

**The Q Classroom**

Activity A, p. 56

Answers will vary. Possible answers:

1. Life is a game because there are winners and losers. / Life is not a game because it is serious.
2. Answers will vary.
3. The people are playing a game.

Activity B, p. 56

1. Marcus said one has to try hard in order to do well in a game like soccer as well as in life. Felix noted that in both, people have to work as a team in order to do well.
2. Sophy noted that in both a game and in life there are rules you need to learn and follow in order to do well.

**PREVIEW THE UNIT**

Activity A, iQ Online Resource

Answers will vary. Possible answers:

1. Scrabble, checkers, Go, hide and seek, tag
2. to learn something, to spend time with people, to relax

Activity B, iQ Online Resource

Answers will vary.

**NOTE-TAKING SKILL**

Activity A, p. 58

Answers may vary. Possible answers:

- A. selling property  
land on property  
the most money
- B. 33  
Landlord  
invented by actress  
players choose to  
of the money
- C. Landlord and Monopoly are similar, but tell us different things about societies

**LISTENING 1**

**PREVIEW THE LISTENING**

Activity A, pp. 59–60

1. a
2. b
3. a
4. b
5. b
6. b
7. a
8. a

Activity C, p. 60

Answers may vary. Possible answer:

It has no black squares and it's shaped like a diamond instead of a square.

**WORK WITH THE LISTENING**

Activity A, B, pp. 60–61

Answers may vary. Possible answer:

*Intro/ topic: Crossword Puzzles*

*Giuseppe Airoldi: first published crossword puzzle, 1890*

*Author Wynne: invented modern crossword puzzle, 1913*

*Benefits of crosswords: brain more active, healthier, improves memory*

Activity C, p. 61

1. F The focus of this part of Alex Varga's speech is the history of the crossword puzzle.
2. T
3. T
4. F There are many benefits to doing crosswords.
5. T

Activity D, pp. 61–62

1. c
2. b
3. b
4. a
5. a
6. c

7. c

8. a

Activity E, p. 62

Across:

2. INSTANT

4. GAME

6. SOLVE

8. SQUARE

9. VERSION

11. UPDATE

12. OBJECT

Down:

1. ACROSS

3. SHAPE

5. CLUES

7. REALIZE

10. NOW

### **SAY WHAT YOU THINK**

Say What You Think, p. 63

Answers will vary. Possible answers:

1. Crossword puzzles aren't easy. I like them because they make me think.
2. There are word searches and Sudoku puzzles in the newspaper.
3. I prefer to play online because there are always new puzzles available. / I like to play puzzles in a book because I can erase answers I get wrong and fix them.

### **LISTENING SKILL**

Activity A, p. 63

1. Alfred Mosher Butts;1938
2. 1948
3. James Brunot
4. 1952
5. 1991
6. Michael Cresta
7. 2006

Activity B, p. 64

Answers will vary.

### **LISTENING 2**

#### **PREVIEW THE LISTENING**

Activity A, pp. 64–65

1. figure out
2. demand
3. supplies
4. estimate
5. calculate
6. profit
7. loss
8. sold out

Activity C, p. 65

Answers will vary.

#### **WORK WITH THE LISTENING**

Activity A, p. 65

Activity B, p. 66

Answers will vary.

Activity C, p. 66

1. c
2. a
3. b
4. c

Activity D, pp. 66–67

1. T
2. F There is more demand for lemonade on sunny days.
3. F Waleed recommends using five lemons and four cups of sugar in each pitcher.
4. T
5. F The decisions you make in the game are very similar to the decisions in a real business.
6. F At the end, Faisal says the game is too fun/isn't great for a university class.

Activity E, p. 67

Answers may vary. Possible answers:

1. If a player buys too much ice, it might melt. If a player buys too many lemons, they might go bad.

**Listening and Speaking 2**  
**Unit 4 Student Book Answer Key**

**Q: Skills for Success**  
**Second Edition**

- The weather forecast helps the players decide how much demand there will be for lemonade the next day. If it's hot, there will be more demand.
- Players need to think about how much it will cost to make the lemonade, how much they should sell it for, and what people want it to taste like.
- The player will sell out of lemonade and might not make a profit for the day.

Activity F, p. 67

Answers may vary. Possible answers:

- Chart: Profits were Friday = \$0.08, Saturday = \$7.86, Sunday = \$0.87
- He lost the most money on Thursday. This was likely because he had the greatest expenses on that day and charged too much per cup.
  - He had the greatest profit on Saturday. It was a sunny weekend day.
  - His total expenses were  $\$12.68 + 1.72 + 6.64 + 6.13 = \$27.17$ . His total sales were  $\$8.40 + 1.80 + 14.50 + 7.00 = \$31.70$ . The difference is his total profit, or  $\$31.70 - 27.17 = \$4.53$ .
  - He probably charged too much at 30 cents per cup on his first day. He had greater sales and overall profits on days he charged 25 cents per cup.

**SAY WHAT YOU THINK**

Activity A, p. 68

Answers will vary. Possible answers:

- I agree with Faisal, because games take up too much time and don't teach you enough. / I agree with Waleed because in a class like

- business, it's important to see what happens when you make decisions.
- There are many video games available, for almost every sport. Pilots and astronauts can use computers to practice flying planes and spaceships. There are also business and organization games where teams have to make plans to survive on places like desert islands.

Activity B, p. 68

Answers will vary.

Activity D, p. 68

Answers will vary. Possible answers:

- Soccer teaches me to work with other people, to try my best, to keep going when I'm tired, and to be positive when we're losing.
- Chess teaches children to think ahead. It also helps their concentration. Competitions can be good, but they need to be fun.

**VOCABULARY SKILL**

Activity A, p. 69

Adjective	Noun
active	activity
creative	creativity
difficult	difficulty
real	reality
safe	safety

Activity B, p. 69

- simplicity
- reality
- creativity
- difficulty

**GRAMMAR**

Activity A, p. 70

- Help
- show
- Don't use
- watch

5. Give
6. Don't sort
7. work

Activity B, p. 71  
Answers will vary.

**PRONUNCIATION**

Activity A, p. 71  
3-syllable words:  
expensive  
estimate

4-syllable words:  
original  
competition  
kindergarten

5- and 6-syllable words:  
university  
originality  
creativity

Activity B, p. 72  
1. honesty  
2. popularity  
3. creativity  
4. environment  
5. reality  
6. developer  
7. calculate  
8. history

**SPEAKING SKILL**

Activity A, pp. 72–73  
1. object  
2. First  
3. next  
4. Next  
5. After that  
6. Then  
7. idea  
8. Finally

Activity B, p. 73  
3, 5, 2, 1, 4

**UNIT ASSIGNMENT**

**CONSIDER THE IDEAS**

Activity B, iQ Online Resource

Answers may vary. Possible answers:

1. A group can create more ideas and you can test the game
2. business, education, travel, and family life
3. think of a theme, narrow the topic, decide on the object, design the game, write the rules, make pieces, test the game, have other people test the game

**PREPARE AND SPEAK**

Activity A, iQ Online Resource

Answers will vary.

Activity B, iQ Online Resource

Answers will vary.

Activity C, iQ Online Resource

Answers will vary.