discourse markers

Really = used to express interest in or surprise at what somebody is saying Not really = 'no' or 'not very much' **I mean, ...** = correct what you have just said or to add more information in the end = after a long period of time or series of events Still, ... = despite what has just been said **Yet, ...** = but At first, ... = at the beginning You know, = used when you are thinking of what to say next Anyway = used when changing the subject of a conversation, ending the conversation or returning to a subject **Equally** = to introduce an idea that adds to and is as important as what you have just said **Well, ...** = used when continuing a conversation after a break **Right** = used to show that you accept a statement. **Basically, ...** = used when you are giving your opinion or stating what is important about a situation Plus, ... = to add more information on the other hand = used to introduce different points of view, ideas, etc., especially when they are opposites Now, ... = introduce a new subject **True** = used to admit that a particular fact or statement is correct, although you think that something else is more important

phrasal verbs

go through (an experience) = to experience or suffer something
get away from something = to leave or escape from a person, situation or place, often when it is difficult to do this
leave someone behind = to not take someone or something with you when you go somewhere
base on something = to use an idea, a fact, a situation, etc. as the point from which something can be developed

question tags

E.g. You don't like it, do you? E.g. You like it, don't you?

fixed phrases

Quite the opposite = very different from what you've just said quite a bit of (something) = a lot of **hour after hour** = for many hours without stopping I see where you're coming from = I understand what you mean I haven't got a clue = to know nothing about something go down the pan = to fail or to be lost or destroyed [*pan here means the bowl of a toilet] a rough patch = a period of time when you are having a lot of difficulty the four corners of the world = around the world set/put your mind to (doing) something = to decide that you want to achieve something and try very hard to do it part ways/company (with/from someone) = to leave somebody; to end a relationship with somebody **keep in touch (with someone)** = to communicate or continue to communicate with someone by using a phone or writing to them (have) an old head on young shoulders = to describe a young person who acts in a more sensible way than you would

expect for a person of their age.

get/come to grips with something = to begin to understand and deal with something difficult [*grips is a noun here] ... and whatnot = and other things of the same type.

a piece of advice = some advice [*advice is an uncountable noun] get the most out of it = to gain the greatest possible advantage from something rock the boat = to do something that upsets a situation and causes problems **food for thought** = an idea that makes you think seriously and carefully ater on = at a time in the future

vocabulary

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obsolete = not in use any more (replaced by something newer/better/more fashionable)
subjective = based on your own ideas or opinions rather than facts and therefore sometimes unfair
abstract = existing in thought or as an idea but not having a physical reality
ancient = belonging to a period of history that is thousands of years in the past
comprehend = to understand something fully
detention = a punishment for a child in which they have to stay at school after the other children have gone home
ruin something = to spoil or destroy something completely
washout = a complete failure
thrilled = very excited
terrain = an area of land, when considering its natural features
field trip = a visit made by students to study something away from their school or college
spacious = large and with a lot of space
necessity = the need for something
a tad + adjective(cold) = a bit cold
boarding school = a school where children can live during the school year
simulate = to do or make something that looks real but is not real
overlap = If two or more activities, subjects, or periods of time overlap, they have some parts that are the same.
way too + adjective (easy) = extremely easy [*way is an adverb here]
skip = jump
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