

Qué chévere 3: Unidad 1A

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

CHOIR
FUTURE
WRITER
TO MISS
TIRED OF
ORCHESTRA
REHEARSAL
TO ATTEND
GETTING BY
MAGNIFICENT
TO DISAPPEAR
IT'S NOT FAIR!
TO LOOK LIKE, TO RESEMBLE

I GET
ARTIST
STRICT
TO SEEM
ATTITUDE
ORGANIZED
TO BELONG
LAZY, IDLE
FRIENDSHIP
HARD-WORKING
MAYBE, PERHAPS
TALENTED, GIFTED

PROUD
GREAT!
QUICKLY
TO OBEY
STUDIOUS
MOTIVATED
TO NOTICE
TO DESERVE
NOTE, GRADE
TO RECOGNIZE
TO DEVOTE TIME
TO APPEAR, TO TURN UP

Solution

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