, thám hiểm

(13) foreign [*'fɔrɪn*] If something is foreign, it is from a different country; (thuộc) nước ngoài

(14) conclusion [*kən'klu:ʒ(ə)n*] The conclusion of something is the final part of it; sự kết luận, sự kết thúc, phần cuối

(15) international [*ˌɪntə'næʃ(ə)n(ə)l*] If something is international, it involves more than one country; (thuộc) quốc tế

(16) alive [*ə'laɪv*] If someone or something is alive, they are not dead; còn sống, đang sống, còn tồn tại

(17) toward [*'təuəd*] If you go toward something, you go closer to it; về phía, hướng về

(18) wood [*wud*] wood is the thing that trees are made of; gỗ

(19) bone [bəʊn] A bone is a hard part of the body; xương

(20) speech [spi:tʃ] A speech is something said to a group of people; bài nói chuyện, bài diễn văn

(1) meat [mi:t] meat is food made of animals; thịt

(2) real [riəl] If something is real, it actually exists; thực tế, có thực, thật (không phải giả)

(3) consider [kən'sɪdə] consider something means to think about it; cân nhắc, xem xét, suy xét

(4) worth [wɜ:θ] If something is worth an amount of money, it costs that amount; đáng giá, giá trị

(5) extra ['ekstrə] If something is extra, it is more than what is needed; thừa, thượng hạng, đặc biệt

(6) achieve [ə'tʃi:v] to achieve something is to successfully do it after trying hard; đạt được, giành được

(7) goal [gəʊl] A goal is something you work toward; bàn thắng, mục đích, mục tiêu

(8) opinion [ə'pɪnjən] An opinion is a thought about a person or a thing; quan điểm, ý kiến, sự đánh giá

(9) vegetable ['vedʒ(ə)təbl] A vegetable is a plant used as food; rau củ

(10) basic ['beɪsɪk] If something is basic, it is very simple or easy; cơ bản, cơ sở

(11) regard [*ri'ga:d*] to regard someone or something is to think of them in a certain way; coi như, xem như

(12) destroy [*di'strɔɪ*] to destroy means to damage something so badly that it cannot be used; phá huỷ, tàn phá

(13) war [*wɔ:*] A war is a big fight between two groups of people; chiến tranh

(14) already [*ɔ:l'reɪdɪ*] If something happens already, it happens before a certain time; rồi; đã... rồi

(15) entertain [*,entə'teɪn*] to entertain someone is to do something that they enjoy; giải trí, tiêu khiển

(16) serve [*sɜ:v*] to serve someone is to give them food or drinks; phục vụ, phụng sự

(17) advise [*əd'vaɪz*] to advise someone is to tell them what to do; khuyên, khuyên bảo

(18) lie [*laɪ*] to lie is to say or write something untrue to deceive someone; nói dối, lừa dối

(19) reflect [*ri'flekt*] to reflect is when a surface sends back light, heat, sound or an image; phản chiếu, phản xạ, phản ánh

(20) bit [*bit*] A bit is a small amount of something; mẩu, miếng

(1) nurse [*nɜ:s*] nurse is a person who helps sick people in the hospital; y tá, nữ y tá

(2) clerk [*klɜ:rk*] A clerk is a type of worker; clerks in a store help customers; giao dịch viên, thư ký, nhân viên

- (3) pain [*peɪn*] pain is the feeling that you have when you are hurt; sự đau, làm đau đớn, đau nhức
- (4) locate [*ləʊ'keɪt*] to locate something is to find it; xác định vị trí
- (5) base [*beɪs*] The base is the bottom of something; nền tảng, chân đế
- (6) brain [*breɪn*] The brain is the organ in your head that lets you think; não
- (7) hero [*'hɪərəʊ*] A hero is a brave person who does things to help others; anh hùng, người hùng
- (8) enter [*'entə*] to enter a place is to go into it; đi vào
- (9) though [*ðəʊ*] ::though is used when the second idea makes the first seem surprising; cho dù, mặc dù, dẫu cho
- (10) effort [*'efət*] effort is hard work or an attempt to do something; nỗ lực
- (11) appear [*ə'piə*] to appear is to seem; biểu lộ, hình như, có vẻ
- (12) refuse [*rɪ'fju:z*] to refuse something is to say "no" to it; từ chối, khước từ, cự tuyệt
- (13) hurry [*'hʌrɪ*] to hurry is to do something quickly; vội vàng
- (14) operation [*ˌɒp(ə)'reɪʃ(ə)n*] An operation is when a doctor replaces or removes something in the body; sự hoạt động; quá trình hoạt động
- (15) inform [*ɪn'fɔ:m*] to inform someone is to tell them about something; thông báo, báo tin, cho biết
- (16) excellent [*'eks(ə)l(ə)nt*] When something is excellent, it is very good; xuất sắc

(17) leave [*li:v*] to leave means to go away from someone or something; rời đi, bỏ đi

(18) later [*'leitə*] later means after the present, expected, or usual time; muộn hơn, sau này

(19) career [*kə'riə*] A career is a job that you do for a large part of your life; sự nghiệp

(20) various [*'veəriəs*] something is various, there are many types of it; khác nhau; nhiều thứ khác nhau

Ghi chú: Unit 22 - 30

(1) deliver [dɪ'livə] to deliver something is to take it from one place to another; giao (hàng), phân phát (thư)

(2) thief [θi:f] A thief is someone who quietly takes things that do not belong to them; kẻ trộm, kẻ cắp

(3) steal [sti:l] to steal is to take something that is not yours; ăn cắp, ăn trộm

(4) include [ɪn'klu:d] to include something means to have it as part of a group; bao gồm, gồm có

(5) occur [ə'kɜ:] to occur means to happen; xảy ra, xảy đến

(6) earn [ɜ:n] earn means to get money for the work you do; kiếm tiền

(7) reward [ri'wɔ:d] A reward is something given in exchange for good behavior or work; phần thưởng

(8) manage ['mænidʒ] to manage something means to control or be in charge of it; quản lý, trông nom, xoay xở

(9) mystery ['mɪst(ə)rɪ] A mystery is something that is difficult to understand or explain; điều huyền bí, điều bí ẩn

(10) contact ['kɒntækt] to contact someone is to speak or write to them; tiếp xúc, liên lạc

(11) customer ['kʌstəmə] A customer is a person who buys something at a store; khách hàng

(12) gate [*geɪt*] A gate is a type of door; gates are usually made of metal or wood; cổng, cửa ra vào

(13) opposite [*'ɒpəzɪt*] If A is the opposite of B, A is completely different from B; đối diện, đối nhau, ngược nhau

(14) set [*set*] to set something is to put it somewhere; thiết lập, để, đặt, bố trí

(15) amaze [*ə'meɪz*] to amaze someone is to surprise them very much; làm kinh ngạc, làm sửng sốt

(16) actual [*'æktʃuəl*] actual means that something is real or true; có thật, hiện thời; hiện nay

(17) comfort [*'kʌmfət*] to comfort someone means to make them feel better; an ủi, dỗ dành, làm khuây khoả

(18) plate [*pleɪt*] A plate is a flat round thing that you put food on; đĩa (để đựng thức ăn)

(19) receive [*rɪ'si:v*] to receive something is to get it; nhận, lĩnh, thu

(20) charge [*tʃɑ:dʒ*] A charge is the price to pay for something; tiền phải trả, giá tiền

(1) poem [*'pəʊɪm*] A poem is a short kind of writing; thơ, bài thơ

(2) swim [*swɪm*] swim is to move through water; bơi

(3) web [*web*] web is a home made by a spider; mạng (nhện), tơ (lông chim)

(4) average ['æv(ə)rɪdʒ] If something is average, it is at a normal level; trung bình

(5) behavior [br'hɛvɪjər] Your behavior is the way you act; cách cư xử

(6) match [mætʃ] to match is to be the same or similar; hợp, xứng, trận đấu

(7) personality [,pɜ:s(ə)'nælətɪ] Your personality is what you are like and how you behave; tính cách, nhân cách

(8) mental ['ment(ə)l] If something is mental, it has to do with your mind; (thuộc) trí tuệ, tinh thần, tâm thần, thần kinh

(9) sound [saund] to sound means to make a noise; kêu, vang tiếng, nghe như, nghe có vẻ, âm thanh

(10) course [kɔ:s] A course is a class in school; khoá học

(11) safety ['seɪftɪ] safety means to be the condition of being safe and free from danger; sự an toàn, sự chắc chắn

(12) passenger ['pæs(ə)ndʒə] A passenger is a person who rides in a car, train, or airplane; hành khách (đi tàu xe...)

(13) remove [rɪ'mu:v] to remove something is to take it away; bỏ ra, tháo ra, lấy ra, dời đi

(14) pole [pəʊl] A pole is a long thin stick made of wood or metal that supports things; cực, cái sào, cột

(15) athlete ['æθli:t] An athlete is a person who plays sports; vận động viên

(16) advance [əd'vɑ:n(t)s] to advance is to go forward; tiến lên, tiến tới, tiến bộ

(17) behind [*br'haɪnd*] ::behind means to be at the back of something; đằng sau

(18) shoot [*ʃu:t*] shoot is to fire something like a bullet at someone or something; bắn

(19) member [*'membə*] member is a person who is part of a group; thành viên, hội viên

(20) lower [*'ləʊə*] lower something is to make it go down; thấp hơn

(1) perform [*pə'fɔ:m*] to perform is to do something in front of people who watch; biểu diễn, trình bày, thực hiện

(2) exercise [*'eksəsaɪz*] to exercise is to run or play sports so that you can be healthy; tập luyện, rèn luyện (thể dục thể thao)

(3) public [*'pʌblɪk*] something is public, it is meant for everyone to use; công cộng, công khai, công chúng

(4) critic [*'krɪtɪk*] critic is someone who give their opinions about movies, books, plays... nhà phê bình

(5) complex [*'kɒmpleks*] If something is complex, it has many small parts; It is hard to understand; phức tạp, rắc rối

(6) event [*ɪ'vent*] An event is something that happens, especially something important; sự kiện, sự việc

(7) task [*ta:sk*] A task is work that someone has to do; nhiệm vụ, công việc, bài tập, phận sự

(8) pressure [*'preʃə*] pressure is what you apply to make someone do something; áp lực

(9) lack [*læk*] there is a lack of something, there is not enough of it; thiếu, không có

(10) passage [*'pæsi:dʒ*] A passage is a long area with walls that goes from one place to another; lối đi, sự đi qua, đoạn (bài văn, sách...)

(11) fit [*fit*] If something fits, it is small enough or the right size to go there; vừa, thích hợp, phù hợp

(12) block [*blɒk*] A block is a solid piece of wood, stone or ice; khối, tảng, súc (đá, gỗ...)

(13) strike [*straɪk*] to strike someone or something is to hit them; đánh, tấn công,

(14) probable [*'prɒbəbl*] If something is probable, it is likely to happen; chắc hẳn, có lẽ đúng

(15) unite [*ju:'naɪt*] to unite is to get together to do something; đoàn kết, liên kết

(16) support [*sə'pɔ:t*] to support something is to like it and help it be successful; hỗ trợ, ủng hộ

(17) guide [*gaɪd*] A guide is someone who shows you where to go; hướng dẫn viên, người chỉ dẫn

(18) cheer [*tʃɪə*] to cheer is to give a loud shout of approval or encouragement; cổ vũ, tung hô

(19) term [*tɜ:m*] A term is a word for something; thời hạn, kỳ hạn, lời lẽ

(20) friendship [*'frendʃɪp*] friendship is the relationship between people who are friends; tình bạn

(1) factory ['fækt(ə)rɪ] A factory is a building where things are made or put together; nhà máy, xí nghiệp

(2) produce ['prɒdju:s] to produce something is to make or grow it; sản xuất, ra quả

(3) trash [træʃ] trash is waste material or unwanted or worthless things; rác

(4) mix [mɪks] A mix is different things put together; hỗn hợp, trộn lẫn

(5) populate ['pɒpjəleɪt] If people populate an area, they live there; ở, cư trú

(6) medicine ['medɪsɪn] medicine is something you take to feel better or treat an illness; thuốc

(7) regular ['regjələ] If something is regular, it happens often and in equal amounts of time; thường lệ, đều đặn

(8) environment [ɪn'vaɪər(ə)nmənt] environment is the place where people work or live; môi trường

(9) feature ['fi:tʃə] A feature is an important part of something; điểm đặc trưng, nét đặc biệt

(10) associate [ə'səʊsɪeɪt] associate means to connect something with a person or thing; kết hợp, kết giao, liên hợp lại

(11) recognize ['rekəɡnaɪz] to recognize something is to know it because you have seen it before; nhận ra

(12) instance ['ɪn(t)stɑːn(t)s] An instance is an example of something; thí dụ, ví dụ

(13) tradition [trə'dɪʃ(ə)n] A tradition is something people have been doing for a long time; truyền thống

(14) involve [ɪn'vɒlv] to involve means to be actively taking part in something; dính líu, dính dáng (dạng bị động) để hết tâm trí vào (cái gì)

(15) organize ['ɔ:g(ə)naɪz] to organize is to plan or get ready for an event; tổ chức

(16) wide [waɪd] If something is wide, it is large from side to side; rộng, rộng lớn

(17) tip [tɪp] A tip is a pointed end of something; đầu mút, tiền thưởng phục vụ

(18) period ['pɪəriəd] period is an amount of time when something happens; thời kỳ, giai đoạn

(19) range [reɪndʒ] A range is a number or a set of similar things; dải, phạm vi, khoảng

(20) sign [saɪn] A sign is a notice giving information, directions, a warning, etc; dấu hiệu, ký hiệu; ký tên, ra hiệu

(1) situated ['sɪtʃueɪtɪd] If something is situated somewhere, it is in that place; ở (một nơi, một tình thế, một hoàn cảnh)

(2) ride [raɪd] to ride something is to travel on it; You can ride an animal, a bike, etc; cưỡi

(3) imply [ɪm'plaɪ] imply something is to suggest it without saying it; ý nói; ngụ ý

(4) climb [*klaɪm*] climb means to use your hands and feet to go up on something; trèo, leo

(5) further [*'fɜːðə*] further is used to say something is from a distance or time; xa hơn, bên kia

(6) along [*ə'ləŋ*] along means to move from one part of a road, river etc; to another; dọc theo

(7) advice [*əd'vaɪs*] advice is an opinion about what to do; lời khuyên

(8) physical [*'fɪzɪk(ə)l*] If something is physical, it is related to your body and not your mind; (thuộc) vật lý, (thuộc) vật chất

(9) neither [*'naɪðə*] You use neither to connect two negative statements; không ... mà cũng không

(10) suggest [*sə'dʒest*] to suggest something means to give an idea or plan about it; gợi ý, đề nghị

(11) final [*'faɪn(ə)l*] If something is final, it is the last part; cuối cùng, chung kết

(12) maintain [*meɪn'teɪn*] to maintain means to make something stay the same; duy trì

(13) attract [*ə'trækt*] attract means to make a person or thing come closer or be interested; hấp dẫn, thu hút

(14) attention [*ə'ten(t)ʃ(ə)n*] attention is the notice, thought, or consideration of someone; sự chú ý

(15) react [*ri'ækt*] react is to act in a certain way because of something that happened; phản ứng, đối phó

(16) drop [drɒp] to drop is to fall or allow something to fall; rơi, sụt giảm

(17) society [sə'saɪətɪ] society is people and the way that they live; xã hội

(18) standard ['stændəd] A standard is what people consider normal or good; tiêu chuẩn

(19) prove [pru:v] to prove something is to show that it is true; chứng minh

(20) otherwise ['ʌðəwaɪz] otherwise means different or in another way; nếu không thì, mặt khác, cách khác

(1) examine [ɪg'zæmɪn] to examine something is to look at it carefully; kiểm tra

(2) quite [kwɑɪt] quite is used to say that something is complete or very much; khá, hoàn toàn, hầu hết

(3) puzzle ['pʌzl] A puzzle is something that is hard to understand; trò chơi đố; câu đố, vấn đề khó

(4) journey ['dʒɜ:nɪ] A journey is a long trip; cuộc hành trình, chuyến đi

(5) imagine [ɪ'mædʒɪn] to imagine something is to think of it in your mind; tưởng tượng, hình dung

(6) hunger ['hʌŋgə] hunger is the feeling that you get when you need to eat; sự đói, tình trạng đói

(7) specific [spə'sɪfɪk] something is specific, it is precise or exact; rành mạch, rõ ràng

(8) actually ['æktʃʊəlɪ] actually means in fact or really; thực sự, quả thật

(9) bite [*bait*] ::bite is the act of using your teeth to cut and tear into something; cắn, ngoạm

(10) effective [*i'fektiv*] If something is effective, it works well; có hiệu quả

(11) rather [*'ra:ðə*] rather is used when you want to do one thing but not the other; thích... hơn

(12) deal [*di:l*] A deal is an agreement that you have with another person; giải quyết; đối phó; sự giao dịch

(13) gift [*gift*] A gift is something you give someone; quà tặng; tặng, biếu, cho

(14) value [*'væljʊ:*] If something has value, it is worth a lot of money; giá trị

(15) trip [*trip*] A trip is a journey to a certain place; chuyến đi

(16) coast [*kəʊst*] The coast is the land by an ocean; bờ biển

(17) desert [*'dezət*] desert is an area of land without many plants or water; sa mạc

(18) earthquake [*'ɜ:θkweɪk*] An earthquake is a shaking movement of the ground; trận động đất

(19) false [*fɔ:ls*] If something is false, it is not correct; sai, nhầm

(20) tour [*tuə*] A tour is a short trip in which you see many sights; cuộc đi du lịch

(1) professor [*prə'fesə*] A professor is a person who teaches in college; giáo sư

(2) rush [rʌʃ] to rush is to go somewhere or do something very quickly; vội vã, đi gấp

(3) list [lɪst] A list is a record of information printed with an item on each line; danh sách; liệt kê, lập danh sách

(4) notice ['nəʊtɪs] to notice something is to see it for the first time; chú ý, để ý, báo trước

(5) band [bænd] A band is a group of people who play music; ban nhạc, dải, băng

(6) instrument ['ɪn(t)strəmənt] instrument is something designed to do a certain task like music; dụng cụ, nhạc cụ

(7) stage [steɪdʒ] A stage is a place where actors or musicians act or sing; sân khấu, giai đoạn

(8) barely ['beəli] barely means by the smallest amount, almost not; vừa đủ, rộng không, nghèo nàn

(9) within [wɪ'ðɪn] You use within to say that something is inside another thing; trong vòng, trong phạm vi, bên trong, phía trong

(10) garbage ['gɑ:bɪdʒ] garbage is waste material like unwanted or spoiled food, bottles, paper, etc; rác

(11) storm [stɔ:m] A storm is very bad weather; There is a lot of rain or snow; dông tố, cơn bão

(12) magic ['mædʒɪk] ::magic is the power to do impossible things; phép thuật, ma thuật

(13) cancel ['kæn(t)s(ə)l] to cancel means to decide that an event or a request will not happen; huỷ bỏ, bãi bỏ

(14) boring ['bɔ:riŋ] If something is boring, it is not fun; chán ngắt, buồn tẻ, sự khoan, sự đào

(15) predict [pri'dɪkt] predict something is to say that it will happen; đoán trước, dự đoán

(16) share [ʃeə] to share something is to give some of it to another person; chia sẻ, cổ phần

(17) driveway ['draɪwei] A driveway is a short private road that leads to a person's home; đường lái xe vào nhà

(18) own [əun] to own something means to have it; That thing belongs to you; sở hữu

(19) schedule ['ʃedju:l], ['skedʒu:l] A schedule is a plan that tells you when to do things; thời gian biểu, thời khóa biểu (bản kế hoạch có thời gian)

(20) message ['mesɪdʒ] A message is a set of words that you send to someone; thông điệp; đưa tin

(1) president ['prezɪd(ə)nt] president is the leader of a country; tổng thống, chủ tịch

(2) major ['meɪdʒə] If something is major, it is big or important; chính, chủ yếu, trọng đại

(3) importance [ɪm'pɔ:t(ə)n(t)s] ::importance means the quality or condition of being needed or valued; sự quan trọng, tầm quan trọng

(4) rich [rɪtʃ] If you are rich, you have a lot of money; giàu, giàu có

(5) strength [*streŋθ*] ::strength is the physical power that you have; sức mạnh, sức lực

(6) mean [*mi:n*] mean describes someone who is unkind or cruel; xấu xa, tồi tệ

(7) prefer [*pri'fɜ:*] If you prefer something, you want it more than something else; thích hơn, ưa hơn, đề bạt, đưa ra

(8) cool [*ku:l*] If the weather is cool, it is a little bit cold; mát mẻ, trầm tĩnh

(9) progress [*'prəʊgres*] progress is the act of getting closer to doing or finishing something; tiến triển, tiến bộ, tiến hành

(10) respect [*ri'spekt*] respect is a good opinion of someone because they are good; tôn trọng, kính trọng, lưu tâm, chú ý

(11) competition [*,kɒmpə'tiʃ(ə)n*] competition is a contest to see who is the best at something; sự cạnh tranh, cuộc thi

(12) advertise [*'ædvətaɪz*] to advertise is to tell people about something on TV, radio, etc; quảng cáo

(13) skill [*skɪl*] A skill is the knowledge and ability that allows you to do something well; kỹ năng

(14) audience [*'ɔ:diəns*] An audience is a group of people who watch something together; thính giả, khán giả, bạn đọc

(15) vote [*vəʊt*] to vote is to officially choose between two or more things; bỏ phiếu, bầu cử

(16) knowledge [*'nɒlɪdʒ*] knowledge is information that you have about something; kiến thức, tri thức

(17) assign [ə'saɪn] to assign something to someone is to tell them to do it; phân việc, phân công

(18) breakfast ['brekfəst] breakfast is the first meal of the day; bữa ăn sáng

(19) gain [gem] you gain something, you get more of it; tăng tốc (tốc độ...); lên (cân...)

(20) somehow ['sʌmhəʊ] somehow means in a way or by some means which is not known; vì lý do này khác, không biết làm sao

(1) common ['kɒmən] If something is common, it happens often or there is much of it; hông thường, chung, phổ thông

(2) idiom ['ɪdɪəm] idiom is a phrase with a meaning different from its words; thành ngữ

(3) section ['sekʃ(ə)n] A section is a part of something larger; mặt cắt, lát cắt, đoạn (trong sách)

(4) belief [bi'li:f] A belief is a strong feeling that something is correct or true; niềm tin, lòng tin, đức tin

(5) honesty ['ɒnɪsti] honesty means the quality of being truthful or honest; tính trung thực, tính lương thiện

(6) center ['sentə] center of something is the middle of it; trung tâm

(7) cost [kɒst] cost is to require expenditure or payment; chi phí, giá thành, phí tổn

(8) above [ə'bʌv] If something is above, it is at a higher level than something else; ở trên, trên đầu

(9) different ['dɪf(ə)r(ə)nt] different describes someone or something that is not the same as others; khác biệt, khác nhau

(10) master ['ma:stə] A master is a person who is very good at something; bậc thầy, thợ cả

(11) scan [skæn] to scan something is to look at it very carefully; quét, nhìn chăm chú, đọc lướt

(12) amount [ə'maʊnt] An amount is how much there is of something; tổng giá trị (hợp đồng), tổng số (tiền)

(13) ahead [ə'hed] If something is ahead of something else, it is in front of it; hơn, vượt

(14) surface ['sɜ:fɪs] surface of something is the top part or outside of it; bề mặt

(15) inside [,ɪn'saɪd] inside means the inner part, space or side of something; bên trong, phía trong, phần trong

(16) proper ['prɒpə] If something is proper, it is right; thích đáng, thích hợp, đúng mực

(17) memory ['mem(ə)rɪ] A memory is something you remember; trí nhớ, ký ức, sự tưởng nhớ

(18) independent [,ɪndɪ'pendənt] If something is independent, it is not controlled by something else; độc lập, không phụ thuộc

(19) evidence ['eɪdɪ(ə)n(t)s] evidence is a fact or thing that you use to prove something; chứng cứ, bằng chứng

(20) demonstrate ['demənstreɪt] to demonstrate something is to show how it is done; chứng minh, giải thích, biểu lộ, biểu tình

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