



A2 CHAPTER 1 - BINGO

the basement
the bedroom
the address
the kitchen
the apartment
the curtain
the garage
the home
the hallway
upstairs

the window
the yard
behind
between
far from
next to
to set the table
the armchair
the sofa
the sink

the dishwasher
the fridge
the blanket
the clock
the lamp
the knives
the pillow
the rug
the towel
to clear the table

to mow the lawn
to vacuum
the key
the plants
the cupboard
the glass
the napkin
the fork
always
rarely



A2 CHAPTER 1 - MARKER WAR 1

behind	usually	the curtain	the sink	the basement
the hallway	the clothes	to do the laundry	the washing machine	the kitchen
the dishwasher	the fridge	to water the plants	the bathtub	between
to clean the room	in front of	the rug	the yard	the napkin
to take out the garbage	the cupboard	to cook dinner	upstairs	sometimes



A2 CHAPTER 1 - MARKER WAR 2

the knife	the couch	the curtain	the refrigerator	the windows
How often do you ____?	to wash	to do the laundry	to clear the table	the plate
every week	to vacuum	to water the plants	the lamp	never
the pillow	the fork	the rug	the blanket	the bowl
the dresser	monthly	the chair	to mow the lawn	rarely

A2 CHAPTER 2 - BINGO

the pasta
the yogurt
enough
to drink
the honey
the bag
to enjoy
the bill
the waiter
piece of cake

to serve
to try
the dinner
the toast
the french fries
the soup
the lemon
the cheese
the pepper
the tomato

to tip
to taste
the menu
sweet
the ice
the restroom
the jelly
the berries
the cucumber
the onion

the dessert
the tea
the chocolate
spicy
to order
to love
the butter
the carrot
the coffee
How does ___ taste?



A2 CHAPTER 2 - MARKER WAR

the waitress	to dislike	the lettuce	the bread	the snack
the grocery store	to recommend	the sandwich	the breakfast	the rice
thirsty	the main course	to cook	delicious	hungry
the broccoli	to be full	the vegetable	the restaurant	the chicken
fresh	the juice	to go grocery shopping	the apple	the fruit

A2 CHAPTER 3 - BINGO

the trail
the outdoors
to be early
the departure
the seat
the gate
to delay
the moon
the countryside
to grow

the hill
five days ago
to visit
the grass
to stop
one-way
the tent
the campfire
to find
to go sightseeing

the arrival
the identification
to leave
the river
the ticket
the tree
last month
to board
the passport
to be delayed

the campground
to go fishing
to take a trip
to depart
to prefer
the star
yesterday
the airport
the bicycle
to camp



A2 CHAPTER 3 - MARKER WAR

the hobby	to use	the boarding pass	to take off	the field
to unpack	calm	to be on time	round-trip	the sleeping bag
the driver's license	to follow	the day before yesterday	the world	the suitcase
to come with	to go through security	the flight	the ocean	to travel
the island	one year ago	to climb a mountain	the desert	outside



A2 CHAPTER 4 - BINGO

the parking lot

the church

straight ahead

the train stop

to run

the block

to cross

Which way should I go?

the car

the entrance

the subway station

across from

the traffic light

the college

the fire department

the bookshop

busy

noisy

the bridge

to give directions

south

How do I get to ...?

to go left

until

through

to look out

the price

into

to take a right

on the left side

on the right side

to drive

to ask for directions

to be lost

the roundabout

the swimming pool

the gas

the cathedral

the building

the stamp



A2 CHAPTER 4 - MARKER WAR

the neighborhood	to break down	the stop light	to ask for directions	the exit
carefully	over	the subway	east	to walk
to take a right	the sign	the police station	slowly	until
to run	to give directions	into	the bus station	the parking garage
the train station	to look out	the bridge	the train stop	the street sign

A2 CHAPTER 5 - BINGO

the feet
to heal
to fall
the heart
the brain
to cough
the flu
to take care of someone
to feel sick
the injury

the nurse
the sneeze
to be sick
the temperature
the doctor
to be careful
to sleep
to wash up
the toe
the bandage

the pain
to be dead
alone
I am sorry for your loss.
ready
worried
That hurts!
able
the ambulance
dangerous

the blood
lucky
fast
to check
the ankle
to rest
the rest
to feel
the headache
to break



A2 CHAPTER 5 - MARKER WAR 1

to be healed	the finger	to get hurt	to look after someone	What happened?
the tooth	to sneeze	It is important	the waiting room	to exercise
to ache	the dentist	to wash with soap	to bleed	to lie down
to have a fever	to give	the danger	the problem	heard
the stomachache	to feel ill	terrible	Get well soon!	the accident



A2 CHAPTER 5 - MARKER WAR 2

the throat	the symptom	the head	slept	Feel better soon.
broke	the illness	the body	the cough	the Band-Aid
to fall down	the toothache	to hurt	the medicine	to die
the appointment	to cut	the chest	to check	to be in pain
to take someone's temperature	the wrist	to sprain	the rest	brave

A2 CHAPTER 6 - BINGO

the mechanic
the profession
to become
the office
the uniform
friendly
to click
to download
the website
the conversation

the staff
the farm
the veterinarian
the driver
the businesswoman
the artist
the farmer
the pilot
the manager
the boss

to work
to repair
the information
the keyboard
the printer
to turn on
the software
to email
the text
the explorer

the bus driver
the programmer
the painter
to look forward to
the musician
the businessman
the carpenter
the fireman
to own
excellent



A2 CHAPTER 6 - MARKER WAR 1

the writer	the software	the taxi driver	the professional athlete	to fix
excellent	to earn	the engineer	to look forward to	the manager
the company	to click on	the firefighter	the occupation	friendly
the factory	unhappy	the message	to receive	to turn off
the digital camera	the laptop	brilliant	the coach	the secretary



A2 CHAPTER 6 - MARKER WAR 2

the journalist	to become	the business	the photographer	to work
amazing	to repair	the screen	the web page	the meeting
to save	the download	the mouse	the occupation	to text
the break	to own	famous	to print	the assistant
the text message	to chat	to delete	the keyboard	the file