

No	Name		Vocabulary	Collocations	Functional language	Grammar
1	Adventures begin	You will meet four teenagers who came to the summer camp and got a map of the local castle. This castle has seven different rooms. In this lesson, the teenagers are trying to find the key from the castle where their adventure will start.	Geographical features: river, island, mountain, forest, path, lake, bridge, beach, sea	a desertropical island visit/leave island fall round an island walk in the mountains the top of the mountain crosswalk along a river a bridge across the river a path through the forest the foothold of a mountain take a (difficult) route through the mountains	Asking for and giving directions: Can you tell me how to get to...? I'm looking for... go/walk along turn right/left Can you help us? Sorry I don't hear that. Could you say that again? move towards go over the bridge go past/through on your left/right go down/up go straight	
2	The riddles of the Sphinx	You will go with the teenagers to a room full of riddles and ancient stories connected with Ancient Egypt.	Tomb, mummy, treasure, sarcophagus, pyramid, sacred scarab, hieroglyphic, pharaoh, canonix, jar	the mummy of a pharaoh write on papyrus scrolls go on hunting for treasure sacred scarab beetle the tomb of a pharaoh ancient hieroglyphic language buried in the tomb antid treasure		Past Simple Passive
3	The Maya, Aztecs and Incas	You will visit three different civilizations, find out about their history and how they disappeared.	Crop, sacrifice, tribe, empire, worship, livestock, ruler, ritual, temple	powerful empire, raise livestock, grow crops, noble ruler, worship gods, religious ritual, sacred temple, neighbouring tribes, animals' sacrifice		
4	Ghost ship: Mary Celeste	You will meet the captain who is looking for Mary Celeste and learn the theories of how it disappeared.	Crew, navigator, superstition, storm, abandon, log book, investigate, damaged, wave	be badly damaged in a storm a crew of people write in a log book expert navigator believe in superstition abandon the ship investigate the mystery create huge waves		Narrative tenses
5	The Bermuda Triangle	You will meet the Governor of Bermuda who is trying to attract tourists to her island. You will learn more about the mystery of Bermuda Triangle and help the Governor.	Magnetic, kidnab, crash, remote, bizarre, error, cause, vanish	plane crash remote island vanish into thin air bizarre disappearances magnetic field kidnap humans cause problems human error		Narrative tenses
6	Stonehenge	You will take part in the celebration of Summer solstice. You will learn a lot about Stonehenge and its mysteries and become a druid.	Monument, block of stone, weigh, triffith, cicle, transport, ceremony, astronomical, pagan	prehistoric monument gigantic blocks of stone weigh many tons transport the stones be used as a cemetery form the circle build the triffith astronomical observatory pagan temple		
7	Easter Island	You will travel in time to collect five moai figurines. You will learn interesting facts about Easter Island and moai.	statue, carve, rock, honour, ancestor, drag, rugged, terrain, put up	carve a statue put up a statue drag a statue honour the ancestors rugged terrain pillar on the platform volcanic rock giant statues		
8	The final room	You will meet the owner of the mysterious castle, who will test your knowledge of the course. You will have to complete different challenges in order to get out of the last room of the castle.	Revision	Revision	Revision	Revision