LOST & FOUND

1. *vast*
2. *fateful*
3. *notorious*
4. *slum*
5. *sleep rough*
6. *to fend for himself/herself*
7. *shelter*
8. *suspicious*
9. *orphanage*
10. *put up for*
11. *settle down*
12. *illiterate*
13. *hit on something*
14. *rough*
15. *shabby*
16. *strike gold*
17. *grasp*
18. *venture*
19. *heartbroken*
20. *pass away*
21. *foul play*

a) a building designed to give protection from bad weather, danger or attack
b) a home for children whose parents are dead or unable to care for them
c) a very poor and crowded area, especially of a city
d) approximate, not exact
e) die
f) dishonest or illegal behaviour
g) extremely large
h) extremely sad and upset
i) famous for sth bad
j) FORMAL to allow someone to have or do what they want
k) having an important and usually negative effect on the future
l) making you feel that sth illegal is happening or that sth is wrong
m) offered, made available, enlisted for
n) old and in bad condition
o) to become familiar with a place and to feel happy and confident in it
p) to go somewhere unpleasant, dangerous, or exciting
q) to live outside not in a house, and sleep on the ground
r) to suddenly become very rich or successful as a result of finding or doing something
s) to suddenly have an idea
t) to take care of and provide for himself/herself without depending on anyone else
u) to understand something
v) unable to read and write

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16	17.	18.	19.	20.	21