UNIT 2: ENTERTAINMENT AND LEISURE

VOCABULARY AND GRAMMAR REVIEW

A. VOCABULARY

1.aerobics(n) [eə'rəʊbɪks]	**Thể dục nhịp điệu**
2. bike (n)[baɪk]	**Xe đạp**
3. canoeing(n)[kə'nuːɪŋ]	**Việc chèo thuyền**
4. clue (n) [kluː]	**Manh mối**
5. crossword puzzle(n) [ˈkrɔsˌwɜrdˌpʌzˑəl]	**Trò chơi ô chữ**
6. hang out (v) [hæŋ]	**Đi chơi với ai đó, dành thời gian ở một nơi nào đó**
7.karaoke(n)[ˌkærɪ'əʊkɪ]	**Hát karaoke**
8.leisure(n) ['lɪːʒər /'leʒə]	**Thời gian rảnh rỗi**
9. role playing game(n) [ˈroʊl.pleɪ.ɪŋ ˌgeɪm]	**Trò chơi nhập vai**
10. agree(v)[ə'griː]	**Đồng ý**
11. brand(n) [brænd]	**Nhãn(hàng hóa)**
12. robot battle(n) [ˈrəʊ.bɒt 'bætl]	**Cuộc chiến rô bốt**
13. offer (n,v)['ɔfər]	**(Lời) đề nghị**
14. promise (n,v)[['prɑmɪs]	**(Lời) hứa**
15. refuse(v) [rɪ'fjuːz]	**Từ chối**
16. temple (n) ['templ]	**Đền, điện, miếu**
17. detect (v) [dɪ'tekt]	**Dò, tìm ra**
18.arrange (n) [ə'reɪndʒ]	**Sắp xếp**
19. metal detector(n) ['metl di'tektə]	**Máy dò kim loại**

20.treasure(n) ['treʒə(r)]	**Châu báu, kho báu**
21. conjunction(n) [kən'dʤʌŋkʃn]	**liên từ**
22.unique(adj) [juː'nɪːk]	**Duy nhất, độc, lạ**
23. advise(v) [əd'vaɪs]	**Khuyên bảo**
24. accept(v) [ək'sept]	**Chấp nhận**
25. decide(v)[dɪ'saɪd]	**Quyết định**

B. EXPRESSIONS AND OTHERS STRUCTURES

26. now that	**Bây giờ thì(đưa ra lời giải thích)**
27. apart from = except for	**Ngoại trừ**
28. Go for a bike ride	**Đạp xe**
29. Have a chance of doing something/ to do something	**Có cơ hội để làm gì**
30. can't stand	**Không chịu đựng nổi**
31. don't mind	**Không phiền**
32. that's a shame	**Thật đáng tiếc**
33. that's awesome	**Thật tuyệt**
34. look forward to + Ving/N	**Mong đợi điều gì**
35. interested in+ N/V-ing	**thích thú về điều gì/việc gì**
36. save up	**Tiết kiệm**
37. Poor you!	**Tội nghiệp bạn!**
38. adj/adv enough+(for sb) to v / enough +N (for sb) to v	**đủ(cho ai) để làm gì**

C. WORD FORMATION

STT	VERBS	ADJECTIVE	ADVERBS	NOUN
1.	agree	agreeable	agreeably	agreement
2.	arrange /rearrange			arrangement
3.	decide	decisive	decisively	decision
4.	entertain	entertaining		Entertainment/ entertainer
6.	refuse			refusal
7.	enjoy	enjoyable	enjoyably	enjoyment
8.	detect	detectable		detection/ detective/ detector

D. GRAMMAR

I. CÁC ĐỘNG TỪ DO, PLAY, GO

1. Chức năng

Do	Kết hợp với các danh từ chỉ hoạt động giải trí hoặc các môn thể thao trong nhà, không liên quan tới trái bóng, thường mang tính cá nhân và không mang tính chiến đấu ganh đua. Do aerocics (tập yoga) Do ballet (múa ba-lê)
Play	Kết hợp với các danh từ chỉ môn thể thao liên quan tới trái bóng hoặc một vật tương tự trái bóng như trái cầu/ quả cầu, có tính chất ganh đua với đối thủ khác. Play football Play tennis
Go	Thường đi với cấu trúc V-ing, mang tên một môn thể thao hay hoạt động giải trí nào đó. Go swimming Go running

II. GERUNDS (V-ING)

1. Definition: Gerund là danh từ được hình thành bằng cách thêm đuôi -ing (V-ing) vào động từ nguyên mẫu và ở dạng phủ định chúng ta sẽ thêm not ở phía trước. Gerund thường được gọi là danh động từ. *Eg: coming, building, teaching…*

2. Use:

*** Danh động từ có thể được dùng sau các động từ nói về sở thích hay những điều chúng ta thích hoặc không thích.**

Verbs	Verbs +(not) V-ing
Like	I like skateboarding in my free time
Love	She loves training her dog
Hate	He hates eating out
Prefer	My mother prefers going jogging

*** Dùng sau một số động từ và cụm động từ sau**:

Like enjoy love can't stand don't mind hate waste spend

III. TO INFINITIVE (TO V)

1. Definition: To infinitive là hình thức động từ nguyên thể có to(to V)

2. Use: - Động từ nguyên thể có to dùng để đưa ra lời chấp nhận, mời, từ chối và nói về sở thích.

-Một số động từ thường được theo sau bởi động từ nguyên thể có TO:

- afford: đáp ứng - agree: đồng ý - appear: hình như - arrange: sắp xếp - ask: yêu cầu

- attempt: cố gắng, nỗ lực - decide: quyết định - expect: mong đợi - fail: thất bại, hỏng
- hope: hy vọng - intend: định - invite: mời - learn: học/ học cách - manage: xoay sở,cố gắng
- offer: cho, tặng, đề nghị - plan: lên kế hoạch - pretend: giả vờ - promise: hứa - refuse: từ chối
- seem: dường như - tell: bảo - tend: có khuynh hướng - threaten: đe dọa - want: muốn
- would like/love/hate/prefer: muốn,thích

IV. CONJUNCTION OF TIME

1. NOW THAT: là liên từ chỉ thời gian được dùng khi nguyên nhân được nêu ra đang diễn ra hoặc vừa mới diễn ra. Chúng ta có thể lược bỏ that trong văn nói.

Now (that) the kids have left home, we've got a lot of extra space. (Bây giờ bọn trẻ không sống cùng nữa, chúng tôi thấy rất rộng rãi).

2. BEFORE/ AFTER: Mệnh đề có chứa liên từ *Before, After* là mệnh đề phụ bổ sung ngữ nghĩa cho mệnh đề chính. Khi được đảo lên đầu câu, mệnh đề chứ a *Before, After* cần ngăn cách với mệnh đề chính bằng dấu phẩy. Các liên từ tương tự khác là when, as soon as,until…

*** Cách diễn đạt thời tương lai trong các mệnh đề thời gian:**

V(s.future) V (s.present)

S - be going to V + when/as soon as/after/before/until S - (present perfect)

Ví dụ: - Bob will come soon. **When** Bob **comes**, we **will see** him.

- Linda is going to leave soon. **Before** she **leaves**, she **is going to finish** her work.
- We**'ll be able to leave** for the airport **as soon as** the taxi **arrives**.
- I**'ll wait** here **until** they **come** back.

Lưu ý: Trong các mệnh đề chứa liên từ chỉ thời gian với ý nghĩa tương lai chúng ta không dùng thì *tương lai đơn* (will) hoặc *be going to* mà chỉ dùng *thì hiện tại đơn* (simple present) hoặc *thì hiện tại hoàn* (present perfect) khi muốn nhấn mạnh đến sự hoàn thành của hành động trước khi một hành động khác xảy ra.

Ví dụ: - I**'ll go** to bed **after** I **finish** my homework.

*** Cách diễn đạt thời quá khứ trong các mệnh đề thời gian:**

S + V (simple past) when/ until/ before/ after/ as soon as S+ V (simple past)

Ví dụ: - She **said** goodbye **before** she **left**. -

I **started** school **when** I **was** six.

-We **stayed** there **until** we **finished** work.

-My mother **went** home **after** she **finished** work at the office.

- My mother **went** home **as soon as** she **finished** work at the office.

EXERCISES

A. LISTENING

I. Complete the notes below. Write ONE WORD OR A NUMBER for each answer.

Listen to the radio program discussing leisure trends in the United States and fill in the blank

NATIONAL LEISURE TRENDS

Top four leisure activities in the U.S.	Other activities	% who watch television	Top five recreational activities for women	Top five recreational activities for men

Watching television Reading Socializing **1**……. .	Using computers **2**…… Watching spectator sports Reading the newspaper	**3**……..% once a day 57%< two hours 8%> five hours	Walking Aerobics Exercising **4**…… Jogging	**5**…… Basketball Walking Jogging biking

II. Choose the correct letter, A, B, C or D.

You will hear a student talk about the writer hobby. Listen to his talk and a choose the correct letter.

6. When did the writer start his hobby?

A. The writer started his hobby when he was young.

B. The writer started his hobby when he was a teenager.

C. The writer started his hobby when his parents asked him.

D. The writer started his hobby when he found some story books.

7. What did the writer start his hobby with?

A. The writer started with anything that is available.

B. The writer started his hobby with fairy tales and other stories.

C. The writer started his hobby with story books, magazines, newspapers.

D. The writer started his hobby with ABC books.

8. How did his parents feel about reading fairy tales and other stories to him?

A. They were interested in reading anything that is available.

B. They were angry with reading fairy tales and other stories to him.

C. They were boring with reading fairy tales and other stories to him.

D. They were interested in reading fairy tales and other stories to him.

9. According to the writer, what is the wonderful thing about reading?

A. By reading he knew about disease.

B. By reading he has to study hard.

C. By reading he does not have to study hard.

D. By reading he knew about a Tiger.

10. According to the writer, what do books provide the reader?

A. Books provide the reader with so many ignorant learning things.

B. Books provide the reader with so many facts and so much information.

C. Books provide the reader with nothing to cope with living.

D. Books provide the reader with little things to help people in their daily life.

B. LEXICAL GRAMMAR

I. Mark the letter A, B, C, or D on your answer sheet to indicate the word whose underlined part differs from the other three in pronunciation in each of the following questions.

1.	**A.** cro<u>ss</u>word	**B.** aerobic<u>s</u>	**C.** lei<u>s</u>ure	**D.** promi<u>s</u>e
2.	**A.** dec<u>i</u>de	**B.** m<u>i</u>nd	**C.** t<u>i</u>dy	**D.** un<u>i</u>que
3.	**A.** <u>a</u>rrange	**B.** v<u>a</u>cuum	**C.** <u>a</u>dvise	**D.** <u>a</u>gree
4.	**A.** st<u>a</u>nd	**B.** w<u>a</u>ste	**C.** h<u>a</u>te	**D.** sh<u>a</u>me
5.	**A.** offer<u>ed</u>	**B.** travell<u>ed</u>	**C.** help<u>ed</u>	**D.** enjoy<u>ed</u>

II. Mark the letter A, B, C, or D on your answer sheet to indicate the word that differs from the other three in the position of stress in each of the following questions

6.	**A.** offer	**B**. arrange	**C.** dec<u>i</u>de	**D.** agree
7.	**A.** hobby	**B.** leisure	**C.** treasure	**D.** metal
8.	**A.** vacation	**B.** family	**C.** detector	**D.** agreement

9. **A.** enjoyment **B.** decision **C.** preference **D.** refusal

10. **A.** detection **B.** history **C.** interview **D.** exercise

III. Mark the letter A, B, C, or D on your answer sheet to indicate the correct answer to each of the following questions.

11. Anna: "I'm afraid I can't come tonight."
Peter: " _____ "

A. Oh, that's a shame. **B.** You're welcome

C. Of course. I will **D.** Well. Please be careful

12. Martha: "We're having a baby."
Emma: " _____!" Congratulations!"

A. Poor you! **B.** That's awesome

C. Come on, let's go. **D.** Ok, that is fine.

13. Viewers make the final_____ as to who should be eliminated from the competition

A. decision **B.** decide **C.** decisive **D.** decisiveness

14. The talks are aimed at finding a mutually_____ solution.

A. agreement **B.** agree **C.** agreeable **D.** agreeably

15. The Nancy adores _____ with her best friend Helen.

A. hanging up **B.** hanging out **C.** hanging on **D.** hanging over

16. James is _____ karate in the playground with his friends and he is very excited.

A. studying **B.** doing **C.** playing **D.** have

17. She was lying on the floor. It happened _____ a hot summer's day.

A. in **B.** at **C.** of **D.** on

18. She Ellen _____faithfully not to open her present until her birthday.

A. arranged **B.** offered **C.** promised **D.** decided

19. You'd have a better _____of passing your exams if you worked a bit harder.

A. possibility **B.** ability **C.** chance **D.** prospect

20. Ann is interested _____ teaching young children.

A. in **B.** at **C.** to **D.** on

21. The children are _____ to seeing their grandma again..

A. looking into **B** looking up **C.** looking forward **D.** looking after

22. He agreed_____ the job as soon as possible.

A. start **B.** starting **C.** to start **D.** to be started

23. I must go now. I promised_____ late.

A. not being **B.** not to be **C.** to not be **D.** I wouldn't be

24. She doesn't like _____ up early in the morning, especially at the weekend.

A. to got **B.** got **C.** not getting **D.** getting

25. As a child, he hated _____ books, but now he finds it enjoyable.

A. reading **B.** to reading **C.** read **D.** in reading

26. My mother always does aerobics _____ she goes to bed.

A. until **B.** now that **C.** before **D.** after

27. Look both ways before you _____ the street.

A. crossed **B.** cross **C.** will cross **D.** be cross

28. _____ the weather's nice, the children play outside all day.

A. However **B.** despite **C.** Although **D.** Now that

29. Do you remember_____ to Germany when you were two years old?

A. going **B.** to go **C.** to going **D.** go

30. Stories about pirates often include a search for buried _____.

A. brands **B.** treasure **C.** bottle **D.** shovel

IV. Mark the letter A, B, C, or D on your answer sheet to indicate the word CLOSEST in meaning to the underlined word in each of the following questions.

31. They have opportunities of indulging in golf, tennis and other ***recreations*** which are denied to the ordinary worker.

A. dissatisfaction **B.** depression **C.** entertainment **D.** sadness

32. In the future, cars equipped with on-board computers will be able to ***detect*** and avoid traffic jams automatically.

A. ignore **B.** arrange **C.** refuse **D.** discover

V. Mark the letter A, B, C, or D on your answer sheet to indicate the word(s) OPPOSITE in meaning to the underlined word(s) in each of the following questions.

33. .I know from experience that fear can be handled if you ***refuse*** to let it take over.

A. accept **B.** reject **C.** deny **D.** avoid

34. Every child is ***unique,*** with their own needs, preferences and talents.

A. rare **B.** particular **C.** common **D.** exclusive

VI. Mark the letter A, B, C, or D on your answer sheet to indicate the underlined part that needs correction in each of the following questions.

35. Beth made a premise to Owen that she would look after his dog whenever he was away.

A. premise **B.** that **C.** look after **D.** away

36. 19. I decided changing jobs because my boss makes me work overtime.

A. decided **B.** changing **C.** makes **D.** work

37. After Jessica finished her degree, she intends to work in her father's company.

A. finished **B.** degree **C.** makes **D.** work

C. READING

I. Read the following passage and mark the letter A, B, C, or D on your answer sheet to indicate the correct word or phrase that best fits each of the numbered blanks

FUN AND GAMES

Do you think computer games is just for kids? Then you should think again. You might be surprised(1) _____ that the game industry now makes more money than Hollywood (2) _____ a family buys a new PC, all they really want to do is to play games.

It is hardly surprising that video gaming has become one of the most popular forms of (3) _____today. A good game is like a good film; it will hold your attention, capture your imagination and play with your emotions.

The big (4) _____, however, is that watching a movie is a passive pastime. You have no say in how the plot develops or which characters dominate the story. With computer games, you direct the action and that is what makes them so exciting. (5) _____the right game is likely to signal the beginning of a lasting love affair with the interactive world of make-believe.

1. A. to learning	**B.** learned	**C.** learning	**D.** to learn
2. A. As soon as	**B.** Now that	**C.** After	**D.** Before
3. A. dissatisfaction	**B.** activity	**C.** shape	**D.** entertainment
4. A. gap	**B.** variety	**C.** difference	**D.** direction
5. A. Finding	**B.** Found	**C.** Founded	**D.** Having found

II. Read the following passage and mark the letter A, B, C, or D on your answer sheet to indicate the correct answer to each of the questions

Hobbies are practiced for interest and enjoyment, rather than financial reward. Examples include collecting, creative and artistic pursuits, making, tinkering, sports and adult education. Engaging in a hobby can lead to acquiring substantial skill, knowledge, and experience. However, personal fulfilment is the aim.

What are hobbies for some people are professions for others: a game tester may enjoy cooking as a hobby, while a professional chef might enjoy playing (and helping to debug) computer games. Generally speaking, the person who does something for fun, not remuneration, is called an amateur (or hobbyist), as distinct from professional.

An important determinant of what is considered a hobby, as distinct from a profession (beyond the lack of remuneration), is probably how easy it is to make a living at the activity. Almost no one can make a living at cigarette card or stamp collecting, but many people find it enjoyable; so it is commonly regarded as a hobby.

Amateur astronomers often make meaningful contributions to the professionals. It is -not entirely uncommon for a hobbyist to be the first to discover a celestial body or event.

In the UK, the pejorative noun anorak (similar to the Japanese 'otaku' meaning a geek or enthusiast) is often applied to people who obsessively pursue a particular hobby that is considered boring, such as train spotting or stamp collecting.

1. Which of the following is not true?

A. Hobbies make people feel relaxed and satisfied.

B. Hobbies can give people knowledge and experience.

C. Hobbies are mainly practised for profit.

D. Hobbies are recreational activities.

2. According to the passage, a hobbyist _____.

A. is usually paid for his hobbies **B**. may enjoy his work as a hobby

C. indulges in many hobbies **D.** is distinguished from a professional

3. Stamp collecting is commonly regarded as a hobby because_____

A. people can make a living at it **B.** people find it enjoyable

C. people find it profitable **D**. people find it easy to pursue

4. Which of the following is not called 'celestial bodies'?

A. the Galaxy **B**. planet **C**. stars **D**. the sun

5. What can be inferred from the last paragraph?

A. people who are very interested in boring hobbies are criticized.

B. stamp collecting is not popular nowadays.

C. the word 'anorak' is derived from Japanese.

D. A & B are correct.

D. WRITING

I. Rewrite the following sentences with the same meaning of the given ones.

1. I bought a new notebook on the way to school. (**stopped)**

_____

2. We’re staying in Milan for a night before flying home. **(planning**)

_____

3. I don’t want to cook tonight - let's have a takeaway. (**feel)**

_____

4. Could you ask Francis to come into my office, please? (**mind**)

 _____

5. I don't think it's likely that you will win the competition. **(chance)**

 _____

6. They 'll show Titan at the cinema and they 'll release the DVD **(before)**

_____

7. I 'll finish marking the exam and then I'll tell you your results. **(soon)**

 _____

8. I saw the film and then I read the book. **(after)**

 _____

9. My parent wouldn't let me stay out late when I was young. **(used to)**

 _____

10. Daren thinks that wearing a suit to work is appropriate. **(likes)**

 _____

II. Write an essay of 180 words discuss the following question:

Some people think that it is important to use leisure time for activities that improve the mind, such as reading and doing word puzzles. Other people feel that it is important to rest the mind during leisure time. Discuss both views and give your opinion.

E. SPEAKING

I. You are going to answer the following questions:

1. *What is your favorite leisure activity?*
2. *What did you enjoy doing in your free time as a child?*
3. *Do you prefer to spend your free time with other people or alone?*
4. *What is a common leisure activity in your country?*
5. *Do most people in your country get two days off a week?*
6. *Do you think leisure time is important?*

II. Describe a leisure activity you do with your family

You should say

What it is

When you do it

Where you do it

And explain how you feel about it