

World English, Third Edition Level 3 Vocabulary List

Unit 1

communities

community

country name

cultures

diverse

edible

factors

migration

nationality adjective

neighborhoods

population

quality of life

residents

society

trash

Unit 2

affect

anger

attitude

beliefs

challenge

cognitive milestones

connect

detect

development

disgust

fear

happiness

imagine

influence

memorize

mental

method

parents

physical

playing cards

police officers

politicians

process

random

sadness

students

surprise

Unit 3

clean

collocations

created

dark

dusty

educational

effects

exciting

experienced

funny

law

level

loud

negative

pollution

quality

serious

strong

thick

vehicles

worrying

Unit 4

access

afford

balance

career

cons

criteria

income

investing

laughter

opportunities

pros

satisfaction

saying

value

wealth

Unit 5

after

alive

brace

disaster

discovery

during

eruption

extinct

fire

flood

for

from

hero

hope

hurricane

inside

meditate

on

raise the alarm

relationship

rescue

species

survive

terror

threat

to

trapped

volunteers

wish

with

Unit 6

architecture

argue for

ceramic art

controversial

creative

design

display

exhibition

fashion street art

gallery

genius

illustration

inspire

installation

investment

lack of

literature

media art

movies music

painting

photography

portraits

sculpture

unique

Unit 7

air quality

aircraft

artificial intelligence

board

commute

destination

distance

explore

fares

fuel

influence

journeys

launch

open cities

passengers

passes

personal time

routes

safety

terminals

tickets

transfer

transit

transportation

travel

travel cost

Unit 8

apologetic

athletes

balance

captain

champions

championship

coach

commitment

communication

competitor

conquer

events

failure

leadership

league

muscles

professional

speed

stamina

strength

teamwork

Unit 9

accident

allergy

avoid

backyard

break

bruise

burn

crosswalk

cut

dining room

fracture

garage

germs

harm

hygiene

illness

injection

injury

join

kitchen

living room

moderation

playroom

reaction

risk

safety

scrape

sharp

sprain

Unit 10

ancient

astronaut

character

civilization

clue

conspiracy theory

crime

deduction

detective

doubt

evidence

figure out

investigation

knowledge

possibility

proof

speculated

suggestion

theories

uncertain

wonder

Unit 11

academic

achieve

attend

boarding school

campus

concentrate

confidence

continuing education

curriculum

degree

digital native

enroll

escalator

expert

font

gap year

homeschooling

major in

motivation

private school

training

Unit 12

invention

purposes

solutions

outcomes

habit

device

success

significant

electronic

creativity

computers

the internet

telephones

televisions

vehicles

watches