

THEME 2 HOBBIES AND SKILLS VOCABULARY EXERCISES (SPICE UP)

A. Match the hobbies with the statements. One is extra.

origami / podcasting / embroidery / coding / upcycling / calligraphy / volunteering / indoor gardening

1. I enjoy using a needle and cotton thread to create colourful designs on fabric.
2. I've always been interested in decorative handwriting.
3. I can spend hours transforming my old stuff into new items.
4. Helping people without any expectation has brought peace and happiness into my life.
5. Folding paper into different shapes is my favourite pastime.
6. I'm crazy about writing computer programs because it's like solving a puzzle.
7. I prefer making digital recordings on a specific topic to making videos.

B. Write the hobbies under the categories they are related to.

volunteering / coding / indoor gardening / podcasting / calligraphy / origami / embroidery

technology

eco-friendly

community service

handicrafts

C. Complete the sentences with the hobbies.

volunteering / upcycling / coding / embroidery

1. Thilda decorates her walls with _____ frames portraying colourful flowers.
2. Anyone who is into _____ can take an online programming course and build their own games and apps.
3. We can reduce the use of waste materials and improve our repair skills by _____.
4. I love feeding the animals at the local shelter; _____ is a kind of therapy for me.

D. Guess the meaning of the underlined words in the sentences and choose the correct option.

1. Coding is a popular **pastime** among young people who are crazy about computers.
a) hobby b) duty c) chore
2. Lucy is a young **talented** artist whose paintings have gone viral on social media.
a) ordinary b) skilful c) amateur
3. Kobe Bryant decided to **take up** basketball as a career after watching his father play in the NBA.
a) give up b) start c) teach
4. The young couple didn't want to spend a fortune on their wedding ceremony, so they kept it **low-key**.
a) unusual b) special c) simple
5. My father easily adapted to his new **way of life** after retirement.
a) lifestyle b) midlife c) lifetime

E. Match the words and phrases with the correct definitions. One is extra.

uphill struggle / to cash in on / letdown / to pursue

1. to have a special ability in a specific subject or activity
2. to earn money or get another advantage from an event or situation
3. something that takes a lot of physical or mental effort
4. to follow something or a plan
5. something that makes you feel disappointed

F. Complete the sentences using the words/expressions below. One is extra.

way of life / give up / low-key / pastime / talented / take up

1. Steve wants to keep things _____ and create really simple pieces in this project.
2. Paulina is a _____ young lady who can manage multiple tasks at the same time.
3. After years of working night shifts, sleeping late became a _____ for Gabriel.
4. Doing voluntary work is my favourite _____. When I help people, I feel delighted.
5. Tim's doctor advised him to _____ a hobby to relieve his stress.

G. Choose the correct option below for each gap.

CAD, or Computer-Aided Design, is the process of designing a product or structure using a computer and special (1)_____. Before CAD, there were only pencils and paper. In other words, all design work was done by hand. Designs took a long time to develop, and the process was expensive and (2)_____ errors.

Anything created on a computer must work properly in the real world. Before presenting your design in real life, CAD lets you test and change it as many times as you want in a (3)_____ reality. With CAD, you can easily share, review and (4)_____ your designs. While it is (5)_____ knowledge that CAD is used in engineering and construction, it is also used in automotive, interior design, dentistry, fashion design and medicine. In fact, most of the products we see and use are designed using CAD.

Today, many teenagers enjoy CAD as a pastime or attend CAD clubs at their schools. They learn basic to (6)_____ knowledge of computer-aided design and follow the courses for using the technical design tools.

1. a) data b) report c) software
2. a) without b) short of c) full of
3. a) digital b) physical c) actual
4. a) remain b) modify c) cut
5. a) common b) rare c) different
6. a) simple b) elementary c) advanced