

Among Us: Can You Catch the Impostor?

Article: *Among Us: A Game of Trust and Tricks*

In *Among Us*, crewmates are trying to complete tasks on a spaceship — but there's a twist! One (or more) of them is secretly an **impostor**, trying to stop the mission without getting caught.

Each game is different. You never know who you can trust. The crewmates must work together and complete jobs like fixing wires or fuelling the engine. But if someone acts strangely, like not doing tasks or disappearing, the group can call a **meeting** and vote someone out. If they're wrong, the impostor stays in the game!

What makes *Among Us* exciting is how it mixes thinking, lying, and teamwork. Players need to explain what they saw using good reasons:

"I was in Electrical!"

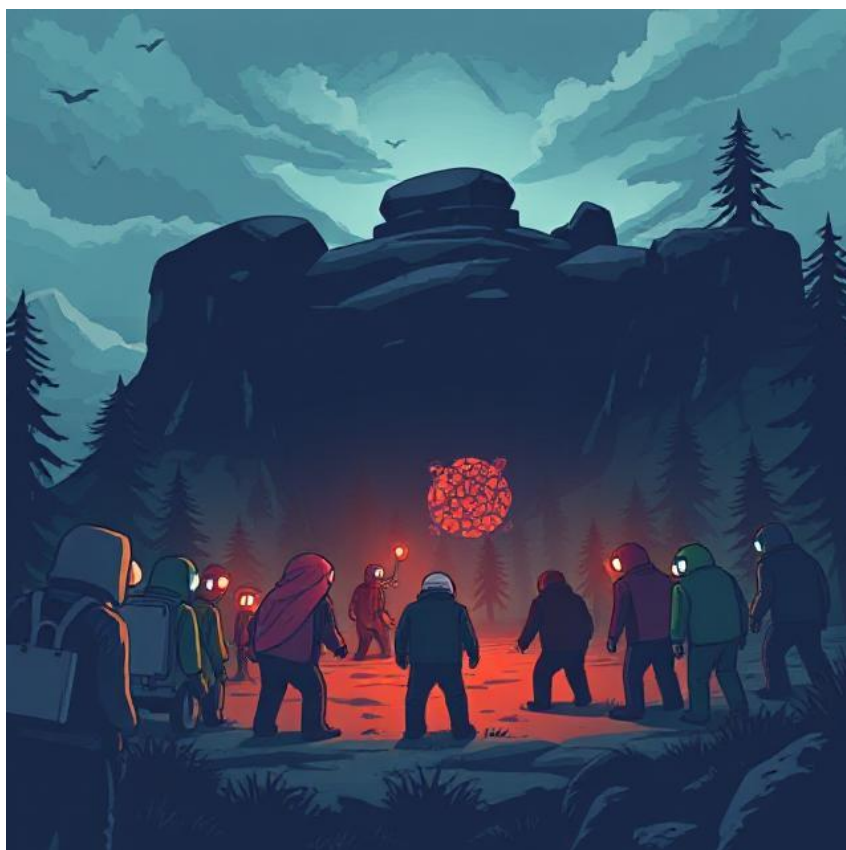
"Red was acting suspicious!"

"I saw Yellow near the vent!"

Even if you're not the impostor, you must defend yourself, or you might get ejected!

Some players even create rules or themes like "No talking during the round" or "Funny hats only!" The game keeps changing and makes every match exciting and unpredictable.

Would you be a smart crewmate or the perfect impostor?



Vocabulary Practice:

Word	Meaning	Example Sentence
Crewmate	A player on the spaceship team	I'm a crewmate and I need to fix the engine.
Impostor	A secret enemy pretending to help	The impostor pretended to do tasks.
Eject	To remove someone from the game	They ejected Blue after the meeting.
Task	A small job or mission	My task was to fix the wires.
Vent	A tunnel used by impostors to move	I saw someone jump into the vent!
Suspicious	Looks strange or not normal	Green was acting suspicious.
Meeting	A group talk to decide what to do	Let's call a meeting and discuss.

Pronunciation Practice

Practice these tricky words:

- im-POST-or
- crew-MATE
- sus-PI-cious
- e-JECT
- VEN-t

Tutor models → student repeats in full sentences.

Grammar Focus 1: Past Continuous

Rule:

Past continuous is used to talk about actions that were happening in the past over a period of time.

Form: was/were + verb(-ing)

Examples:

- I **was doing** my task when the alarm went off.
- They **were watching** the cameras.



Mini Practice:

1. I _____ (fix) the lights when someone called a meeting.
2. Blue and Yellow _____ (walk) together.

Grammar Focus 2: Because / So

Rule:

We use **because** to give a reason.

We use **so** to show a result.

Examples:

- I voted Pink **because** they were acting suspicious.
- I was innocent, **so** I didn't get ejected.

Mini Practice:

Choose the right word:

1. I was late _____ the door was locked.
2. Red was quiet, _____ we thought he was the impostor.

Comprehension Questions

1. What is the main job of crewmates in the game?
2. What is the impostor's secret goal?
3. What happens during a meeting?
4. Why do players need to explain what they saw?
5. What makes *Among Us* exciting for many players?

Discussion Questions

1. Have you ever played *Among Us*? What do you like about it?
2. Would you rather be the crewmate or the impostor? Why?
3. How can you tell if someone is acting "suspicious"?



4. What other games make you use teamwork and strategy?
5. If you made your own version of *Among Us*, what would you change or add?