



Alumnos y alumnas de II año medio:

El siguiente material de trabajo preparado para ustedes tiene como objetivo reforzar los contenidos de la unidad 2: "Technology and its effects". Para esto van a trabajar en una guía de ejercicios. Si no pueden imprimirla, copian las respuestas en sus cuadernos, ya que los ejercicios serán revisados en la próxima clase "on line" de inglés con el profesor Nicolás Puga.

Instrucciones:

Primero vamos a revisar las respuestas de los ejercicios de la lección anterior "Focusing on listening". (las respuestas de las letras **b y c** son de opinión personal)

Luego, van a revisar las respuestas del ejercicio de audio "listening file". Para esto van a escuchar y seguir el "transcript" con la pista adjunta. Al ir escuchando y siguiendo el texto escrito, podrán ir revisando sus respuestas. La idea es que comprendan lo que escuchan y lean en inglés.

Después de revisar las respuestas de los ejercicios de la lección anterior resuelven la guía de ejercicios:

I.-Unir las palabras con la descripción en la columna del frente.

II.-Escoger la forma correcta del verbo en pasado perfecto para completar las oraciones.

III.-Leer el párrafo y escoger la respuesta correcta. (pueden usar traductor Google).

IV.-Escuchar la pista adjunta y completar con las cantidades del recuadro que correspondan.

Si no pueden descargar la pista o tienen cualquier duda, escribir a:

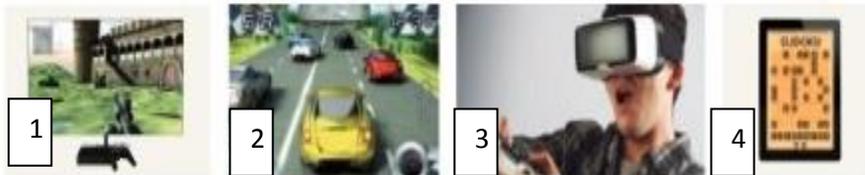
mabel.delrio@colegiostmf.cl

Review Lesson 3:

Focusing on listening.-

I.-Look at the pictures on page 70 , identify the video games and answer the questions:

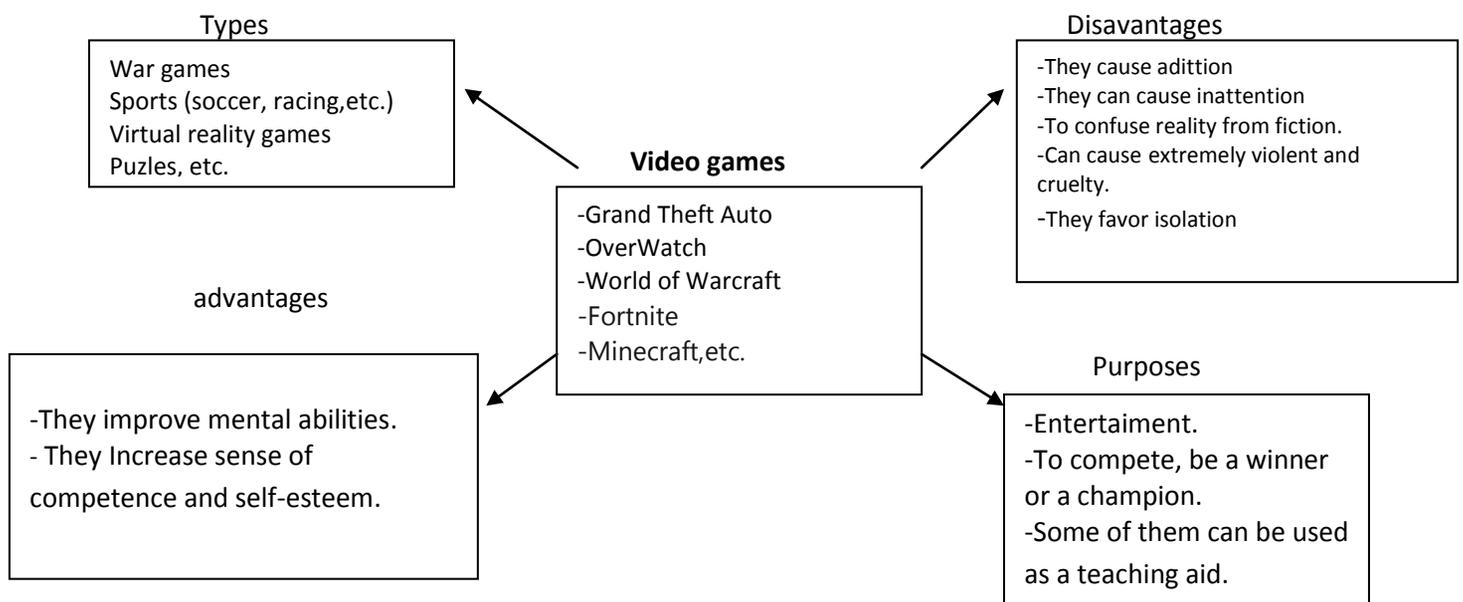
1. Have a look at the pictures and identify the different video games. Then, answer these questions in pairs.



a. What type of video games are they?

1.-strategy (war game) 2.- sports game (racing) 3.- virtual reality game 4: puzzle game (Sudoku)

II.- Complete the diagram about video games (page 70)



Transcript:

Interviewer:

Today, in our section “On-hands Technology” we are talking about using video games with educational purposes. A new theory says that a game is similar to a classroom: there are tools, objectives and obstacles. And there’s strong support for the idea that games can actually help cognitive development and have educational benefits.

-What can you tell us about that, Dr Evans?

Dr Evans: It’s possible that children with genetic syndromes have more to gain from “edutainment” software than they do from traditional teaching methods. They are very visual so they learn much better from visual materials than from other learning styles.

Interviewer: I’ve heard you began researching about it from your own experience. Is that correct?

Dr Evans: That’s right! My brother Ethan has a genetic disorder which often makes development of fine motor skills difficult. When we were still school boys, we used to play a lot of Tekken 5 together. It’s a one-on-one martial arts simulation. And I’m sure Ethan is the most savage Tekken 5 player ever to put his fingers on a console controller!

Interviewer: How have video games influenced your relationship?

Dr Evans: Playing games with my brother made me more conscious of his spontaneity, of his ability of finding ways of solving problems, and of his intellectual independence and irreverence. Ethan has a mountain to climb, but it’s one of the ways that he shows himself not as a disabled person, but one determined to build his own destiny.

III.-Listen and complete the information (page 72).-

LISTENING FILE: Edutainment technology

General information :

Type of recording: a conversation a lecture an interview

Topic

Purpose: to report a piece of news to discuss a new theory

Specific details :

Main ideas. Complete the sentences

a. A new says that a game is similar to a

b. can actually help development and have benefits.

c.-Children with syndromes are very so they learn much from visual materials than from other .

Infer. What does Dr. Evans mean?

a. Ethan is the most savage player: Ethan is an excellent Tekken 5 player, very aggressive.

b. Ethan has a mountain to climb: Ethan has a lot of difficulties to sort in his life because of his disability

Main conclusions :

According to Dr Evans...

a. Are video games useful? Yes

b. Has playing games helped Ethan? Yes

c. Have playing video games contributed to their relationship? Yes

Answer:

How is a game similar to a classroom? Explain.

In both of them there are tools, objectives and obstacles

Is Dr Evans expressing a positive or negative opinion about Ethan? Why?

Positive. He says Ethan is a very good video gamer, very spontaneous and creative, despite his disability.



ENGLISH WORKSHOP
2nd Years
Unit 2 :“Technology and its effects”

Name:

Course:.....

I.-Match the words with their corresponding definitios:

- | | | |
|---------------|-------|---|
| -To download | | A.- To keep (data) by moving a copy to a storage location, especially from memory. |
| -A mouse | | B.- An event, discovery, or change marking an important stage or turning point in something. |
| -To save | | C- To copy (data) from one computer system to another, typically over the Internet. |
| -Boundaries | | D.- The quality or state of being correct or precise. |
| -Landmark | | E.- A meeting of people face to face, especially for consultation. |
| -Accuracy | | F.-Lines that marks the limits of an area; dividing lines. |
| -An interview | | G.- a small device that is dragged across a flat surface to move the cursor on a computer screen. |

II.-Choose the correct verb form to complete the sentences in Past Perfect.

- 1.- When I arrived at the cinema, the film
- a)had start b)have started c)had started
- 2.- When theydinner, they went out.
- a)have finished b)had finished c)had finish
- 3.- We were late for the plane because weour passports.
- a)have forget b)had forgot c)had forgotten
- 4.- She told me she.....a lot before the exam.
- a)had studied b)have study c)have studied
- 5.- Theyso we invited them to a restaurant.
- a)haven't eaten b)haven't eat c)hadn't eaten
- 6.- Hee-mail before, so I showed him how to use it.
- a)hasn't used b)hadn't used c)hadn't use
- 7.- The lights went off because wethe electricity bill.
- a)haven't pay b)hadn't paid c)haven't pay
- 8.- Julie didn't arrive until after I.....
- a)had left b)had leave c)have left

III.-Read the paragraph and choose the correct answer:

Modern Life

When New York City hosted The World's Fair in 1964, Isaac Asimov- American scientist and author- took the opportunity to wonder what the world would look like in 50 years' time. In the article he wrote for The New York Times, he imagined a world that we can partly recognize today. "Gadgetry will continue to relieve human beings of tedious jobs. Kitchen units will be devised that will prepare 'auto-meals,' will heat water and convert it to coffee; will toast bread, and so on. People will be able to order breakfasts the night before, to be ready by a specific hour the next morning." "Communications will become sight-sound and you will see and hear the person you telephone. The screen will be used to see the people you call and also for studying documents and photographs and reading passages from books. "Men will continue to move away from nature to create an environment that will suit them better. By 2014, electroluminescent panels will be in common use. Ceilings and walls will glow softly, and in a variety of colours that will change at the touch of a push button." "Robots will not be very good or common in 2014, but they will be in existence." "The appliances of 2014 will have no electric cords, of course, for they will be powered by long- lived batteries running on radioisotopes." "The world of A .D. 2014 will have few routine jobs that will be done better by some machines than human beings. Human beings will become a race of machine operators."

Adapted from: Coleman, D. (n.d.). Isaac Asimov's 1964 Predictions About What the World Will Look 50 Years Later. Open Culture. Retrieved from <http://www.openculture.com/2013/08/isaac-asimovs-1964-predictions-about-2014.html>

1.-Where is Isaac Asimov from?

- a)He's from America b)He's from U.S.A. c)He's from New York

2.- What was the world that Asimov imagined like in 50 years' time?

- a)a world like very different from nowadays.
b)an imaginary world that is only possible in films.
c)a world with similar things that exist today.

3.-What did he said about kitchens?

- a)They will be controlled by devices
b)Kitchens will disappear
c)Kitchen supplies will be operated by batteries.

4.- When he said:"The screen will be used to see the people you call", with can compare this with:

- a) a television programme
b)a video game
c)a cell-phone call

5.- According to the scientist : "The appliances of 2014 will have no electric cords, of course, for they will be powered by long- lived batteries running on radioisotopes". He refers to currents.....

- a)old telephones
b>wireless devices
c)Personal Computers (PC)

6.-What did he think about the human beings and machines?

- a) Human beings will be transform into machines
b) Machines will be operates by robots
c) Some machines will do better jobs than human beings

IV.- Listen to the recorder and complete the sentences with the information from the box:

4 billion - 10,000 hours - 1.8 billion - 6.8 billion - 5,000 hours - 450 million - 100 hours - 250,000
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Fact 1:

The average 21 year old has spent playing video games, has exchangede-mails, instant and text messages and has spent on the mobile phone.

Fact 2:

Aboutpeople are connected to the Internet. Onlyof them speak English as a native language.

Fact 3:

There arepeople on earth; a conservative estimate of the number of mobile phone users is.....; and our research indicates that about 3.5 billion people own a toothbrush.

Fact 4:

Every minute, of video are uploaded on YouTube by individual users.

