

## UNIT 1

active (adj)	/ˈæktɪv/
afraid (adj)	/əˈfreɪd/
angry (adj)	/ˈæŋɡri/
anonymously (adv)	/əˈnɒnəməsli/
artful (adj)	/ˈɑːtful/
be (v)	/bi/
become (v)	/biˈkʌm/
bored (adj)	/bɔːd/
calm (adj)	/kɑːm/
cheerful (adj)	/ˈtʃɪrfəl/
confident (adj)	/ˈkɒnfədənt/
cool (adj)	/kuːl/
easygoing (adj)	/ˈiːziɡoʊɪŋ/
excited (adj)	/ɪkˈsaɪtɪd/
feel (v)	/fiːl/
friendly (adj)	/ˈfrendli/
frightened (adj)	/ˈfraɪtənd/
funny (adj)	/ˈfʌni/
get (v)	/ɡet/
happy (adj)	/ˈhæpi/
hard-working (adj)	/ˈhɑːdˈwɜːkɪŋ/
helpful (adj)	/ˈhelɪfəl/
humanity (n)	/ˈhjuːmænɪti/
image (n)	/ˈɪmɪdʒ/
intelligent (adj)	/ɪnˈtelədʒənt/
kind (adj)	/kaɪnd/
language barriers (n)	/ˈlæŋɡwɪdʒ/
	/ˈbæriəz/
lazy (adj)	/ˈleɪzi/
look (v)	/lʊk/
loud (adj)	/laʊd/
mean (adj)	/miːn/
nervous (adj)	/ˈnɜːvəs/
nice (adj)	/naɪs/
popular (adj)	/ˈpɒpjələ/
proposal (n)	/prəˈpəʊzəl/
relaxed (adj)	/rɪˈlæksɪd/
seem (v)	/siːm/
serious (adj)	/ˈsɪriəs/
shy (adj)	/ʃaɪ/
smart (adj)	/smɑːt/
sociable (adj)	/ˈsəʊʃəbəl/
soulful (adj)	/ˈsəʊlfəl/
struggling (v)	/ˈstrʌɡəlɪŋ/
talented (adj)	/ˈtæləntɪd/
upset (adj)	/ʌpsɛt/
virally (adv)	/ˈvaɪrəli/
worried (adj)	/ˈwʌrɪd/

## UNIT 2

accommodation (n)	/əˌkʌməˈdeɪʃən/
ad designer (n)	/æd/ /dɪˈzaɪnər/
bamboo (n)	/bæmˈbu/
building material (n)	/ˈbɪldɪŋ/ /məˈtɪriəl/
business (n)	/ˈbɪznəs/

construction (n)	/kənˈstrʌkʃən/
crowded (adj)	/ˈkraʊdɪd/
didn't feel right (phrase)	/ˈdɪdənt/ /fɪl/ /raɪt/
direction (n)	/dɪˈrekʃən/
earthquake-resistant (n)	/ˈɜːθkweɪk/
	/rɪˈzɪstənt/
education (n)	/ˌɪdʒəˈkeɪʃən/
elegant (adj)	/ˈələɡənt/
exploration (n)	/ˌɛkspləˈreɪʃən/
footprint (n)	/ˈfʊtprɪnt/
historic (adj)	/hɪˈstɔːrɪk/
I've got to tell you (phrase)	/aɪv/ /ɡʌt/ /tu/ /tel/ /ju/
lively (adj)	/ˈlaɪvli/
location (n)	/ləʊˈkeɪʃən/
makes perfect sense (phrase) (v)	/meɪks/ /ˈpɜːfekt/
	/sens/
modern (adj)	/ˈmɒdərn/
old-fashioned (adj)	/ˌəʊldˈfæʃənd/
residential (adj)	/ˌrezəˈdenʃəl/
rural (adj)	/ˈrʊərəl/
shopping district (n)	/ˈʃɒpɪŋ/ /dɪstrɪkt/
suburban (adj)	/səˈbɜːrbən/
sustainable material (n)	/səˈsteɪnəbəl/
	/məˈtɪriəl/
traditional (adj)	/trəˈdɪʃənəl/
transport (v)	/ˈtrænsɜːpt/
treat you well (v)	/triːt/ /ju/ /wel/
urban (adj)	/ˈɜːrbən/
walkable (adj)	/ˈwɔːkəbl/

## UNIT 3

block (v)	/blæk/
calm (adj)	/kɑːm/
dumb dodo (n)	/dʌm/ /ˈdɒdɒd/
eyeglasses (n)	/ˈaɪˌɡlæsɪz/
frightening (adj)	/ˈfraɪtənɪŋ/
happiness (n)	/ˈhæpɪnəs/
health (n)	/heəθ/
healthy (adj)	/ˈheəli/
hit the books (phrase) (v)	/hɪt/ /ðə/ /bʊks/
hospital (n)	/ˈhɒspɪtəl/
ignore (v)	/ɪɡˈnɔː/
illnesses (n)	/ˈɪlnəs/
injuries (n)	/ˈɪndʒəri/
institution (n)	/ˌɪnstɪˈtuʃən/
medical (adj)	/ˈmedɪkəl/
medicine (n)	/ˈmedɪsən/
pain (n)	/peɪn/
painful (adj)	/ˈpeɪnfəl/
passed out (phrase) (v)	/pæsd/ /aʊts/
patients (n)	/ˈpeɪʃənts/
pseudonyms (n)	/ˈsʊdənɪm/
quiet (adj)	/ˈkwaɪət/
realize (v)	/ˈriəlaɪz/
scary (adj)	/ˈskeəri/

sick (adj)	/sɪk/
sore (adj)	/sɔːr/
specialists (n)	/ˈspeʃəlists/
stop (v)	/stɒp/
take seriously (v)	/teɪk/ /ˈsɪrɪəsli/
treatments (n)	/ˈtrɪtmənt/
understand (v)	/ˌʌndərˈstænd/
unwell (adj)	/ʌnˈwel/
wrestler (n)	/ˈreslə/

## UNIT 4

100 percent (n)	/wʌn/ /ˈhʌndrɪd/
	/pɜːsənt/
applications (n)	/ˌæpləˈkeɪʃənz/
art (n)	/ɑːt/
attend (v)	/əˈtend/
blackboard (n)	/blækbɔːd/
careful (adj)	/ˈkeəfəl/
careless (adj)	/ˈkeələs/
creative (n)	/kriˈeɪtɪv/
desk (n)	/desk/
develop (v)	/dɪˈveləp/
drop out (v)	/drɒp/ /aʊt/
education (n)	/ˌɛdʒəˈkeɪʃən/
elementary school (n)	/ˌeləˈmentri/ /ˌskʊl/
exam (n)	/ɪɡˈzæm/
factor (n)	/ˈfæktər/
geography (n)	/dʒɪˈɑːɡrəfi/
go into (phrase) (v)	/ɡoʊ/ /ˈɪntu/
grades (n)	/ɡreɪdz/
gratification (n)	/ˌɡrætəfɪˈkeɪʃən/
hard-working (adj)	/ˈhɑːdˈwɜːkɪŋ/
high school (n)	/ˈhaɪ/ /ˌskʊl/
hopeful (adj)	/ˈhoʊpfəl/
hopeless (adj)	/ˈhoʊpləs/
in other words (phrase)	/ɪn/ /ˈʌðər/ /wɜːrd/
in trouble (phrase)	/ɪn/ /ˈtrʌbəl/
make it to (phrase) (v)	/meɪk/ /ɪt/ /tu/
math (n)	/mæθ/
notebook (n)	/ˈnoʊtbʊk/
pen (n)	/pen/
principles (n)	/ˈprɪnsəpəl/
private school (n)	/ˌpraɪvət/ /ˌskʊl/
producing (v)	/prəˈdʊsɪŋ/
public school (n)	/ˌpʌblɪk/ /ˌskʊl/
science (n)	/ˈsaɪəns/
self-discipline (n)	/ˌselfˈdɪsəplɪn/
skills (n)	/skɪl/
stress-free (adj)	/stres/ /fri/
stressful (adj)	/ˈstresfəl/
student (n)	/ˈstudənt/
study (v)	/ˈstʌdi/
take (v)	/teɪk/
teacher (n)	/ˈtiːtʃər/
test (n)	/test/
thankful (adj)	/ˈθæŋkful/
useful (adj)	/ˈjuːsfəl/
useless (adj)	/ˈjuːsləs/

## UNIT 5

aunt (n)	/ænt/
best friend (n)	/best/
bonds (n)	/bʌndz/
bow (v)	/baʊ/
brother (n)	/'brʌðər/
classmate (n)	/'klæsmeɪt/
contagious (adj)	/kən'teɪdʒəs/
cousin (n)	/'kʌzɪn/
family (n)	/'fæmli/
friend of a friend (phrase) (n)	/frend/ /əv/ /ə/
friends (n)	/frendz/
grandfather (n)	/'grændfɑðər/
grandmother (n)	/'grændmʌðər/
historical (adj)	/hɪstərɪkəl/
hug (v)	/hʌg/
international (adj)	/'ɪntər'næʃənəl/
kiss (v)	/kɪs/
laughter (n)	/'læftər/
neuroscientist (n)	/nuːrəʊ'saɪəntɪst/
odd (adj)	/ɒd/
origins (n)	/'ɔrɪdʒɪnz/
partner (n)	/'pɑrtnər/
personal (adj)	/'pɜrsənəl/
primitive (adj)	/'prɪmətɪv/
roots (n)	/ruːts/
say hello (phrase) (v)	/seɪ/ /həloʊ/
shake hands (phrase) (v)	/ʃeɪk/ /hændz/
silly (adj)	/'sɪli/
sister (n)	/'sɪstər/
social (adj)	/'soʊʃəl/
stranger (n)	/'streɪndʒər/
uncle (n)	/'ʌŋkəl/
vocalize (v)	/'vəʊkəlaɪz/
wave (v)	/weɪv/
weird (adj)	/wɪrd/

## UNIT 6

able (adj)	/'eɪbəl/
accepting (v)	/ək'sept/
agree (v)	/ə'ɡri/
appear (v)	/ə'pɪr/
brave (adj)	/breɪv/
bravery (n)	/'breɪvəri/
code (v)	/kəʊd/
courageous (adj)	/kə'reɪdʒəs/
(dis)advantage (n)	/'dɪsəd'væntɪdʒ/
disagree (v)	/'dɪsə'ɡri/
disappear (v)	/'dɪsə'pɪr/
failed (v)	/feɪld/
impatient (adj)	/'ɪm'peɪjənt/

imperfection (adj)	/'ɪmpər'fekʃən/
imperfection (n)	/'ɪmpər'fekʃən/
impossible (adj)	/'ɪm'pɒsəbəl/
leverage (v)	/'levərɪdʒ/
patient (adj)	/'peɪjənt/
perfect (adj)	/'pɜrfekt/
perfection (n)	/'pɜr'fekʃən/
perseverance (n)	/'pɜrsə'vɪrəns/
possible (adj)	/'pɒsəbəl/
semicolon (n)	/'semi,kəʊlən/
socialization (n)	/'soʊʃəlaɪ'zeɪʃən/
socialize (v)	/'soʊʃəlaɪz/
success (n)	/'sək'ses/
support (v)	/'sə'pɔrt/
supportive network (adj)-(n) (collocation)	/'sə'pɔrtɪv/ /'netwɜrk/
(to) code (v)	/tu/ /kəʊd/
trial and error (phrase) (n)	/'traɪəl/ /ænd/ /'erər/
unable (adj)	/'ʌn'eɪbəl/
(un)comfortable (adj)	/'kʌmfərtəbəl/
unsuccessful (adj)	/'ʌnsək'sesfəl/

## UNIT 7

achievement (n)	/ə'tʃɪvmənt/
appearance (n)	/ə'pɪrəns/
apple (n)	/'æpəl/
bear (v)	/ber/
bitter (adj)	/'bɪtər/
chicken (n)	/'tʃɪkɪn/
chili powder (n)	/'tʃɪli,pəʊdər/
chocolate (n)	/'tʃɒklət/
coffee (n)	/'kafi/
cosmetic (adj)	/'kɒz'metɪk/
corporations (n)	/'kɔrpə'reɪʃən/
curry (n)	/'kʌri/
disappearance (n)	/'dɪsə'pɪrəns/
discard (v)	/'dɪ'skɑrd/
drink (n)	/'drɪŋk/
farmer (n)	/'fɑrmər/
flavor (n)	/'fleɪvər/
food (n)	/'fud/
french fry (n)	/'frentʃ 'fraɪ/
fruit (n)	/'fruːt/
global (adj)	/'ɡləʊbəl/
guacamole (n)	/'ɡwækə'məʊli/
household (n)	/'haʊshəʊld/
hunter (n)	/'hʌntər/
ice cream (n)	/'aɪs 'krɪm/
invested (v)	/'ɪn'vest/
kabob (n)	/'kəbɒb/
lemon (n)	/'lemən/
lemonade (n)	/'lemə'neɪd/
organisms (n)	/'ɔrgənɪzəmz/
pasta (n)	/'pastə/

pie (n)	/paɪ/
potato chip (n)	/'pə'tetɪtəʊ,tʃɪp/
requirement (n)	/'rɪ'kwəɪrəmənt/
resources (n)	/'rɪsɔrsɪz/
salsa (n)	/'sɒlsə/
salty (adj)	/'sɒlti/
scandal (n)	/'skændəl/
shrimp (n)	/'ʃrɪmp/
snack (n)	/'snæk/
sour (adj)	/'saʊr/
spice (n)	/'spaɪs/
spicy (adj)	/'spaɪsi/
strawberry (n)	/'strɔ,'beri/
surpluses (n)	/'sɜrpləsɪz/
sweet (adj)	/'swɪt/
tackle (v)	/'tækəl/
tea (n)	/'ti/
tomato (n)	/'tə'metəʊ/
traveler (n)	/'trævələ/
type (n)	/'taɪp/
vegetable (n)	/'vedʒtəbəl/
worker (n)	/'wɜrkər/

## UNIT 8

advertises (v)	/'ædvɜtaɪzɪz/
air pollution (n)	/er/ /pə'luʃən/
ban (n)	/'bæn/
be the change (phrase) (v)	/'bi/ /ðə/ /tʃeɪndʒ/
campaign (n)	/'kæm'peɪn/
design (v)	/'dɪ'zaɪn/
do something about it (phrase) (v)	/'du/ /'sʌmθɪŋ/ /ə'baut/ /ɪt/
go for it (phrase) (v)	/'ɡəʊ/ /fɔr/ /ɪt/
governor (n)	/'gʌvərnər/
grows (v)	/'ɡrəʊz/
hunger strike (n)	/'hʌŋgər 'straɪk/
inspired (v)	/'ɪn'spaɪrd/
make that difference (phrase) (v)	/'meɪk/ /ðæt/ /'dɪfərəns/
manufacture (v)	/'mænʃə'fæktʃər/
material (n)	/'mə'tɪriəl/
paradise (n)	/'pærədəɪs/
pick (v)	/'pɪk/
produce (v)	/'prə'dus/
rainforests (n)	/'reɪnfɔrɪsts/
recycle (v)	/'rɪ'saɪkəl/
recycling program (n)	/'rɪ'saɪklɪŋ/ /'prəʊgræm/
sealife (n)	/'sɪlaɪf/
sell (v)	/'sel/
shopping bags (n)	/'ʃɑpɪŋ,bæg/
throw away (phrase) (v)	/'θrəʊ/ /ə'weɪ/
walk your talk (phrase) (v)	/'wɒk/ /jɜr/ /tɒk/

## UNIT 9

accountant (n)	/ə'kauntənt/
agree with (phrase) (v)	/ə'gri/ /wɪð/
apply for (phrase) (v)	/ə'plai/ /fɔː/
apprenticeship (n)	/ə'prentɪsʃɪp/
architect (n)	/'ɑːkɪtɛkt/
be part of a team (phrase) (v)	/bi/ /pɑːt/ /ʌv/ /ə/ /tɪm/
broke the world record (phrase) (v)	/brook/ /ðə/ /wɜːld/ /re'kɔːd/
chef (n)	/ʃɛf/
(chief) executive (n)	/tʃɪf/ /ɪg'zek.jə.tɪv/
construction worker (n)	/kən'strʌkʃən/ /'wɜːkə/
curiosity (n)	/'kjʊrɪ'asəti/
decide on (phrase) (v)	/dɪ'saɪd/ /ɔn/
dentist (n)	/'dentɪst/
do something useful (phrase) (v)	/du/ /'sʌmθɪŋ/ /'jʊsfəl/
do something you enjoy (phrase) (v)	/du/ /'sʌmθɪŋ/ /ju/ /ɪn'dʒɔɪ/
doctor (n)	/'dɒktə/
economy (n)	/'iːkənəmi/
electrical engineer (n)	/'iːlek'trɪkəl/ /ˌendʒɪnɪə/
factory worker (n)	/'fæktəri/ /'wɜːkə/
finite (adj)	/'faɪnaɪt/
firefighter (n)	/'faɪər,fatɪər/
focus on (v)	/'foukəs/ /ɔn/
forget about (phrase) (v)	/fər'get/ /ə'baʊt/
foundation (n)	/faʊn'deɪʃən/
freedom (n)	/'frɪdəm/
global (adj)	/'gləʊbə/
graduate from (phrase) (v)	/'grædʒuəɪt/ /frəm/
high school teacher (n)	/'haɪ,skul/ /'tɪtʃər/
interests (n)	/'ɪntrests/
introduce to (phrase) (v)	/'ɪntrə'dʌs/ /tu/
lawyer (n)	/'lɔɪər/
make money (phrase) (v)	/meɪk/ /'mʌni/
manager (n)	/'mænədʒər/
materials (n)	/mə'trɪəlz/
nurse (n)	/nɜːs/
officer worker (n)	/'ɔfɪs/ /'wɜːkə/
paramedic (n)	/'pærə'medɪk/
police officer (n)	/'pɔːlɪs,ɔfɪsər/
provide with (phrase) (v)	/prə'vaɪd/ /wɪð/
salesperson (n)	/'seɪlz,pɜːsən/
software engineer (n)	/'sɔftweɪ/ /ˌendʒɪnɪə/
store manager (n)	/stɔː/ /'mænədʒər/
tough (adj)	/tʌf/
use up (phrase) (v)	/juːz/ /ʌp/
work close to home (phrase) (v)	/wɜːk/ /kləʊs/ /tu/ /həʊm/

## UNIT 10

achieve (v)	/ə'tʃɪv/
achievement (n)	/ə'tʃɪvmənt/
achiever (n)	/ə'tʃɪvər/
control (v)	/kən'trəʊl/
develop (v)	/dɪ'veləp/
developer (n)	/dɪ'veləpər/
development (n)	/dɪ'veləpmənt/
disappoint (v)	/'dɪsə'pɔɪnt/
disappointment (n)	/'dɪsə'pɔɪntmənt/
discharge (v)	/'dɪs'tʃɑːdʒ/
electrodes (n)	/'iːlek.troʊdɪz/
entertain (v)	/entər'teɪn/
entertainer (n)	/entər'teɪnər/
entertainment (n)	/entər'teɪnmənt/
equip (v)	/'kwɪp/
equipment (n)	/'kwɪpmənt/
improve (v)	/'ɪm'pruːv/
improvement (n)	/'ɪm'pruːvmənt/
inventions (n)	/'ɪn'venʃənz/
muscles (n)	/'mʌsəlz/
neurological disorder (n)	/'nɜːrələdʒɪkəl/ /'dɪsɔːdər/
neurons (n)	/'nɜːrɒnz/
neuroscience (n)	/'njʊərəsajəns/
process (n)	/'prəses/
progress (n)	/'prəɡres/
research (n)	/'risəːtʃ/
signals (n)	/'sɪɡnəl/
spinal cord (n)	/'spaɪnəl'kɔːd/
squeeze (v)	/'skwɪz/
technology (n)	/'tek'nɒlədʒi/
tools (n)	/'tuːlz/
try it out (v)	/traɪ/ /ɪt/ /aʊt/
volunteer (n)	/'vɒlən'tɪr/
weird (adj)	/'wɜːd/