

Spooky Britain worksheet **A2+** **B1**

VOCABULARY



1. Ghost stories. Replace the underlined words with:

disappeared ■ ghosts ■ just before nightfall ■ makes me tremble
moving quietly as if floating ■ screaming ■ strange ■ walk aimlessly

- a. This castle is haunted by spirits. _____
- b. They usually appear at dusk. _____
- c. I heard a woman shrieking from the tower. _____
- d. The phantom was gliding along the corridor. _____
- e. I don't know where it is, it has suddenly vanished. _____
- f. The atmosphere in this old village is eerie. _____
- g. Her ghost is said to wander through the towers. _____
- h. The atmosphere here sends shivers down my spine. _____

2. How spooky! Circle the correct words.

- a. This ghost story is terribly *frightening* / *frightened*.
- b. The sound of the church bells *scared* / *feared* him.
- c. I *fear* / *scare* haunted places.
- d. He is too *afraid* / *chilling* to spend the night in the castle.

3. Places. Match the words and their definitions.

- | | |
|---|---|
| a. a moor <input type="checkbox"/> | <input type="checkbox"/> 1. a place for a domestic fire at the base of a chimney |
| b. a gatehouse <input type="checkbox"/> | <input type="checkbox"/> 2. uncultivated land covered with heather (<i>bruyère</i>) |
| c. ruins <input type="checkbox"/> | <input type="checkbox"/> 3. a small, basic house |
| d. an alehouse <input type="checkbox"/> | <input type="checkbox"/> 4. a hole in the ground in a cemetery where a coffin is placed |
| e. a fireplace <input type="checkbox"/> | <input type="checkbox"/> 5. an inn or a pub |
| f. a grave <input type="checkbox"/> | <input type="checkbox"/> 6. broken parts of an old building or town |
| g. a hut <input type="checkbox"/> | <input type="checkbox"/> 7. a house/apartment next to or above a palace or castle gate |


4. Death. Fill in the blanks with *die* (VB) – *dead* (ADJ / NOM) or *death* (N).

- According to the legend, vampires can never _____.
- He has been _____ for two centuries.
- The villagers wanted the witch _____.
- At his _____, he swore he would come back get revenge.


5. Characters. Find the odd one out in each thematic list.

- highwayman ■ bandit ■ ghost ■ outlaw
- murderer ■ sailor ■ killer ■ assassin
- witch ■ thief ■ crook ■ robber
- ghost ■ soul ■ spectre ■ pirate
- witch ■ skeleton ■ magician ■ sorcerer

SPOOKY BRITAIN

-  **a. Find out** about the places mentioned on the map (be careful to click on the right images). What types of places are referred to? What events took place there? Who was involved?
- b. Focus** on the “spooky” dimension of the places. How frightening are these places? Why? **Pick out** elements in the texts that are used to make them sound both “spooky” and “attractive”.
- c. Read** the texts one last time and **explain** in your own words how these sites have been transformed into tourist destinations. **Find out** what you can learn about Great Britain in these places: historical events, traditions, literature...

YOUR TURN

-  Present a project for a class visit on the theme of “Mysteries of Britain”.
- Explain briefly to the class what type of tour they would take part in and where they would go.
 - Select some of the most mysterious stories you could discover and present them to the class: types of places, people who lived there, events they took part in. In each case insist on how mysterious these places still are today and why.
 - In a short conclusion, sum up the reasons for choosing your trip. Use adjectives from the texts to promote your project as the most fascinating and frightening one!