Career Paths: Command & Control is a new educational resource for people who are or wish to become military professionals. Incorporating career-specific vocabulary and contexts related to the armed forces, each unit offers step-by-step instruction that immerses learners in the four key language components: reading, speaking, and writing.

The series is organized into three levels of difficulty and offers over 400 vocabulary terms and phrases. Every unit includes a test of reading comprehension, vocabulary, and listening skills, and leads students through written and oral production.

Included Features:
- A variety of realistic reading passages
- Career-specific dialogues
- 45 reading and listening comprehension checks
- Over 400 vocabulary terms and phrases
- Guided speaking and writing exercises
- Complete glossary of terms and phrases

The Teacher’s Guide contains detailed lesson plans, a full answer key and audio scripts.

The audio CDs contain all recorded material.
COMMAND & CONTROL

BOOK 1

John Taylor – Jeff Zeter

Express Publishing
### Scope and Sequence

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<th>Unit</th>
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<th>Vocabulary</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Pistol</td>
<td>aim, charged, close combat, commander, commanding officer, handgun, pistol, semi-automatic, service pistol, sidearm, surrender</td>
<td>Describing capabilities</td>
</tr>
<tr>
<td>2</td>
<td>Rifle</td>
<td>accuracy, assault rifle, assault weapon, barrel, bullet, fire, firearm, multiple-round burst, range, rifle, rifling, round, sight</td>
<td>Discussing preparedness</td>
</tr>
<tr>
<td>3</td>
<td>Mortar</td>
<td>detonate, discharge, firing pin, indirect fire, mortar, mounted, portable, propellant, shell, tube</td>
<td>Getting attention</td>
</tr>
<tr>
<td>4</td>
<td>Gun</td>
<td>artillery piece, battle, muzzle, breech, cannon, crew-served weapon, direct fire, gun, Howitzer, projectile</td>
<td>Giving the rate of fire</td>
</tr>
<tr>
<td>5</td>
<td>Tank</td>
<td>anti-personnel, armored, biological, chemical, combat zone, firepower, front-line warfare, heavy armor, hull, machine gun, obstacle, smoothbore, tank, tracks, turret</td>
<td>Listing parts</td>
</tr>
<tr>
<td>6</td>
<td>Radio Basics</td>
<td>affirmative, AN/PRC-148, backpack, break up, frequency, go ahead, handheld, hop, lithium-ion battery, man-pack, negative, out, over, radio, rechargeable, roger, say again, SINCGAR, standby, stay in contact, transmission, two-way, wilco</td>
<td>Using procedure words</td>
</tr>
<tr>
<td>7</td>
<td>On Post</td>
<td>barracks, billets, command center, dining facility (DFAC), fort, garrison, house, operations, personnel, post exchange (PX), post, quarters, shelter, station, training</td>
<td>Listing services</td>
</tr>
<tr>
<td>8</td>
<td>Food</td>
<td>A-rations, calories, chow hall, cookware, dining hall, field kitchen, field, First Strike Ration, garrison rations, mess kit, MRE, on the move</td>
<td>Discussing options</td>
</tr>
<tr>
<td>9</td>
<td>First Aid</td>
<td>ABCs, airway, battlefield medicine, breathing, casualty, circulation, CPR, field dressing, field surgery, first aid, front line, medic, mobile medical kit, trauma, wound</td>
<td>Describing injuries</td>
</tr>
<tr>
<td>10</td>
<td>Uniforms and Tactical Gear</td>
<td>ammo pouch, bayonet, blend, camouflaged, field jacket, headgear, holster, Kevlar, load-bearing equipment, rucksack, trousers, webbing</td>
<td>Describing degree</td>
</tr>
<tr>
<td>11</td>
<td>Rank Structure</td>
<td>captain, command authority, commissioned officer, enlisted, general, NCO, officer, private, sergeant, specialist, technician, warrant officer</td>
<td>Discussing service</td>
</tr>
<tr>
<td>12</td>
<td>Military Organization</td>
<td>army, battalion, company, division, fireteam, platoon, regiment, squad, troop, unit</td>
<td>Giving orders</td>
</tr>
<tr>
<td>13</td>
<td>Arms and Services</td>
<td>arm, armored division, branch, combat arm, combat support arm, Corps of Engineers, engage the enemy, field artillery, foot soldier, infantry, Military Police, service, small arms</td>
<td>Listing benefits</td>
</tr>
<tr>
<td>14</td>
<td>Map Reading 1</td>
<td>arctic, concealment, cover, desert, grid coordinate, jungle, mountain, scale, terrain, topographical feature, urban</td>
<td>Transmitting coordinates</td>
</tr>
<tr>
<td>15</td>
<td>Map Reading 2</td>
<td>cliff, concentric circle, contour line, depression, draw, elevation, hill, man-made feature, ridge, saddle, spur, terrain feature, valley, vertical</td>
<td>Discussing terrain</td>
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BOOK 2

John Taylor – Jeff Zeter

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<th>Vocabulary</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mines</td>
<td>ambush, anti-infiltration weapon, anti-personnel land mines, area-denial weapon, arsenal, chain flail, Claymore, command detonation, improvised explosive devices, land mine, mine-clearing machine, mine plow, minefield, self-destruct, shrapnel, time-delay, trigger, victim-initiated</td>
<td>Making a recommendation</td>
</tr>
<tr>
<td>2</td>
<td>Anti-Tank Weapons</td>
<td>anti-tank guided missile, explosive-reactive armor, fire-and-forget, infrared homing guidance system, Javelin, line of sight, man-portable, optically, penetrating weapon, shoulder-launched weapon, tandem warhead, thermal, TOW</td>
<td>Requesting instruction</td>
</tr>
<tr>
<td>3</td>
<td>Machine Guns</td>
<td>ammunition belt, ammunition, bipod, bullet, caliber, drum, fully automatic firearm, machine gun, magazine, rate of fire, recoil cartridge, rounds per minute, suppressive fire, trigger, tripod</td>
<td>Describing use</td>
</tr>
<tr>
<td>4</td>
<td>Future Weapons</td>
<td>airburst munitions, body armor, cartridge, CornerShot, low-velocity cannon, MP7, submachine gun, prototype, sandbags, special-purpose weapon, XM29 OICW</td>
<td>Describing ability</td>
</tr>
<tr>
<td>5</td>
<td>Armored Fighting Vehicles</td>
<td>amphibious, armament, armored personnel carrier, autocannon, battle-taxi, direct-fire, fire support, infantry fighting vehicle, motor pool, surface-to-air missile</td>
<td>Correcting a mistake</td>
</tr>
<tr>
<td>6</td>
<td>Multi-purpose Vehicles</td>
<td>bullet-resistant glass, cargo, combat identification panel, explosively formed penetrator, fording kit, four-wheel drive, friendly fire, ground clearance, lateral attacks, multi-purpose wheeled vehicle</td>
<td>Stating the order of events</td>
</tr>
<tr>
<td>7</td>
<td>Strykers</td>
<td>all-wheel drive, armor-piercing, periscope, remote weapon station, run-flat tires, slat armor, styrker, thermal imaging camera, vehicle commander</td>
<td>Reporting enemy activity</td>
</tr>
<tr>
<td>8</td>
<td>Air Defense Systems</td>
<td>arsenal, Avenger, console display, fixed-wing aircraft, forward air defense, gyro-stabilized turret, mobile support unit, remote control unit, slew-to-cue, unmanned aerial vehicle</td>
<td>Delivering bad news</td>
</tr>
<tr>
<td>9</td>
<td>Helicopters [utility]</td>
<td>avionics, Black Hawk, External Stores Support System, fuselage, Gatling-style, GPS, laser guided missile, minefield dispersal system, sling, stub wing, twin engine utility helicopter</td>
<td>Describing condition</td>
</tr>
<tr>
<td>10</td>
<td>Helicopters [attack]</td>
<td>advanced attack helicopter, air-to-air missile, copilot-gunner, helmet mounted display, Longbow, night vision, nose-mounted, TADS, tandem cockpit</td>
<td>Asking for direction</td>
</tr>
<tr>
<td>11</td>
<td>Peacekeeping Missions</td>
<td>buffer zone, ceasefire, civil war, demilitarized zone, demobilize, disarm, humanitarian, mandate, peace accord, peacekeeping, reconstruction</td>
<td>Stating mission goals</td>
</tr>
<tr>
<td>12</td>
<td>Convoys</td>
<td>choke point, convoy commander, convoy, driver fatigue, halt, headquarters, march column, pacesetter, rear vehicle, release point, risk management assessment</td>
<td>Discussing risks</td>
</tr>
<tr>
<td>13</td>
<td>Patrolls</td>
<td>aid and litter team, compass man, element, objective, patrol leader, patrol, scouting, tactical group</td>
<td>Giving orders</td>
</tr>
<tr>
<td>14</td>
<td>Search and Rescue</td>
<td>combat search and rescue, distressed personnel, evasion plan of action, evasion, objective area, on scene commander, recovery, Rescue Combat Air Patrol, rescue escort, SAR Task Forces, search and rescue</td>
<td>Describing temporary changes</td>
</tr>
<tr>
<td>15</td>
<td>Checkpoints</td>
<td>checkpoint, closed checkpoint, deliberate checkpoint, escape route, hasty checkpoint, holding area, hostile element, insurgent, interpreter, interrogator, obstacle, roadblock, threat awareness, tire spike</td>
<td>Summarizing a situation</td>
</tr>
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<th>Vocabulary</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Infantry</td>
<td></td>
<td>attack operation, attack team, base defense operation, defense operation,</td>
<td>Making a plan</td>
</tr>
<tr>
<td></td>
<td></td>
<td>enemy-held objective, grenade launcher, infantrymen, M249 5.56mm SAW,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>pursuit operation, rifleman, sharpshooter, shoulder-launched missile</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>weapon, sniper rifle, weapons team</td>
<td></td>
</tr>
<tr>
<td>2 Armor</td>
<td></td>
<td>air defense, armored cavalry troops, armored unit, cover fire, deliberate</td>
<td>Describing limited opportunities</td>
</tr>
<tr>
<td></td>
<td></td>
<td>attack, hasty attack, rehearsal, scout platoon, screen mission, self-</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>propelled artillery, shock effect, trench warfare</td>
<td></td>
</tr>
<tr>
<td>3 Artillery</td>
<td></td>
<td>anti-aircraft battery, battery, binoculars, counter-battery fire, FDC,</td>
<td>Checking for correctness</td>
</tr>
<tr>
<td></td>
<td></td>
<td>field battery, forward observer, gun crew, gunpowder, headquarters battery,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>heavy battery, laser range-finder, medium battery, serving the gun, shoot</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>and scoot, target acquisition</td>
<td></td>
</tr>
<tr>
<td>4 Engineers</td>
<td></td>
<td>armored engineering vehicle, breach, bunker, combat engineer, counter-</td>
<td>Requesting details</td>
</tr>
<tr>
<td></td>
<td></td>
<td>mobility, DMZ, fortification, general engineering, heavy equipment,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>military engineer, mobility, obstacle breaching operation, pontoon bridge,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>sapper, survivability, tank trap, theater, trench, war structure</td>
<td></td>
</tr>
<tr>
<td>5 Military</td>
<td></td>
<td>behind enemy lines, debriefing, detainee, human intelligence, imagery</td>
<td>Assessing enemy plans</td>
</tr>
<tr>
<td>Intelligence</td>
<td></td>
<td>intelligence (IMINT), integrated logistics support, interrogation, liaison,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>long-range surveillance, military intelligence, open source intelligence,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>radar, signals intelligence</td>
<td></td>
</tr>
<tr>
<td>6 Public</td>
<td></td>
<td>civilian media, classified, command information, escort, press conference,</td>
<td>Expressing condolences</td>
</tr>
<tr>
<td>Affairs</td>
<td></td>
<td>public affairs specialist, public affairs, public opinion, unclassified, war</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>correspondent</td>
<td></td>
</tr>
<tr>
<td>7 Airborne</td>
<td></td>
<td>airborne forces, airborne infantry, airdrop, combat jump, drop site, freefall</td>
<td>Describing duties</td>
</tr>
<tr>
<td>Forces</td>
<td></td>
<td>airdrop, low opening (HALO), high-velocity airdrop, insertion, jump, low-</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>velocity airdrop, MFF, parachute, paratrooper</td>
<td></td>
</tr>
<tr>
<td>8 Special</td>
<td></td>
<td>counterterrorism, direct action, drug trafficking, high-value target,</td>
<td>Describing a plan</td>
</tr>
<tr>
<td>Forces</td>
<td></td>
<td>prisoner of war, raid, SAS, sensitive information, special forces, stealth,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>terrorist cell, unconventional warfare</td>
<td></td>
</tr>
<tr>
<td>9 Crowd</td>
<td></td>
<td>communication channel, confrontation management, control force team, crowd</td>
<td>Discussing options</td>
</tr>
<tr>
<td>Control</td>
<td></td>
<td>control, fuel, last resort, looting, mob mentality, mob, non-lethal force,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>passive observation, riot, spark</td>
<td></td>
</tr>
<tr>
<td>10 Limited</td>
<td>battlefield illumination,</td>
<td>cover of darkness, element of surprise, flare, indirect-fire illumination,</td>
<td>Disagreeing with a suggestion</td>
</tr>
<tr>
<td>Visibility</td>
<td></td>
<td>limited visibility, night sight, night vision goggle, optic system,</td>
<td></td>
</tr>
<tr>
<td>Techniques</td>
<td></td>
<td>searchlight, thermal goggle, thermal weapon sight</td>
<td></td>
</tr>
<tr>
<td>11 Urban</td>
<td>anti-tank gunner, campaign,</td>
<td>close-quarters combat, collateral damage, ordnance, precision fire, rules</td>
<td>Emphasizing a point</td>
</tr>
<tr>
<td>Operations</td>
<td></td>
<td>of engagement, structural damage, urban operations, urban warfare</td>
<td></td>
</tr>
<tr>
<td>12 Reconnaissance</td>
<td>aerial reconnaissance, area</td>
<td>reconnaissance, fall back, ORP, reconnaissance by fire, reconnaissance</td>
<td>Discussing pros and cons</td>
</tr>
<tr>
<td></td>
<td></td>
<td>patrol, reconnaissance, return fire, RIF, scouting, spatial reconnaissance,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vantage point</td>
<td></td>
</tr>
<tr>
<td>13 Movement</td>
<td>advance guard, element,</td>
<td>flank attack, main body, movement to contact, moving flank screen,</td>
<td>Discussing possible events</td>
</tr>
<tr>
<td>to Contact</td>
<td></td>
<td>penetration, protective mission, reconnaissance force, reserve</td>
<td></td>
</tr>
<tr>
<td>14 Attack</td>
<td>actions on the objective,</td>
<td>aid, assault range, attack in zone, attack position, breach site, command</td>
<td>Making a recommendation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>and control location, counterattack, defensive obstacle, feint, PLD,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>search and attack, support by fire positions</td>
<td></td>
</tr>
<tr>
<td>15 Observation</td>
<td>chain of command, hide,</td>
<td>installation, observation post, reinforcement, relief, situation report</td>
<td>Describing enemy activity</td>
</tr>
<tr>
<td>Post</td>
<td></td>
<td>(SITREPs), vantage point, visual contact, wire</td>
<td></td>
</tr>
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15 Land Navigation: Map Reading 2

Topographical maps depict different types of terrain. Maps use contour lines to show terrain features, their elevation, and their form. Major features include hills, saddles, valleys, ridges, and depressions. Hills are illustrated with concentric circles. Saddles are vertical dips between two hills. These are denoted with hourglass-shaped contour lines. Valleys are grooves in the land formed by rivers or streams. A ridge is a long, narrow hilltop or a line of two or more hills next to each other. A depression is a low point or sinkhole in the ground. Draws, spurs, and cliffs are minor terrain features. Maps may also contain man-made features like cuts or fills.

Comprehension

1 Read, listen and choose the correct answers.

1. What is the main purpose of contour lines on a topographic map?
   A. to show elevation of terrain features
   B. to explain the location of true north
   C. to warn soldiers of danger

2. Which of the following is NOT a man-made feature?
   A. depression  B. fill  C. cut

Vocabulary

2 Write the topographical feature described by each definition.

1. a long, narrow line of hills

2. an area that is higher than the surrounding terrain

3. an area of land that has sunk below the surrounding land
4. A long, low area of land often found between mountains.

5. A low point between two hills.

3. Look at the numbered features on the map above. Label the features with words from the box.

- Depression
- Draw
- Hill
- Ridge
- Spur

1. .................................................................
2. .................................................................
3. .................................................................
4. .................................................................
5. .................................................................

Listening

4. Listen to a commander making a radio transmission to one of his fireteams. Draw the route described by the commander on the map above, and then note down the approximate coordinates.

5. Listen again and check your answers. Then answer the following questions.

1. Where do you guess that the enemy position is located? Give approximate grid coordinates.

2. What will the fireteam do once it reaches the top of the hill?
In a combat zone or area of conflict, staying alive requires caution and constant threat awareness. Security checkpoints are used to monitor movement in such places. Vehicles and people passing through a checkpoint are carefully inspected to make sure the insurgent, or enemy, presence is controlled.

Checkpoints are constructed with many factors in mind. First, they need obstacles or barriers in place to slow down or halt traffic. They must have escape routes for vehicles and an attack plan for any hostile element that tries to pass through them. Holding areas allow soldiers to perform comprehensive inspections of vehicles. Interpreters and interrogators are sometimes utilized in these settings.

**Comprehension**

1. Read, listen and choose the correct answers.

   1. What is mentioned as a function of military checkpoints?
      A. preventing enemies from using vehicles
      B. allowing soldiers to hide vehicles
      C. observing vehicle movement
      D. blocking off roads that are dangerous

   2. According to the passage, why do checkpoints have attack plans?
      A. to prevent unauthorized passage through checkpoints
      B. to defend against attack from enemy units
      C. to allow them to take on other missions
      D. to discourage passage through checkpoints

   3. Interpreters and interrogators are sometimes used …
      A. to quickly build a new checkpoint.
      B. to help people move through checkpoints.
      C. in the event of an enemy attack.
      D. to assist soldiers in holding areas.

**Vocabulary**

2. Choose the best word or phrase to fit each given definition.

   1. the ability to recognize dangerous situations
      A. insurgent
      B. threat awareness
      C. interpreter
      D. hostile element

   2. a part of a checkpoint used to examine vehicles or question persons
      A. escape route
      B. obstacle
      C. interrogator
      D. holding area

   3. an enemy fighter or other hostile person
      A. interrogator
      B. interpreter
      C. insurgent
      D. checkpoint
There are three basic checkpoint designs.

**Deliberate checkpoints** are semi-permanent installations. These are placed at medium or high traffic locations.

**Hasty checkpoints** are set up quickly in random areas to limit the possibility of an insurgent attack on a checkpoint. These may employ **tire spikes** to act as temporary deterrents for insurgents.

A **closed checkpoint** acts much the same as a **roadblock**. It limits or denies access to a route. Closed checkpoints often redirect traffic toward another checkpoint.

---

### Comprehension

3 Mark each statement as true or false. Correct the underlined parts of the false statements to make them true.

1. Deliberate checkpoints are meant to be placed at places of _medium to high volumes of traffic._
2. Typically, a closed checkpoint is meant to _slow down traffic_ on a route.
3. According to the passage, tire spikes are used with _closed checkpoints._

### Vocabulary

4 Look at the statements and determine which type of checkpoint they likely describe. Write the letter of the statement in the correct box.

- **A** Checkpoint Delta was set up to close off a five-mile stretch of the highway indefinitely.
- **B** A new checkpoint will be created at 0800 hours and will monitor the area for 24 hours.
- **C** The checkpoint’s personnel should expect to stop a very large number of vehicles daily.

<table>
<thead>
<tr>
<th>Deliberate checkpoint</th>
<th>Hasty checkpoint</th>
<th>Closed checkpoint</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Listening

5 Listen to the following radio news report. The reporter is announcing a situation at a military checkpoint. Next, answer the questions.

1. What is the main announcement that the speaker makes?
   
   ...........................................................................
   ...........................................................................

2. Why weren’t the insurgents harmed in the attack?
   
   ...........................................................................
   ...........................................................................

3. How will the road be protected until the checkpoint is operational again?
   
   ...........................................................................
   ...........................................................................

### Speaking

6 Use the words in bold in the reading passages to give a short talk about checkpoints.
Glossary

advanced attack helicopter (AAH) [N-C-U10]: a special ground assault aircraft with twin engines and heavy firepower.

aero-medical evacuation [N-C-U9]: the transport of sick or injured personnel by way of specialized aircraft.

aid and litter team [N-C-U13]: a patrol element responsible for removing and treating casualties during an operation.

air-to-air missile [N-C-U10]: a guided projectile fired from one aircraft with the purpose of destroying another aircraft.

airburst munitions [N-PL-U4]: small grenades fired from a weapon and pre-set to explode above or beside hidden targets.

all-wheel drive [ADJ-U7]: (vehicle) when every wheel is being used by the engine to propel the vehicle.

ambulance [N-C-U6]: a vehicle equipped to transport the sick or injured.

ambush [N-C-U1]: a sudden attack from a hidden position.

ammunition [N-UNC-U3]: the projectiles that can be fired from a weapon, such as bullets or shells.

ammunition belt [N-C-U3]: a device that stores cartridges and feeds them into a gun to be fired.

amphibious [ADJ-U5]: (vehicles) able to travel both on land and in water.

anti-infiltration device [N-C-U1]: a weapon used to keep military personnel or vehicles out of an area.

anti-personnel land mine (APL) [N-C-U1]: an explosive device used to damage enemy infantry by its blast or fragments.

anti-tank guided missile (ATGM) [N-C-U2]: a projectile designed to destroy heavily-armored vehicles.

Apache [N-C-U10]: an advanced attack helicopter.

area-denial weapon [N-C-U1]: a weapon used to limit or deny land access to military traffic.

armaments [N-C-U5]: the weapons and supplies of combat.

armor-piercing [ADJ-U7]: (projectile) able to penetrate armor.

armored personnel carrier (APC) [N-C-U5]: a vehicle used to transport infantry to the front lines quickly and safely.

arsenal [N-C-U8]: a supply of weapons.

auto-cannon [N-C-U5]: a rapid-fire weapon that fires shells instead of bullets.

Avenger [N-C-U8]: air defense system consisting of an HMMWV mounted with launch pods that can fire eight surface-to-air missiles.

avionics [N-UNC-U9]: the electronic systems and devices used in aircrafts.

battle-taxi [N-C-U5]: a nickname for an armored personnel carrier.

bipod [N-C-U3]: a two-legged structure that supports rifles, machine guns or other long-barreled weapons.

Black Hawk [N-C-U9]: a utility helicopter.

body armor [N-UNC-U4]: a protective covering designed to defend the body from weapons.

buffer zone [N-C-U11]: an area that keeps two or more regions distant from one another.

bullet [N-C-U3]: a small metal object that is fired from a gun’s barrel.

bullet-resistant glass [N-UNC-U6]: a material used in various military vehicle windows, designed to withstand gunfire.

caliber [N-UNC-U3]: the measurement of the inside of a gun’s barrel or the width of a bullet.

cargo [N-C-U6]: the goods being transported by a ship, aircraft, or other vehicle.

cartridge [N-C-U4]: the casing for a firearm’s ammunition.

ceasefire [N-C-U11]: an order for armies to stop fighting.

chain flail [N-C-U1]: a device used by mine clearing machines to beat the ground and safely detonate mines in the vehicle’s path.

checkpoint [N-C-U15]: a place where a military unit can inspect people and vehicles passing through a certain location.

choke point [N-C-U12]: a narrow passage on a route.

civil war [N-C-U11]: a war between two regions or groups of the same country

Claymore [N-C-U1]: an anti-personnel mine that discharges shrapnel in an arc toward the enemy.
Career Paths: Command & Control is a new educational resource for people who are or wish to become military professionals. Incorporating career-specific vocabulary and contexts related to the armed forces, each unit offers step-by-step instruction that immerses learners in the four key language components: reading, speaking, and writing. The series is organized into three levels of difficulty and offers over 400 vocabulary terms and phrases. Every unit includes a test of reading comprehension, vocabulary, and listening skills, and leads students through written and oral production.

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