

Unit 4 Toys of the future

Phrasal verbs related to future developments

Learn the expressions

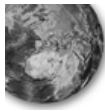
1 In this unit, we discussed what the toys of the future might look like. Let's look at verbs and phrasal verbs that may be used to talk about changes and plans for the future. Match the verbs and phrasal verbs in the box with the definitions.

end	end up	keep	keep on	keep up with	shoot
shoot for	stick	stick to	turn	turn into	

- limit yourself to doing one particular thing stick to
- try to achieve a goal _____
- be in a situation you didn't want to be in or do something you didn't want to do _____
- have something and not throw it out _____
- remain attached _____
- continue to do something _____
- move something so that it is facing in a different direction _____
- finish or stop _____
- learn or move as fast as other people so that you are at the same level _____
- become a different type of thing or person _____
- fire a weapon _____

Answer Key

- | | |
|--------------|-----------------|
| 1. stick to | 7. turn |
| 2. shoot for | 8. end |
| 3. end up | 9. keep up with |
| 4. keep | 10. turn into |
| 5. stick | 11. shoot |
| 6. keep on | |



Use the expressions

2 Complete the sentences with the appropriate form of the verb or phrasal verbs in bold.

end / end up

1. This video game gives you your score when the game _____.
2. Let's stop playing video games or we'll _____ sitting here all afternoon.

keep / keep on / keep up with

3. You _____ telling me to watch less TV, but every time I visit you, your TV is on.
4. When you buy electronic equipment, you should _____ the box for a few days, in case you have to return the item.
5. Companies introduce new products so often that I can't _____ technology anymore!

shoot / shoot for

6. In this game, you _____ moving targets and you get a point every time you destroy one.
7. I hope toy companies _____ developing more creative games in the future.

stick / stick to

8. When companies develop new toys, they should _____ the basics: safe, attractive toys that encourage kids to play, not to watch.
9. I tried to put the label on the CD, but it didn't _____.

turn / turn into

10. The debate over video games is _____ a political issue. I think it's being blown out of proportion.
11. _____ the computer monitor a bit to the left so that we can both see it.

3 Complete the conversation with the appropriate form of the six phrasal verbs from Exercise 1: *end up, keep on, keep up with, shoot for, stick to, turn into*.

Linda: Hey, Jack, would you help me pick out a present for my nephew's birthday? What do 14-year-olds like these days?

Jack: Tough question. Times have changed since I was 14. I can't (1) _____ all the new stuff out there. What about a video game? Does he play video games?

Linda: Sure he does, but I'd rather stay away from that. I don't want him to (2) _____ a couch potato, you know, sitting in front of the TV playing games.

Jack: Then maybe you should (3) _____ old-fashioned things, like sports equipment. What sports does he like?

Linda: Basketball, hockey, soccer... he likes a lot of sports. But I don't want to (4) _____ buying him a soccer ball. I'm sure he has one. And soccer balls are too ordinary.

Jack: Totally. Then let's (5) _____ something a bit cooler than a soccer ball. You said he likes hockey, right? Well, how about a pair of skates and a hockey stick?

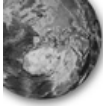
Linda: Good try, but he has skates. More than one pair, I think. Come on, give me more ideas.

Jack: I'm giving you ideas, but you (6) _____ rejecting them! It sounds like he has everything.

Linda: I know!

Jack: I have an idea. Give him a gift certificate so he can buy whatever he wants.

Linda: Great idea! I'm glad I asked you for help.



Make the expressions your own

4 Answer these questions about yourself. Explain your answers.

1. Is there anything you have promised yourself you would change, but you keep on doing? What is it?
2. What are some things you have trouble keeping up with? Why do you think it is so difficult for you to change?
3. What are some old habits you stick to and refuse to change? Why do you keep them?