

1 Find the starting times for each rehearsal.

	rehearsal	finishing time
(a)	<i>Popscene</i>	2 hours
(b)	<i>Play for Today</i>	3 hours
(c)	<i>News</i>	25 minutes
(d)	<i>Quiztime</i>	50 minutes



2

Doors open 40 minutes before
each programme starts

	programme starts
Studio 1	10.50 am
Studio 2	11.15 am
Studio 3	12.00

Find when each studio opens its doors to the public.

3 A 6TV crew stopped filming at 3.15 pm after spending 4 hours 20 minutes trying to film a rare animal. When did the crew start filming?

1 Change each time to a 24-hour time.

(a) 6.15 am (b) 6.00 pm (c) 1.05 pm (d) 11.00 pm (e) 5.50 am

2 Change each time to a 12-hour time. Use am or pm.

(a) 14.00 (b) 01.00 (c) 17.45 (d) 09.10 (e) 12.00

Monday	6TV
11.45	<i>Cartoon Time</i>
12.15	<i>Travelscene</i>
1.05	<i>Lunchdate</i>
3.10	<i>Film on 6</i>
4.50	<i>News</i>
5.00	<i>Weather</i>
5.03	<i>Quickquiz</i>
5.35	<i>Cooking for Two</i>

3 Write each programme time as a 24-hour time.

4 John's video recorder has a 24-hour clock. Which programme is he recording when the video clock shows

(a) 12.00 (b) 13.30 (c) 16.55?

5 Which starting time should John set on his video to record

(a) *Film on 6*
(b) *Cooking for Two*?



Mixed bag (4)

A Give the meanings of these **abbreviations**.

- | | | | | |
|--------|---------|--------|---------|--------|
| 1 PTO | 5 RSPCA | 9 a.m. | 13 RN | 17 JP |
| 2 PC | 6 GC | 10 GMT | 14 e.g. | 18 VIP |
| 3 BC | 7 lbw | 11 m | 15 etc. | 19 EU |
| 4 Feb. | 8 Ave. | 12 kph | 16 BBC | 20 ITV |

B Write the missing **proper adjectives**.

- 1 cars made in Britain _____ cars
- 2 apples grown in Canada _____ apples
- 3 peaches from Australia _____ peaches
- 4 bananas grown in Jamaica _____ bananas
- 5 coffee from Kenya _____ coffee
- 6 bacon from Denmark _____ bacon
- 7 watches made in Switzerland _____ watches
- 8 timber from Finland _____ timber
- 9 bulbs from Holland _____ bulbs

C Write the **sound** words.

- | | |
|-----------------------------|------------------------|
| 1 the _____ of brakes | 4 the _____ of a drum |
| 2 the _____ of rusty hinges | 5 the _____ of leaves |
| 3 the _____ of an explosion | 6 the _____ of thunder |

D Write the animal **sounds**.

- | | |
|---------------|-----------------|
| 1 frogs _____ | 5 horses _____ |
| 2 owls _____ | 6 sheep _____ |
| 3 dogs _____ | 7 monkeys _____ |
| 4 pigs _____ | 8 cows _____ |

Good Taste

This poem looks, in tiny detail, at an extraordinary moment in a man's life.

Good Taste

Travelling, a man met a tiger, so . . .
He ran. The tiger ran after him
Thinking: How fast I run . . . But

The road thought: How long I am . . . Then
They came to a cliff, yes, the man
Grabbed at an ash root and swung down

Over its edge. Above his knuckles, the tiger.
At the foot of the cliff, its mate. Two mice,
One black, one white, began to gnaw the root.

And by the traveller's head grew one
Juicy strawberry, so . . . hugging the root
The man reached out and plucked the fruit.

How sweet it tasted!

Christopher Logue



A

- 1 Why did the man have to start running?
- 2 What stopped the man running any further?
- 3 How did the man get over the edge of the cliff without hurting himself?
- 4 What danger was waiting at the **bottom** of the cliff?
- 5 Why were the mice a danger to the man?
- 6 What was the **one** good thing about the man's position?

B

- 1 Why does the strawberry taste so good?
- 2 Choose **three** of the words below which best describe the traveller.
lucky unlucky brave thankful strong greedy silly sensible
Copy down the three words and beside each one explain why you have chosen it.
- 3 Poems often carry a message. What do you think the poet is trying to tell you in this poem?
- 4 What do you think will happen to the man?

C

This poem is short, but a great many things happen, one after another!
The traveller meets the tiger ... the tiger chases the man... the man goes over the cliff...the mice appear... the traveller eats the strawberry.
To keep the poem fast and exciting the poet uses phrases full of short words like: **a man met a tiger, One white, one black, How fast I am, How long I am, He ran.**
The poet also uses lots of commas and lots of joining words like **so, But, Then, and yes.**
Using the same sort of words write an exciting adventure poem of your own. Don't use more than 12 lines.
Call it: **The wolves go hunting.**