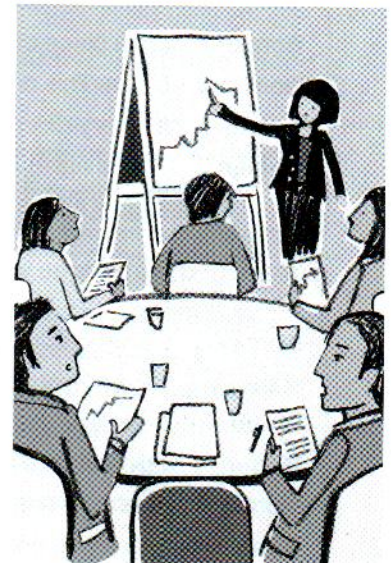
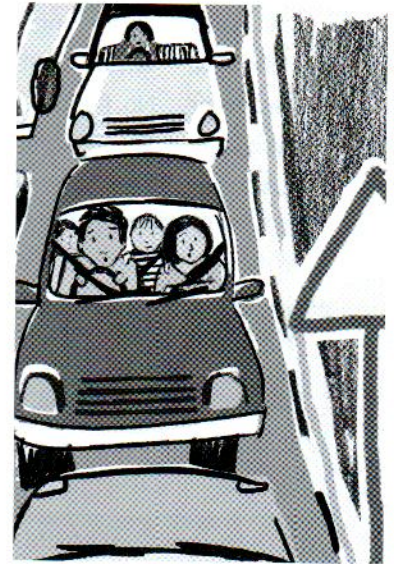


7A GRAMMAR past modals

a Complete the dialogues. Rewrite the phrases in brackets using *might (not) have, must have, or can't have + past participle*.

- 1 A Why is there so much traffic today?
B I don't know. There might have been an accident. (**Maybe there was**)
- 2 A Can you move your leg?
B No, it hurts too much. I think I _____ it. (**Perhaps I have broken it**)
- 3 A Look! The gate's open and the dog has gone.
B Oh no! We _____ it open when we went out. (**I'm sure we left it open**)
- 4 A Oh no, the cake's burning!
B You _____ too high. (**You definitely put the oven on**)
- 5 A I can't find the milk. We _____ it all. (**I'm sure we didn't drink it**)
B Yes, you're right. It must be in there somewhere.
- 6 A Where's Jeremy? He should be here.
B He _____ the email about the meeting. (**Perhaps he didn't see**)
- 7 A Ellen passed all her exams with top marks!
B Wow! She _____ really hard. (**I'm sure she worked**)
- 8 A Mum, I'm going to play football now.
B What? You _____ all of your homework. (**It's impossible you've finished**)
- 9 A We didn't see Dan and Sarah at the concert.
B They _____ tickets. I think the concert was sold out. (**Perhaps they weren't able to get**)
- 10 A I called you earlier, but I got your voicemail.
B Sorry. I _____ my phone by mistake. (**I'm sure I switched off**)



b Complete the sentences with *should / shouldn't have* and the past participle of a verb from the list.

break up come keep take tell use wait wear

- 1 We're lost. I knew we should have taken the second exit at the roundabout!
- 2 This tastes really spicy. You _____ so much chilli.
- 3 You _____ with James. He was such a nice guy.
- 4 The concert was amazing. You _____ with us.
- 5 Jim's already gone? I don't believe it – he _____ for us.
- 6 I'm afraid we can't exchange the jacket now. You _____ the receipt.
- 7 You _____ us that you were in hospital. We would have visited you.
- 8 I _____ these jeans. They really don't suit me.

activation

c Write **four** dialogues of two lines using *must have, might have, can't have, and should(n't)*.

7B GRAMMAR verbs of the senses

a Complete the dialogue with *smells*, *smells like*, or *smells as if*.

Customer I'm looking for a perfume for my wife that ¹ *smells* nice and fresh.
Assistant What about this one? It ² _____ very flowery.
Customer No, I don't like it. It ³ _____ it's for an older woman.
Assistant Try this one then - it's called 'Paris'.
Customer That's very nice. It ⁴ _____ roses.



Complete the dialogue with *feels*, *feels like*, or *feels as if*.

Assistant It's very good quality and it ⁵ _____ very smooth.
 Touch it and see.
Tourist Hmm, yes. It ⁶ _____ silk. Is it silk?
Assistant No, it's cotton, but it ⁷ _____ it's made of silk.
Tourist The material ⁸ _____ very soft. I like it.



Complete the dialogue with *tastes*, *tastes like*, or *tastes as if*.

Woman 1 Try a piece of this. It ⁹ _____ delicious.
Woman 2 Mmm. This one ¹⁰ _____ the cakes my grandma used to make.
Woman 1 It's very nice. It ¹¹ _____ there's a little bit of orange in there.
Woman 2 That's right! And it ¹² _____ much better than the
 shop-bought cakes.



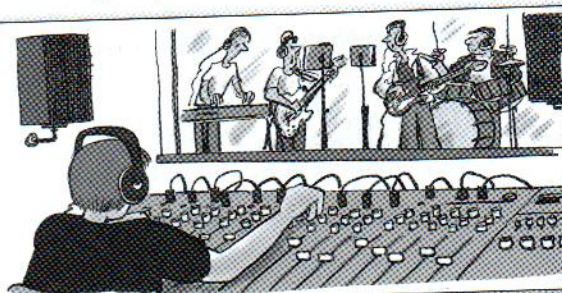
Complete the dialogue with *look*, *look like*, or *look as if*.

Woman You shouldn't have said you wanted to come if you didn't.
Man Why do you say that?
Woman You ¹³ _____ you are totally bored.
Man I did want to come. It's just that they all ¹⁴ _____ fine to me.
Woman Even the ones that make me ¹⁵ _____ I'm 60 years old?
Man OK, those ones do ¹⁶ _____ a bit old fashioned.
Woman And these ones that ¹⁷ _____ something
 a 13-year-old would wear?
Man They ¹⁸ _____ OK to me.
Woman Oh, you're so helpful.



Complete the dialogue with *sound(s)*, *sound(s) like*, or *sound(s) as if*.

Engineer Wait! You're coming in too soon. It
¹⁹ _____ wrong.
Guitarist It ²⁰ _____ fine to me.
Engineer No, it ²¹ _____ you're rushing in.
Guitarist Well, how should it sound?
Engineer It should ²² _____ an early
 80s rock band, remember?



activation

b Practise the dialogues with a partner. Then cover the dialogues and try to act them out from memory.