

Avancemos 3 (Unit 1-1)

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

POT
BIRD
STOVE
MATCH
FLOWER
INSIDE
TO USE
WITHOUT
EQUIPMENT
SUV/TRUCK
EXHAUSTING
TO GET/FIND
TO NAVIGATE/SAIL
TO SAVE (TIME/MONEY)

FISH
PATH
GUIDE
RIVER
FACING
TO ROW
ABROAD
TO OFFER
BUTTERFLY
TO FILL UP
TO GO INTO
YOUTH HOSTEL
TO CLIMB MOUNTAINS
TO ENJOY/TO HAVE FUN

TREE
FARE
SNAKE
KAYAK
SPIDER
JUNGLE
NEXT TO
CAMPFIRE
TO PUT UP
OUTSIDE OF
TO OBSERVE
FOREST/WOODS
TO FOLLOW/CONTINUE

Solution

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