

Bon Voyage 2: Chapter 8

Vocabulary

P R M R I M S L E B R A S O V Y L X N C
C R E P U O C E S F E P D C M G E T E U
W J X S O I G N E R B Y J S U L G K R N
H O L Z H L S R R C M P V K E I E A U H
P M V P B V E E B H A D D Z V S N V S Ô
C U I Z G S B P U Q J M P Z F S O O S P
E N H O S M H W I K A I K P X E U I E I
N A O A O G Y G N E L J N Q G R D R L T
' N C T Z R C D P T D Q H S S N D M B A
E E G M S E L L I V E H C A L Z S A E L
S S A O E B Y O I W E M M E N E R L N U
T T K N B K Z V U X T G I O D E L À U G
P H F T L G E B E I X U E I M R E L L A
A É Y R E X V R E T L U C S U A Y A M G
S S M E S H E Q U ' E S T - C E Q U I T
G I H R S R K R E I M R I F N I N U I N
R S P R E N D R E L A T E N S I O N S Z
A T T P R E N D R E L E P O U L S X O F
V E S E T O R D R E L E G E N O U Z N E
E X X X K I U N A C C I D E N T Y N U V

A BONE
THE ARM
TO SHOW
THE ANKLE
A HOSPITAL
A NURSE (M)
TO HURT ONESELF
TO BREAK (A BONE)
TO TAKE BLOOD PRESSURE
TO LISTEN WITH A STETHOSCOPE

TO FALL
A WOUND
THE KNEE
THE FINGER
AN ACCIDENT
TO GET BETTER
IT'S NOT SERIOUS
TO TAKE THE PULSE
AN ANESTHESIOLOGIST (M)

THE LEG
TO SLIP
THE FOOT
TO GET CUT
TO CARE FOR
WHAT HAPPENED?
TO HURT (F PART)
TO TWIST ONE'S KNEE
TO TAKE (ALONG), TO LEAD

Solution

P R M R I M S L E B R A S O V Y L X N C
C R E P U O C E S F E P D C M G E T E U
W J X S O I G N E R B Y J S U L G K R N
H O L Z H L S R R C M P V K E I E A U H
P M V P B V E E B H A D D Z V S N V S Ô
C U I Z G S B P U Q J M P Z F S O O S P
E N H O S M H W I K A I K P X E U I E I
N A O A O G Y G N E L J N Q G R D R L T
' N C T Z R C D P T D Q H S S N D M B A
E E G M S E L L I V E H C A L Z S A E L
S S A O E B Y O I W E M M E N E R L N U
T T K N B K Z V U X T G I O D E L À U G
P H F T L G E B E I X U E I M R E L L A
A É Y R E X V R E T L U C S U A Y A M G
S S M E S H E Q U ' E S T - C E Q U I T
G I H R S R K R E I M R I F N I N U I N
R S P R E N D R E L A T E N S I O N S Z
A T T P R E N D R E L E P O U L S X O F
V E S E T O R D R E L E G E N O U Z N E
E X X X K I U N A C C I D E N T Y N U V