

Story Central plus

**Exam
Booster**
for every unit



 **macmillan**
education

**Viv Lambert, Mo Choy
& Suzanne Gaynor**

Story Central Plus



Macmillan Education Limited
4 Crinan Street
London N1 9XW

Companies and representatives throughout the world

Packs:

Story Central Plus Level 6 Activity Book with Digital Activity Book ISBN 978-1-380-07007-4
Story Central Plus Level 6 Student eBook with Reader eBook, CLIL eBook, and
Digital Activity Book ISBN 978-1-380-07003-6
Story Central Plus Level 6 Teacher Edition with Student eBook, Reader eBook, CLIL eBook,
Digital Activity Book, Teacher Resource Center, and Test Generator ISBN 978-1-380-06134-8

Components:

Story Central Plus Level 6 Digital Activity Book ISBN 978-1-380-07013-5

Text, design, and illustration © Macmillan Education Limited 2021
Written by Viv Lambert ELT Limited, Mo Choy Design Ltd, and Suzanne Gaynor
Additional material written by Kirstie Grainger

The authors have asserted their right to be identified as the authors of this work in accordance with the Copyright, Designs and Patents Act 1988.

Story Central is a registered trademark of Macmillan Education Limited

This edition published 2021

First edition entitled *Story Central* published 2015 by Macmillan Education Limited

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of the publishers.

Designed by Liz Adcock

Page make-up by Carrie Webb (Red Phoenix Design)

Illustrated by Monica Auriemma (Sylvie Poggio Artist Agency) pp24–25; Stevyn Colgan (Beehive Illustration) pp12, 15, 19, 23, 28, 31, 36, 43, 52, 60, 70; Russ Daff (Beehive Illustration) pp78, 79, 80, 81, 83, 84, 85, 87, 88, 89, 90, 91, 92, 93, 95, 98, 101, 103, 104; Stephanie Dominguez pp72–73; Nick Harris (Beehive Illustration) pp10, 11, 20, 27, 35, 39, 42, 44, 55, 66, 67; Kev Hopgood p33; Andrés Martínez Ricci (The Organisation) pp16–17; Bethan Matthews (Sylvie Poggio Artist Agency) pp14, 22, 23, 46, 54, 62, 71; Patricia Moffat pp40–41; Andrew Painter pp4, 13, 21, 29, 37, 45, 53, 61, 69, 77; Ismael Pinteno (Advocate Art) pp64–65; Laszlo Veres (Beehive Illustration) pp6, 30, 38; Steven Wood (Advocate Art) pp3–77.

Cover design by Wild Apple Design Ltd and Roberto Martinez

Cover illustration by Steven Wood (Advocate Art)

Authors' acknowledgements

Thank you to everyone at Macmillan for their support and for allowing us to work in 'our way'. For patience and tolerance of late-night working, thank you to our families.

These materials may contain links for third party websites. We have no control over, and are not responsible for, the contents of such third party websites. Please use care when accessing them.

The inclusion of any specific companies, commercial products, trade names, or otherwise does not constitute or imply its endorsement or recommendation by Macmillan Education Limited.



Contents

Welcome	page 4
Chapter 1 Mysteries and Monsters	page 6
Chapter 2 Get Crafty	page 14
Chapter 3 Everything is Connected	page 22
Chapter 4 Superheroes, Special Powers!	page 30
Chapter 5 Powerful Earth	page 38
Chapter 6 Showtime	page 46
Chapter 7 Fantastic Friends	page 54
Chapter 8 Social Network	page 62
Chapter 9 High Flyers	page 70
Exam Booster	page 78



Explore your Interests



1 Match to make questions. Then ask a friend and complete.

1 What are your

2 What are you

3 How long

4 What have you always

5 What would you like to

6 What do you think

a have you done this hobby?

b good at?

c wanted to do?

d you will do in the future?

e favorite hobbies?

f learn more about?

.....'s World

.....'s favorite hobbies are

..... is good at

..... has since

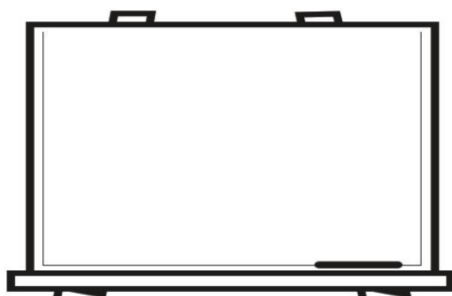
..... has always wanted to

..... would like to learn more about

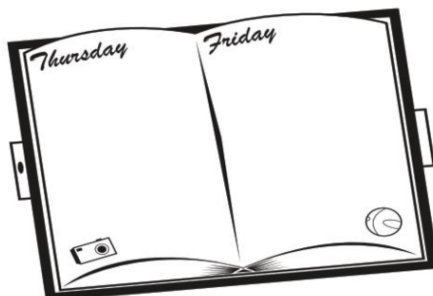
In the future,

2 Complete with words you know in English.

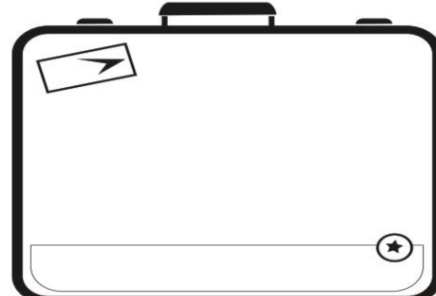
School life



Hobbies and interests



Travel



Language and communication



Future and technology



Food and cooking





3 Are you a doer, a maker, or a thinker? Take the quiz to find the best hobbies for you.

1 On weekends, ...

- a** I like taking part in sports.
- b** I like staying home.
- c** I like going to the movies.

2 At school, my best grades are in ...

- a** P.E. and science.
- b** art and music.
- c** languages and history.

3 I'm happiest when I'm ...

- a** outside doing activities.
- b** doing things with my hands.
- c** doing crossword puzzles, reading, or playing computer games.

4 On my friend's birthday, I like to ...

- a** go out with them.
- b** design a card for them.
- c** think up a big surprise for them.

5 For a school Open Day, I would ...

- a** dance.
- b** paint or draw.
- c** show parents around the school.

6 I'm good at ...

- a** working on a team.
- b** making things.
- c** figuring out problems.

4 Count your score and read the result. Then tell a friend.

Mostly As

You're a doer!

You don't like being alone, and you don't like sitting still. You love being with people and taking part in different sports. Try basketball, karate, kite flying, skateboarding, or dancing.

Mostly Bs

You're a maker!

You like doing things with your hands and you're very good at making things. Have you tried these hobbies: photography, baking, gardening, painting, or playing an instrument?

Mostly Cs

You're a thinker!

You like a quiet life. You're happy being alone and you like to take time to finish something. Good hobbies for you are reading, chess, poetry, learning a language, watching movies, and writing.



Mysteries and Monsters

Lesson 1



1 Complete the words.



3 m.

2 t

4 a

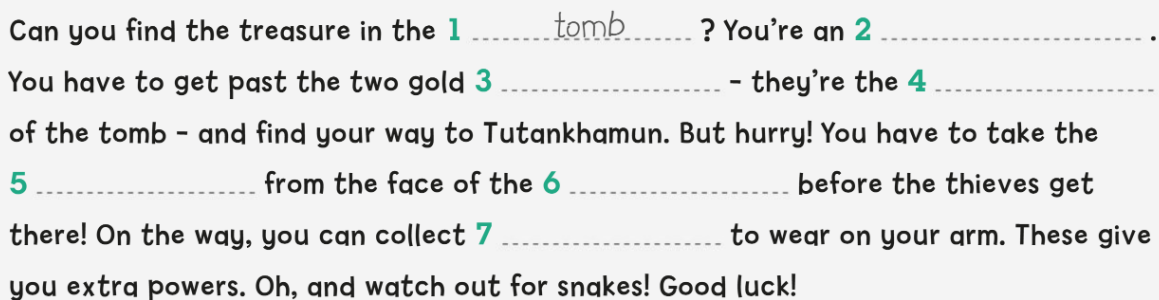
5 m.

6 2



2 Complete the rules for the game.

~~tomb~~ statues guards bracelets
mummy mask archeologist



3 **Make questions with words from Activities 1 and 2. Ask and answer.**

How does a mummy
make you feel?

It makes me feel scared!

4 Choose a way to categorize the new words in your notebook.



1 Circle. Then say other *might be* or *must be* sentences with a friend.

- 1 Two statues protect the tomb. They **might be** / **must be** the guards.
- 2 When Carter saw the hole, he thought the tomb **might be** / **must be** empty.
- 3 The door says "Tutankhamun." It **might be** / **must be** the Pharaoh's tomb.
- 4 Look at the jewelry! There **might be** / **must be** earrings here.
- 5 Carter found the tomb so he **might be** / **must be** a good archeologist.

2 Complete Evelyn's letter to her brother with *might be* or *must be*.

Dear Henry,

We've found a door with "Tutankhamun" on it, so we're sure it 1 *must be* the door to the king's tomb. Mr. Carter can see into the room but he can't get in yet. There 2 treasure inside because he saw gold animals, statues, and jewelry. There's a big box, too. Mr. Carter thinks the mummy 3 inside, but it 4 empty. He 5 very excited because he's wanted to find Tutankhamun's tomb for a long time. How's life at home? I'm sure it 6 very boring!

Love, Evelyn

3 Write a diary entry for Evelyn. Use *might be* and *must be*.

a papyrus – very old

writing – hieroglyphics

ride on camels – fun

~~dark shapes~~ – crocodiles

March 1, 1923

In the Nile River, there are *dark shapes* I'm not sure what they are.

They *might be crocodiles*

Today, we found some picture *inside a pyramid*. It

We also saw It

Tomorrow, we're going to I'm scared but it

Lesson 3



1 Choose and complete. Then act out.

I don't have a sweater. / I'm going to a party. / I haven't had dinner. / I don't have anything to do.



You must be

Yes, I am. ...



2 Read the story in your Student Book. Check (✓) what David Tennison does and cross (X) what he doesn't do. Then circle.

1 He tries to talk to the villagers.

2 He takes a picture of the beast.

3 He listens to the story about the tomb.

4 He looks for clues.

☐
☐
☐
☐

David does these things to ...

find out the truth / write a story / have an adventure.



3 Write **true** or **false**.

1 The King's son guards the tomb.

2 David Tennison is a scientist.

3 He thinks the beast might be a big dog or a tiger.

4 No one has seen the beast.

5 David finds a man's footprints.

.....false.....

.....

.....

.....

.....

4 Where does the archeologist go next? What does he find? Think and write.



.....

.....

.....



1 Look at the clues. Complete what David and the villager thought.

1 It might be the wind.

2 They

3 It must be



1 It must be a beast howling.

2 They

3 It's a beast that
the tomb.



2 Complete with the verbs in the correct tense.

1 I could smell onions frying in the kitchen.

2 He the cold air on his face.

3 They a beast howling at night.

4 I can salt in this soup.

5 No one has ever the beast in the day.

see

hear

~~smell~~

taste

feel

Writing Tools



3 Write a different ending for the story in your notebook. Use the Story Creator.

Story Creator



Have you heard ... ?

People have seen/heard ...

People say/believe ...

That doesn't explain ...

It might be ... because ...

There must be ...

People have found ...

No one knows/can prove ...

... solve the mystery.

4 Connect to Me

Have you ever been scared by something and discovered it wasn't real?

I used to think

Then, I discovered that