HOMEWORK 1 **short i** *(ink)* /ɪ/ ↔ **ee** *(tree)* /iː/

2 Sound pairs

2A SOUND PAIRS

For each word: hear it, then say it. Tap a sentence to hear it. Make ee long, short i short.

Sound 1 · **ee** *(tree)* /iː/	Sound 2 · **short i** *(ink)* /ɪ/
 **cheeks** What lovely cheeks.	 **chicks** What lovely chicks.
 **peel** This peel's got vitamin C in it.	 **pill** This pill's got vitamin C in it.
 **bean** Throw out that bean.	 **bin** Throw out that bin.
 **team** WORK The team needs more time.	 **Tim** Tim needs more time.
 **feature** WORK The feature is ready.	 **fixture** The fixture is ready.
 **heat** WORK Who will take the heat?	 **hit** Who will take the hit?

2B WHICH WORD?

Listen. Tick the word a) or b) that you hear in each sentence. ▶ Track 1.H1

1	a) team ☐	b) Tim ☐		2	a) bean ☐	b) bin ☐	
3	a) feature ☐	b) fixture ☐		4	a) heat ☐	b) hit ☐	
5	a) peel ☐	b) pill ☐		6	a) cheeks ☐	b) chicks ☐	

2C SOUND-PAIR WORDS

Listen: Number 1, then five words, one at a time. Write 1 for ee or 2 for short i. ▶ Track 1.H2

	a	b	c	d	e
1 · cheeks / chicks					
2 · peel / pill					
3 · bean / bin					
4 · team / Tim					
5 · feature / fixture					
6 · heat / hit					

2D SOUND-PAIR SENTENCES

Listen to six sentences from 2A. Write the word you hear: the ee word or the short i word. ▶ Track 1.H3

1 _____	2 _____	3 _____
4 _____	5 _____	6 _____

3 Say it

3A LEVEL 1 · SHORT SENTENCES

Listen to each sentence, then say it. Only the bold words are scored, and your best try counts. On paper, say each sentence twice and tick a box each time.

1	**Read** the **key**.	☐☐
2	**Clean** the **field**.	☐☐

3	We **need** more **speed**.	☐ ☐
4	**Delete** it, **please**.	☐ ☐
5	**Repeat** the demo.	☐ ☐
6	**Keep** the **screen clean**.	☐ ☐
7	**Meet** the **team** at **three**.	☐ ☐
8	**Pick** a **ticket**.	☐ ☐
9	**Click** the **link**.	☐ ☐
10	**Skip** the **script**.	☐ ☐
11	**Sync** it **with git**.	☐ ☐
12	**Fix** the **big** bug.	☐ ☐
13	**Print** the **list**.	☐ ☐
14	**Limit** the **input**.	☐ ☐
15	**Give** it a **minute**.	☐ ☐

3B LEVEL 2 · BOTH SOUNDS IN ONE SENTENCE

As in 3A: listen, then say each sentence.

1	The **field** is **filled**.	☐ ☐
2	Don't **sleep**, or the date will **slip**.	☐ ☐
3	At **peak** load, **pick** a **bigger** server.	☐ ☐
4	The new **build beat** the old one by a **bit**.	☐ ☐
5	We saw a **dip** in **deep links**.	☐ ☐
6	Did they **steal** the **key**, or is it **still** here?	☐ ☐
7	Is this **seat free**? Can I **sit** here?	☐ ☐
8	Run **this** test, then **these** tests.	☐ ☐
9	Who takes the **heat** if we **hit** a **big** bug?	☐ ☐
10	**Eat** first, then **fix** it.	☐ ☐
11	Does the **image fit** the **screen**?	☐ ☐
12	**Each ticket needs** a **link**.	☐ ☐
13	**Please list three issues**.	☐ ☐
14	We **beat** the **limit** this **week**.	☐ ☐
15	**Keep** it **simple**, **please**.	☐ ☐

3C LEVEL 3 · TWO PAIRS, A LONGER SENTENCE

As in 3A: listen, then say each sentence.

1	**Commit** the **fix**, then **read** the **field list** again.	☐☐
2	Add a **deep link** to the **billing screen**.	☐☐
3	Please **delete** the **six** old **images** before the **release**.	☐☐
4	The **index** is **clean**, but the **screen** is slow to **sync**.	☐☐
5	**Keep** the **window visible** while you **speak** in the **meeting**.	☐☐
6	At **peak** time, the **script skips three fields**.	☐☐
7	We **need** a **quick fix** for the email **field**.	☐☐
8	**Did** the **team read** the **ticket** before the **meeting**?	☐☐
9	Kim will **fix** the **leak** in the **billing system** this **week**.	☐☐
10	**These three tickets** are **still** in the new **build**.	☐☐
11	We can't **reach** the server, so the **build** is **still** red.	☐☐
12	**Delete** the **key**, then **give** the **team** a new **link**.	☐☐

3D LEVEL 4 · THREE SENTENCES IN ONE GO

As in 3A: listen, then say each short text in one go.

1	The sign-up **screen** is slow. Every **field** calls the server when you **click** it. At **peak** time, **people give** up.	☐☐
2	**Delete** the old **keys** from the settings. Then **commit** it. We **ship** the **build** next **week**.	☐☐
3	Is the **deep link fixed**? Not yet. The **script still** points to a **screen** we **deleted**.	☐☐
4	We **need three** things this **week**. **Clean** the **index**, **fix** the **billing** page, and **repeat** the tests. Then we can **release** it.	☐☐
5	Kim **picked** the **ticket** on Monday. She **fixed** the email **field** in a **minute**. The **team agreed** to **ship** it.	☐☐
6	**Please read** the **feedback** before the **meeting**. The client likes the **speed**, but the **images** are **still big**.	☐☐

4 Read aloud

4A READ ALOUD

Listen, then read it aloud and record it. Make ee long, short i short. Your teacher marks it after you send it. ▶ Track 1.H4

Why the sign-up form was slow

On Monday morning the sign-up form was slow again. Kim checked the logs and found the problem in a minute: every field in the form called the server when people clicked it. At peak time, that was six thousand calls a minute. The fix was simple. We now read each field once and keep it until the user leaves the page. The team shipped it on Tuesday, and the form is quick again.

4B READ ALOUD

Listen, then read it aloud and record it. Make ee long, short i short. Your teacher marks it after you send it. ▶ Track 1.H5

A deep link that did nothing

Last week a customer sent us a link from an email. On her phone, the deep link opened the app, but it showed an empty screen. Bill found the reason: the link still pointed to an old screen that we deleted in the last release. He fixed the script that builds the links and added a test for each one. Now every link is checked before we ship a new build.

4C READ ALOUD

Listen, then read it aloud and record it. Make ee long, short i short. Your teacher marks it after you send it. ▶ Track 1.H6

Our release checklist

Before each release, we ask the same four questions. Is every ticket in this sprint finished? Do these tests pass on Chrome, Safari and a real iPhone? Is the feature visible only to the people who need it? Did we clean the old keys from the settings? If the answer is no, we do not ship. We keep the date, but we release a smaller build.