

Extended wordlist

Unit 9

Abbreviations: *n*/*np* = noun / noun phrase; *v*/*vp* = verb / verb phrase; *adj*/*adjp* = adjective / adjective phrase; *adv*/*advp* = adverb / adverb phrase; *T*/*I* = transitive/intransitive; *C*/*U* = countable/uncountable

The numbers indicate the page in the unit on which the word or phrase first appears. RS indicates that the word or phrase appears in the recording script (a student version of the recording scripts can be found at www.cambridge.org/elt/completeca).

the advent of sth *np* (94) the start or arrival of something new

aerodynamic *adj* (90) having a shape that moves through the air with little resistance

arise *v* [*I*] (89) if a problem *arises*, it starts to happen

barbarism *n* [*U*] (RS) violent and cruel behaviour

be always/ever thus *idiom* (91) FORMAL to have always happened in this way

be a breeze *idiom* (90) INFORMAL something which is easy to achieve

break a promise *vp* (94) to not do what you promised to do

break a record *vp* (89) to do something faster, better, etc. than anyone else before

clumsy *adj* (RS) *clumsy* people move in a way that is not controlled or careful enough, and often knock or damage things

a concept car *n* [*C*] (91) a design for a new car that includes ideas and methods that have not been used before

degenerate into sth *v* [*I*] (RS) if a situation *degenerates into* something, it becomes much worse than before

confined space *adj+n* (RS) a small space where it is difficult to move

do sth with ease *vp* (96) to do something easily, without effort

exploit sth *v* [*T*] (RS) something unusual, brave, or interesting that someone has done

feat *n* [*C*] (RS) an act or achievement that shows great skill or strength

flurry of activity *np* (93) a sudden, short period of hurried activity

flock *n* [*C*] (95) a group of birds or sheep

frenetic activity *np* (93) something that happens in a fast and exciting way, or in an uncontrolled way

gearbox *n* [*C*] (91) the set of gears in a motor vehicle and the metal box that contains them

get the chance to do sth *vp* (92) to have the opportunity to do something

get tricky *vp* (90) to start to be difficult

hand-held *adj* (95) describes something that is designed to be held and used easily with one or two hands

harness sth *v* [*T*] (90) to control something so that you can use its power or qualities for a particular purpose

have profound effects upon sth *vp* (RS) to change or influence something to a very great degree

herd *n* [*C*] (95) a large group of animals such as cows that live and eat together

hit on the idea of sth *vp* (90) to have a good idea, especially one which solves a problem

the human psyche *n* [*U*] (89) the human mind and feelings

hype *n* [*U*] (RS) to make something seem more important or exciting than it really is by talking about it a lot, especially in newspapers, on television, etc.

in contrast to sb/sth *pp* (96) used to show that someone or something is completely different from someone or something else

in the first place *pp* (90) used for stating the most important reason for something

interstellar *adj* (RS) between the stars

labour-saving *adj* (96) describing a device or method which saves a lot of time

laughable *adj* (RS) describes something ridiculous and which you cannot believe or respect

live off sth *v* [T] (RS) if you *live off* money, you use that money to buy the things that you need to live, such as food, clothes, etc.

make no mistake *idiom* (91) used to show that you are certain about something

meet regulations *vp* (91) to be of the necessary standard stated by the official rules

mind-blowing *adj* (RS) INFORMAL extremely exciting or surprising

non-existent *adj* (96) not existing

non-starter *n* [C, usually singular] (RS) something that will definitely not be successful

not to mention *advp* (RS) used to emphasise the importance of something that you are adding to a list

optic *adj* (90) SPECIALIZED relating to light or the eyes

out of control *pp* (90) not able to be controlled

overload sb *v* [T] (92) to give someone more work or problems than they can deal with

ponder sth *v* [I or T] (91) to think carefully about something

power plant *n* [C] (91) a motor or something which is a source of power production

potential *n* [U] (RS) possible when the necessary conditions exist

propulsion *n* [U] (89) a force that pushes something forward

pull up *v* [I] (91) if a vehicle *pulls up*, it stops

rattle sth *v* [I or T] (90) to make a noise like something knocking repeatedly, or to cause something to make this noise

relatively few and far between *advp* (RS) not happening or existing often in comparison to other things

rock steady *idiom* (90) moving in a controlled and completely safe way

set off sth *v* [T] (RS) to cause something to explode

shatter sth *v* [I or T] (RS) to break into very small pieces, or to make something break into very small pieces

slight improvement *adj+n* (89) a small improvement

stamp *v* [I] (91) to put your foot down on the ground hard and quickly

steer sth *v* [I or T] (91) to control the direction of a vehicle

sublime *adj* (90) extremely good, beautiful, or enjoyable

subtle *adj* (RS) not obvious or easy to notice

suburbs *n* [C] (RS) areas where people live outside the centre of a city

technically feasible *adv+adj* (RS) possible with the knowledge, machines and methods that are available

threat to wildlife *np* (88) something that may harm wild animals, birds and plants

throw up your hands *vp* (90) to show that you are shocked or disagree strongly with something

undergo a profound transformation *vp* (RS) to change completely

utterly *adv* (90) completely

when all is said and done *idiom* (RS) said before you tell someone the most important fact in a situation