

First Conditional

Condiționalul de tip 1 în limba engleză

O alegere aparent neînsemnată poate schimba întreaga poveste. Dacă descifrezi codul, vei deschide poarta. Dacă urmezi traseul corect, vei ajunge la carnaval. Dar ce se va întâmpla dacă apeși butonul albastru al unei mașinării misterioase?

Pregătit/ă? Hai să descoperim unde duc alegerile tale!

1 Crack the Conditional Code Descifrează codul condiționalului

Choose the correct verb form and collect its letter. The ten letters reveal a secret message.

Alege forma corectă a verbului și notează litera corespunzătoare. Cele zece litere formează un mesaj secret.

1. If sunlight reaches the ice sculpture during today's contest, it _____ before the judges arrive.
 - a) melts **[K]**
 - b) will melt **[S]**
2. If we don't leave soon, we _____ the last ferry.
 - a) will miss **[M]**
 - b) miss **[D]**
3. If the helmet doesn't fit during today's lesson, the instructor _____ it.
 - a) will replace **[A]**
 - b) replaces **[P]**

4. If the parcel arrives this afternoon, I _____ you.
- a) will text **[R]**
 - b) texted **[L]**
5. If the wind gets stronger during this afternoon's competition, the paper kite _____.
- a) will tear **[T]**
 - b) tears **[B]**
6. If we _____ the yellow signs, we'll find the maze exit.
- a) will follow **[N]**
 - b) follow **[M]**
7. If the river _____ any higher, the footbridge won't remain open.
- a) rises **[O]**
 - b) will rise **[C]**
8. If the ice rink closes early, we _____ the sculpture hall instead.
- a) will visit **[V]**
 - b) visited **[F]**
9. If you _____ gloves, your hands will get cold.
- a) don't wear **[E]**
 - b) won't wear **[H]**
10. If the rescue boat leaves early, it _____ the harbour before the storm.
- a) will reach **[S]**
 - b) reaches **[J]**

SECRET MESSAGE: _____

2

The Incredible Chain-Reaction Machine Mașinăria incredibilă cu reacție în lanț

Complete the instructions with the correct verb forms. Each event activates the next part of the machine.

Completează instrucțiunile cu formele corecte ale verbelor.
Fiecare eveniment activează următoarea parte a mașinăriei.

1. If you _____ (press) the blue button, it
_____ (release) a glass marble.
2. If the marble _____ (roll) down the
ramp, it _____ (hit) the first domino.
3. If the first domino _____ (fall), it
_____ (push) a toy car forwards.
4. If the car _____ (move), it
_____ (pull) a silver string.
5. If the string _____ (tighten), it
_____ (open) a wooden hatch.



6. If the hatch _____ (open), a rubber ball _____ (drop) onto the floor.
7. If the ball _____ (bounce) twice, it _____ (hit) a small cymbal.
8. If the cymbal _____ (make) a noise, the sound sensor _____ (activate).
9. If the sensor _____ (activate), the electric fan _____ (start).
10. If the fan _____ (start), the victory flag _____ (wave).

3 Flip the Sentence | Întoarce propoziția

Rewrite each sentence with the result first. Remember to adjust the punctuation.

Rescrie fiecare propoziție începând cu rezultatul. Modifică semnele de punctuație acolo unde este necesar.

1. If the model parachute opens correctly, the capsule will land safely.
2. If the ceramic bowl survives the kiln, we'll use it in the exhibition.
3. If the snow fort becomes too warm, its roof will collapse.
4. If the radio receives a signal, the green light will flash.
5. If the zip gets stuck, the jacket won't close properly.

6. If the tide remains low, the explorers will reach the lighthouse on foot.
7. If the goalkeeper catches the final shot, the Red Comets will win the cup.
8. If the violin string breaks, the musician will need a replacement.
9. If the hot-air balloon rises above the clouds, the passengers will see the mountains.
10. If the mechanical bird detects movement, it will spread its metal wings.

4

The Green Points Calculator Calculatorul punctelor verzi

Study the scoring rules and calculate each team's final score.
Answer with a complete First Conditional sentence.

Studiază regulile și calculează scorul final al fiecărei echipe.
Răspunde folosind condiționalul de tip 1.

Scoring rules

Action	Points
Borrow sports equipment instead of buying new equipment	+4
Collect rainwater for the garden	+3
Repair a torn backpack	+5
Sort lunch waste correctly	+2
Use both sides of every sheet of paper	+2

Action**Points**

Leave a tap running	-4
Take plastic cutlery that isn't needed	-2
Pour leftover paint down a drain	-5
Exchange clothes instead of throwing them away	+4
Close the door while the heating is on	+3

1. The Amber Team has 7 points. What will its score be if it borrows the sports equipment?
2. The Violet Team has 10 points. What will its score be if it collects rainwater?
3. The Silver Team has 6 points. What will its score be if it repairs the torn backpack?
4. The Coral Team has 9 points. What will its score be if it sorts its lunch waste correctly?
5. The Indigo Team has 8 points. What will its score be if it uses both sides of every sheet of paper?
6. The Bronze Team has 12 points. What will its score be if it leaves a tap running?
7. The Turquoise Team has 11 points. What will its score be if it takes plastic cutlery it doesn't need?
8. The White Team has 9 points. What will its score be if it pours leftover paint down a drain?

9. The Black Team has 5 points. What will its score be if it exchanges clothes instead of throwing them away?

10. The Golden Team has 8 points. What will its score be if it closes the door while the heating is on?

5

The Midnight Carnival Challenge **Provocarea carnavalului de la miezul nopții**

You have received a ticket to a carnival that appears for only one hour every year. Choose route A or B at each stop, then turn your chosen notes into a complete First Conditional sentence.

Ai primit un bilet la un carnaval care vine doar pentru o oră în fiecare an. Alege traseul A sau B la fiecare oprire, apoi transformă indiciile alese într-o propoziție completă folosind condiționalul de tip 1.

Stop 1: The Entrance Gate

A. show the silver ticket → the gatekeeper / give you a map

B. ring the tiny bell → a hidden door / open

My sentence:

Stop 2: The Hall of Mirrors

A. touch the golden mirror → your reflection / tell you a secret

B. follow the blue arrows → you / find the shortest exit

My sentence:

Stop 3: The Clockwork Carousel

A. choose the dragon → it / fly above the carnival

B. choose the seahorse → it / carry you through a waterfall

My sentence:

Stop 4: The Fortune Machine

A. insert a star-shaped coin → the machine / print a riddle

B. press the moon button → a glass drawer / reveal a key

My sentence:

Stop 5: The Whispering Tent

A. ask the puppets a question → they / answer in rhyme

B. open the striped box → a paper butterfly / guide you onwards

My sentence:

Stop 6: The Final Tower

A. solve the last puzzle → the carnival lights / turn gold

B. use the glass key → the tower clock / reveal the final message

My sentence:

Excellent choice! | Alegere excelentă!

Ai învățat:

- cum să construiești propoziții la First Conditional;
- cum să prezinți o condiție posibilă și rezultatul acesteia;
- cum să schimbi ordinea propozițiilor fără să le modifice sensul.

Poți reveni la această fișă ori de câte ori vrei să recapitulezi First Conditional!



Answers

Răspunsuri

1

Crack the Conditional Code Descifrează codul condiționalului

1. If sunlight reaches the ice sculpture during today's contest, it will melt before the judges arrive. [S]
2. If we don't leave soon, we will miss the last ferry. [M]
3. If the helmet doesn't fit during today's lesson, the instructor will replace it. [A]
4. If the parcel arrives this afternoon, I will text you. [R]
5. If the wind gets stronger during this afternoon's competition, the paper kite will tear. [T]
6. If we follow the yellow signs, we'll find the maze exit. [M]
7. If the river rises any higher, the footbridge won't remain open. [O]
8. If the ice rink closes early, we will visit the sculpture hall instead. [V]
9. If you don't wear gloves, your hands will get cold. [E]
10. If the rescue boat leaves early, it will reach the harbor before the storm. [S]

Secret message: SMART MOVES



2

The Incredible Chain-Reaction Machine Mașinăria incredibilă cu reacție în lanț

1. If you press the blue button, it will release a glass marble.
2. If the marble rolls down the ramp, it will hit the first domino.
3. If the first domino falls, it will push a toy car forwards.
4. If the car moves, it will pull a silver string.
5. If the string tightens, it will open a wooden hatch.
6. If the hatch opens, a rubber ball will drop onto the floor.
7. If the ball bounces twice, it will hit a small cymbal.
8. If the cymbal makes a noise, the sound sensor will activate.
9. If the sensor activates, the electric fan will start.
10. If the fan starts, the victory flag will wave.

3

Flip the Sentence | Întoarce propoziția

1. The capsule will land safely if the model parachute opens correctly.
2. We'll use the ceramic bowl in the exhibition if it survives the kiln.
3. The roof of the snow fort will collapse if it becomes too warm.
4. The green light will flash if the radio receives a signal.
5. The jacket won't close properly if the zip gets stuck.

6. The explorers will reach the lighthouse on foot if the tide remains low.
7. The Red Comets will win the cup if the goalkeeper catches the final shot.
8. The musician will need a replacement if the violin string breaks.
9. The passengers will see the mountains if the hot-air balloon rises above the clouds.
10. The mechanical bird will spread its metal wings if it detects movement.



The Green Points Calculator **Calculatorul punctelor verzi**

1. If the Amber Team borrows the sports equipment, it will have 11 points.
2. If the Violet Team collects rainwater, it will have 13 points.
3. If the Silver Team repairs the torn backpack, it will have 11 points.
4. If the Coral Team sorts its lunch waste correctly, it will have 11 points.
5. If the Indigo Team uses both sides of every sheet of paper, it will have 10 points.
6. If the Bronze Team leaves a tap running, it will have 8 points.
7. If the Turquoise Team takes plastic cutlery it doesn't need, it will have 9 points.

8. If the White Team pours leftover paint down a drain, it will have 4 points.

9. If the Black Team exchanges clothes instead of throwing them away, it will have 9 points.

10. If the Golden Team closes the door while the heating is on, it will have 11 points.

5

The Midnight Carnival Challenge **Provocarea carnavalului de la miezul nopții**

În funcție de traseul ales, răspunsurile corecte sunt:

Stop 1: The Entrance Gate

- If you show the silver ticket, the gatekeeper will give you a map.
- If you ring the tiny bell, a hidden door will open.

Stop 2: The Hall of Mirrors

- If you touch the golden mirror, your reflection will tell you a secret.
- If you follow the blue arrows, you will find the shortest exit.

Stop 3: The Clockwork Carousel

- If you choose the dragon, it will fly above the carnival.
- If you choose the seahorse, it will carry you through a waterfall.

Stop 4: The Fortune Machine

- If you insert a star-shaped coin, the machine will print a riddle.
- If you press the moon button, a glass drawer will reveal a key.

Stop 5: The Whispering Tent

- If you ask the puppets a question, they will answer in rhyme.
- If you open the striped box, a paper butterfly will guide you onwards.

Stop 6: The Final Tower

- If you solve the last puzzle, the carnival lights will turn gold.
- If you use the glass key, the tower clock will reveal the final message.

