Contents

	LESSON • OBJECTIVES	GRAMMAR	VOCABULARY	PRONUNCIATION
U1	**TRENDS**			
1.1	**Dress for success** (p2) Talk about style and fashion Give fashion advice	**nominal clauses**	clothes and fashion metaphors	linking and intrusive **/r/**
1.2	**Trendsetting** (p6) Compare different trends Make a podcast or vlog	**comparatives and superlatives**	experimenting with prefixes and suffixes	emphatic stress
1.3	Café Hub **Diet and lifestyle** (p10) Pitch your own business idea		*give it a go*	
	UNIT REVIEW (p12)	**WRITING** (pXXIV) Write a blog post | **KEY SKILL** Making your blog post successful		
U2	**CREATIVITY**			
2.1	**The story behind it** (p14) Give a presentation about art Talk about creative projects	**narrative tenses**	describing art	contrastive stress
2.2	**Creative people** (p18) Talk about finding inspiration Describe a life-changing moment	**future in the past**	ideas and inspiration compound adjectives	questions for comment or criticism
2.3	Café Hub **Art and design** (p22) Discuss a work of art		*nowhere* phrases	
	UNIT REVIEW (p24)	**WRITING** (pXXV) Write a review | **KEY SKILL** Writing concisely		
U3	**PROGRESS**			
3.1	**Progressive design** (p26) Make predictions about the future Use persuasive language to sell something	**future structures**	sustainability forming verbs from adjectives	sounding persuasive
3.2	**Better … or worse?** (p30) Discuss progress and society Evaluate costs and benefits	**negative inversion**	verb–noun collocations	stress-shift words
3.3	Café Hub **Sustainability** (p34) Discuss renewable energy		the 'rule of three'	
	UNIT REVIEW (p36)	**WRITING** (pXXVI) Write a persuasive email | **KEY SKILL** Persuasive techniques		
U4	**INTELLIGENCE**			
4.1	**Brain training** (p38) Discuss improving the brain Talk about future technology	**conditionals without *if***	conceptual metaphors	adding information
4.2	**Thinking and thought** (p42) Talk about regrets Discuss intelligence	**wishes and regrets**	science and research thinking	adding information or changing the topic
4.3	Café Hub **Life-changing tech** (p46) Recount events		*straight out of*	
	UNIT REVIEW (p48)	**WRITING** (pXXVII) Write a report | **KEY SKILL** Hedging		
U5	**GAMES**			
5.1	**21st century games** (p50) Discuss problem-solving tasks Discuss gaming and game design	**the passive**	competition and cooperation	expressing disbelief
5.2	**Serious gaming** (p54) Identify generalisations Discuss ideas for solving a challenge	**passive reporting structures**	reporting verbs motivation and manipulation	*-ate* words
5.3	Café Hub **Win or lose** (p58) Plan a fundraising event		ellipsis	
	UNIT REVIEW (p60)	**WRITING** (pXXVIII) Write a formal report | **KEY SKILL** Using depersonalisation		

READING • LISTENING	SPEAKING • WRITING
read an article about how clothes affect the way you think listen to a conversation about how to look good for less **KEY SKILL** Listening for recommendations	discuss trends in clothes and fashion **SPEAKING HUB** roleplay a conversation about fashion
read a blog post about the lifecycle of a trend **KEY SKILL** Using contrasts to work out meaning listen to a podcast about how to be a trendsetter	compare trends from different time periods **SPEAKING HUB** plan and make a podcast or vlog
watch a video about veganism watch someone pitching a business idea	**KEY SKILL** Using circumlocution **SPEAKING HUB** plan and give a short pitch
listen to a radio programme about a famous painting **KEY SKILL** Anticipating content before listening read a newspaper article about how the Eden Project was made	give a short presentation about a work of art **SPEAKING HUB** tell a story about a project
listen to a conversation about how creative people get inspiration read an article about famous people who were discovered by accident **KEY SKILL** Inferring meaning	discuss suggestions for finding inspiration **SPEAKING HUB** tell a story about a life-changing moment
watch a video about the London Design Festival watch people giving their interpretation of a work of art	**KEY SKILL** Managing a discussion **SPEAKING HUB** discuss a painting
read a newspaper article about an architect's plans for a city in the future listen to a conversation about smart materials **KEY SKILL** Listening to identify persuasive techniques	discuss future developments and changes **SPEAKING HUB** persuade someone to buy a product
listen to a radio show about declinism read a magazine article about voluntourism **KEY SKILL** Reading to determine costs and benefits	discuss whether life is getting better or worse **SPEAKING HUB** discuss the costs and benefits of a project
watch a video about seaweed farming in Bali watch people discussing alternative fuels	**KEY SKILL** Maintaining a conversation **SPEAKING HUB** talk about the pros and cons of renewable energies
listen to a radio discussion about brain training **KEY SKILL** Identifying logical fallacies read an article about brain augmentation	compare products to boost intelligence **SPEAKING HUB** discuss responses to hypothetical situations
read two articles about embarrassment **KEY SKILL** Identifying different writing styles listen to part of a debate about the disadvantages of being highly intelligent	talk about a time when you did something you regret **SPEAKING HUB** have a debate about intelligence and education
watch a video about Neil Harbisson watch someone tell an anecdote about a technology fair	**KEY SKILL** Recounting events **SPEAKING HUB** tell an interesting and complex anecdote
listen to a conversation about escape rooms read a blog post about urban games **KEY SKILL** Understanding colloquial asides	suggest creative solutions to a problem **SPEAKING HUB** design an urban game
listen to a presentation about Game Theory **KEY SKILL** Distinguishing generalisations from preferred solutions read an article about the gamification of life	talk about generalisations, expectations and assumptions **SPEAKING HUB** use gamification and game theory to solve a problem
watch a video about risk-taking in games watch people come up with strategies while playing a game	**KEY SKILL** Building relationships **SPEAKING HUB** discuss and plan a fundraising event for a charity

Grammar Hub (pVI) **Vocabulary Hub** (pXVI) **Communication Hub** (pXX) **Irregular verbs** (pXXIX) **Audioscripts** (pXXX)