

Teacher's notes and answer keys

Listening

1 Listen and write the names.



Track 10

The pupils listen and write the names below the correct technology item. They choose from the names in the box. Pause the audio after each section if necessary.

(2 points for each correct answer. Total: 10 points.)

- 1 (boy) Is that your laptop, Poppy?
(Poppy) Yes, I share it with my sister. We look at lots of websites together – it helps us do our homework.
- 2 (girl) Oh, look at all these CDs! Have you got a CD player, Charlie?
(Charlie) No, that's not mine. It's my brother's. I prefer listening to music on my MP3 player. I just download all the songs so that I can listen to them anywhere.
- 3 (boy) Hi, Mia. What are you doing?
(Mia) Hi! Well, I was downloading a new app onto my tablet when you phoned. It's really cool! You have to move up and down the screen to mix the music. It's fun!
- 4 (Grandad) Hi there, Liam. It's good to talk to you.
(Liam) Hi, Grandad. How are you?
(Grandad) I'm fine. And I can see you much better this time.
(Liam) That's because I've got a new webcam. Mum bought it for me as a birthday present.
(Grandad) Well, that's great!
- 5 (girl) Is that your new smartphone, Adam?
(Adam) Yes, my old mobile phone wasn't very good. The battery didn't work.
(girl) So, what's your new smartphone like?
(Adam) It's great! The screen is bigger, so it's easier to play games.
- 6 (Emily) Come on, everyone. Stand together so I can take a photo. Say 'cheese'!
(children) Cheese!
(boy) Can I have a copy of the photo, Emily?
(Emily) Of course. I'll send you an email with the photos.

Key: a Mia **b** Adam **c** Liam **d** Poppy (example answer)
e Charlie **f** Emily

2 Listen and complete.



Track 11

The pupils listen and complete the rules about visiting the new computer lab. Pause the audio where indicated if necessary.

(2 points for each correct answer. Total: 10 points.)

(teacher) OK class, now this is our first visit to the new computer lab. It's different to the old computer lab, so I want you to listen carefully and take notes.

You can use the computer lab at lunchtime for one hour. And after school it opens at four o'clock, and it closes at six o'clock. [pause]

As you can see, there are new computers, including tablets. On the old computers you didn't have to type a password, but now you need a password to log onto the new computers. You have to get your password from Mrs Robson. [pause]

Now, on the old computers you had to wait a while for the internet connection, but the new connection is much faster, so

New High Five! 5 © Macmillan Publishers Limited 2018

you don't have to wait. You just tap the icon on the screen and you can connect to the internet. [pause]

Don't forget that you mustn't download any new programmes or apps without permission. And you definitely mustn't buy anything online on the school computers. [pause] And finally, remember that at the end of the session you have to log off and close any websites or programmes that you have used.

Key: 1 4–6pm (example answer) **2** Password **3** tap
4 programmes **5** online **6** have to

Reading

3 Read and write true or false.

The pupils read the instructions for the computer games and write *true* or *false* next to the sentences below.

(2 points for each correct answer. Total: 10 points.)

Key: 1 true (example answer) **2** false **3** false **4** true **5** true
6 false

4 Read and circle.

The pupils read about the movie maker websites and circle the correct word(s) in each pair.

(2 points for each correct answer. Total: 10 points.)

Key: 1 go (example answer) **2** can **3** have to **4** If **5** download
6 made

Writing

5 Order and write.

The pupils put the words in the correct order and write the zero conditional sentences.

(2 points for each correct answer. Total: 10 points.)

Key: 1 If you press this button, you take a photo. (example answer) **2** When you turn off the computer, the screen goes black. **3** When water freezes, it becomes ice. **4** If you drop an egg, it breaks. **5** When winter arrives, it gets colder. **6** If you don't eat, you get hungry.

6 Invent a computer game. Then write instructions for your game. Use 60–80 words.

The pupils invent a new computer game, then write instructions for how to play it using the prompts provided.

(5 points for correct use of tenses and zero conditionals, 5 points for style, variety and general language. Total: 10 points.)