

Realidades 3 (Chapter 6)

P R Ó X I M O Z E F R E G R A Ñ E S I D
E S X A E A W E L I N V E N T O X E E O
D T L S S T S X S L D K E L G E N L F T
S F Y Í R E A E E O O E U G T L A A I C
Á L E Q A N O L R S B R S D P U X V C E
M A L U R E C O V P O M E C E S X A I T
E I P E E R I C I R M L U N U O O N E I
D N R Q T E G I C O V E T D I B Q C N U
A F O C N N Ó O I H R N A E A C R E T Q
C O G R E C L S O A D D H L R R O I E R
I R R A X U O T A R A P A L E O S C R A
T M A R A E N P R E D E C I R U A E L L
É Á M G N N C N R A T N E M U A K J C E
N T A O I T E I O E D A C R E M Q X U L
E I D L U A T F O E H M A D U R O I R C
G C O F Q P G J A O I V Z A P A C F A A
A A R Y Á Q E S R A U D A R G C Y Z R M
L Y F H M T M R U A L I Q E F E J L E P
S B O D A S A C L A S F I N A N Z A S O
T I T C L R J D D E R A T N E V N I C U

USE
GENE
FIELD
MATURE
TO SAVE
MARRIED
BUSINESS
TO INVENT
THEREFORE
PROGRAMMER
TO FIND OUT
TO GRADUATE
TO TAKE INTO ACCOUNT

COOK
BOSS
GADGET
FINANCE
SERVICE
ADVANCE
EFFICIENT
ARCHITECT
INVENTION
TO PREDICT
TO INCREASE
TECHNOLOGICAL
INFORMATION TECHNOLOGY

ABLE
NEXT
SINGLE
MACHINE
TO CURE
GENETICS
MARKETING
TO DESIGN
FREE TIME
TO MOVE TO
TO DISCOVER
IN ADDITION TO
TO ACHIEVE, TO MANAGE (TO)

Solution

PRÓXIMO ZEFREGRAÑESID
ESXAEAWELINVENTOXEEO
DTLSSTXS LDKELGENLFT
SFYÍREAEEOOEUGTLAAIC
ÁLEQANOLRSBRSDPUXVCE
MALURECOVPOMECESEXAIT
EIPERICIRMLUNUOONEI
DNRQTEGICOVETDIBQCNU
AFOCENNÓOIHNRNAEACRETQ
COGRECLS OADDDLRRROIER
IRRAXUOTARAPALEOSCRAL
TMARAENPREDECIRUAEL
ÉÁMGNNCNRATNEMUAKJCE
NTAOITEIOEDÁCREMQXUL
EIDLUAATFOEHMADUROIRC
GCOFPQPGJAOIVZAPACFAA
AARYÁQESRAUDARGCYZRM
LYFHM TMRUALIQEFEFJLEP
SBODASACLASFINANZASO
TITCLRJDDERATNEVNICU