***Модульна контрольна робота***

***З теми: From Hi-Fi to Wi-Fi***

***Variant 1***

1. **Match words with definitions.**

|  |  |
| --- | --- |
| 1. To suffer | 1. help and [advice](https://www.ldoceonline.com/dictionary/advice) that is given to someone about their work, [education](https://www.ldoceonline.com/dictionary/education), or [personal](https://www.ldoceonline.com/dictionary/personal) life |
| 1. Addictive | 1. to find someone or something, either by [accident](https://www.ldoceonline.com/dictionary/accident) or because you were looking for them |
| 1. Guidance | 1. to use time, [energy](https://www.ldoceonline.com/dictionary/energy), goods etc |
| 1. Beneficial | 1. a situation in which it is [difficult](https://www.ldoceonline.com/dictionary/difficult) or [impossible](https://www.ldoceonline.com/dictionary/impossible) to move because there are so many cars or people |
| 1. To consume | 1. to [experience](https://www.ldoceonline.com/dictionary/experience) [physical](https://www.ldoceonline.com/dictionary/physical) or [mental](https://www.ldoceonline.com/dictionary/mental) [pain](https://www.ldoceonline.com/dictionary/pain) |
| 1. Jam | 1. to have an [accident](https://www.ldoceonline.com/dictionary/accident) in a car, [plane](https://www.ldoceonline.com/dictionary/plane) etc by violently [hitting](https://www.ldoceonline.com/dictionary/hit) something else |
| 1. To crash | 1. An activity that is so [enjoyable](https://www.ldoceonline.com/dictionary/enjoyable) that you do not want to stop |
| 1. To discover | 1. having a good effect |

1. **Fill in the gaps with the missing word.**

|  |
| --- |
| Possible Send Trouble Without Access Estimate Effect Technology |

***The Internet***

We live in the[age of the internet.](https://www.toppr.com/guides/computer-aptitude-and-knowledge/networking/internet-and-world-wide-web/) Also, it has become an important part of our life that we can’t live 1. \_\_\_\_\_\_\_\_ it. Besides, the internet is an invention of high-end science and [modern 2.](https://www.toppr.com/bytes/modern-technology/) \_\_\_\_\_\_\_\_\_. Apart from that, we are connected to internet 24×7. Also, we can 3. ­­\_\_\_\_\_\_\_ big and small messages and information faster than ever. It is very difficult to 4.\_\_\_\_\_\_\_\_\_\_ the area that the internet cover. Also, every second million people remain connected to it with any problem or issue. Apart from that, just like all the things the internet also has some good and bad 5. \_\_\_\_\_\_\_\_\_ on the life of people. So the first thing which we have to do is learn about the good and bad effect of the internet. Good effects of the internet mean all those things that the internet make 6. \_\_\_\_\_\_\_\_\_\_\_\_\_. Also, these things make our life easier and safer. Bad effects of the internet mean all those things that we can no longer do because of the internet. Also, these things cause 7.\_\_\_\_\_\_\_ for oneself and others too. You can 8. \_\_\_\_\_\_\_\_in any corner of the world. Also, it is very easy to use and manage. In today’s world, we cannot imagine our life without it.

**3. Match verbs with the nouns to make collocations:**

|  |  |
| --- | --- |
| 1. follow | 1. video |
| 1. take part in | 1. a password |
| 1. stream | 1. your status |
| 1. update | 1. a webinar |
| 1. post | 1. photos |
| 1. download | 1. web pages |
| 1. browse | 1. a comment |
| 1. enter | 1. a link |

**4. Read the text and mark sentences as true or false.**

Experts say that millions of people around the world are one click away from 'online' addiction.

The Internet is where we spend more and more of our time. But for a growing number of people, it's an out-of-control habit that interferes with normal living and causes severe stress on family, friends, loved ones and work.

Kimberly Young, clinical director of the Centre for Internet Addiction Recovery and author of the book Caught in the Net, says that about 5% to 10% of Americans - 15 to 30 million people - may suffer from Internet addiction and the problem may be even greater in countries like China, Korea and Taiwan. It's a global problem.

Coleen Moore, coordinator of resource development at the Illinois Institute for Addiction Recovery, says she has clients from college age to early adulthood who spend 14 to 18 hours a day online. But Young notes that it's not just how long people spend using a computer; it's what they're doing online.

To help people with their diagnosis. Young developed a test that uses a 20-question survey to measure levels of Internet addiction. "There are no real drugs for this yet," she says. “It's not about medication, it's more about therapy." The estimated recovery time vanes. At the Illinois Institute for Addiction Recovery, some patients need 30 to 90 days of in-patient treatment, followed by a continuing care program. But Internet addiction recovery, like any other addiction, requires lifelong treatment, experts say.

Online gaming is the form of Internet addiction most rapidly growing among young people. "Initially we primarily had people addicted to surfing the Web, chat rooms, virtual communities and things like that. Now we are looking more to gaming," Moore says. "Gaming is certainly one of the things that could get people addicted to the Internet, because it has such compelling content. But I don't think games are any more likely to cause Internet addiction than any of the other forms of entertainment".

1. Millions of people worldwide are one click away from online addiction.

2. Internet addiction is an issue for a decreasing number of people.

3. Kimberly Young is the author of the book "Caught in the Net."

4. According to Kimberly Young, the problem of Internet addiction is primarily limited to the United States.

5. Coleen Moore's clients typically spend no more than 5 hours a day online.

6. Kimberly Young's diagnostic test for Internet addiction involves a 20-question survey.

7. Medication is considered the most effective treatment for Internet addiction.

8. In-patient treatment for Internet addiction usually lasts between 30 to 90 days.

9. Online gaming is the most rapidly growing form of Internet addiction among young people.

10. Coleen Moore believes that games are more likely to cause Internet addiction than other forms of entertainment.

**5. Rewrite the following sentences in the passive voice.**

1. He delivers newspapers every morning.
2. He fixed the broken car yesterday.
3. She teaches English at the school.
4. She wrote a best-selling novel in 2010.
5. The chef cooked a special dinner for the guests.
6. The chef prepares delicious meals.
7. The company manufactures computers.
8. The team won the championship last year.
9. They built a new bridge in the city.
10. They grow vegetables in their garden.

**6. Match 2 parts of the sentences:**

|  |  |
| --- | --- |
| 1. VR headsets | 1. let you interact with people worldwide. |
| 1. Smartphones can | 1. to spend free time for teenagers. |
| 1. Influencers on social | 1. many books in one small device. |
| 1. Smart home devices | 1. connect to the internet through Wi-Fi. |
| 1. Online shopping lets you | 1. your fitness and health. |
| 1. Social media platforms | 1. allow you to experience 3D environments. |
| 1. Smartwatches track | 1. lots of movies and shows. |
| 1. E-readers store | 1. buy stuff from anywhere. |
| 1. Online gaming are a popular way | 1. can help you to do home chores quickly. |
| 1. Netflix and Hulu stream | 1. media advertise products. |

**7. Choose 1 topic and write your opinion (10 sentences).**

1. [*How the Internet Changed the Way People Think?*](https://studycorgi.com/how-the-internet-changed-the-way-people-think/)
2. [*Role of the Internet in Political Campaigns*](https://studycorgi.com/role-of-the-internet-in-political-campaigns/)*.*
3. *Gadgets and How Teenagers Are Using Them.*

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***Variant 2***

1. **Match words with definitions.**

|  |  |
| --- | --- |
| 1. To estimate | 1. [involving](https://www.ldoceonline.com/dictionary/involve) [talking](https://www.ldoceonline.com/dictionary/talk) and working [together](https://www.ldoceonline.com/dictionary/together#together__11) |
| 1. Impressive | 1. having a strong [influence](https://www.ldoceonline.com/dictionary/influence) or effect |
| 1. interactive | 1. having many different uses or skills |
| 1. Annoyed | 1. Something that makes you [admire](https://www.ldoceonline.com/dictionary/admire) it because it is very good, large, important etc |
| 1. Versatile | 1. to move very quickly, especially because you need to be somewhere very soon |
| 1. To modify | 1. to make small changes to something in order to [improve](https://www.ldoceonline.com/dictionary/improve) it and make it more [suitable](https://www.ldoceonline.com/dictionary/suitable) or [effective](https://www.ldoceonline.com/dictionary/effective) |
| 1. profound | 1. a [calculation](https://www.ldoceonline.com/dictionary/calculation) of the [value](https://www.ldoceonline.com/dictionary/value), [size](https://www.ldoceonline.com/dictionary/size), [amount](https://www.ldoceonline.com/dictionary/amount) etc of something made using the information that you have, which may not be [complete](https://www.ldoceonline.com/dictionary/complete) |
| 1. Rush | 1. slightly [angry](https://www.ldoceonline.com/dictionary/angry" \o "angry) |

1. **Fill in the gaps with the missing word.**

|  |
| --- |
| Misinformation Installed Invention Change Field Weak Spend Communication |

***Mobile Phones***

Mobile phones have brought a miraculous1. \_\_\_\_\_\_ all over the world. Years ago people could not even imagine that there would be such an 2. \_\_\_\_\_\_\_\_\_\_that we would be able to talk to anyone in any corner of the world. Due to mobile phones, revolutionary changes have come in every 3. \_\_\_\_\_\_\_. After the invention of mobile phones, people have benefited from it, so its results have also shown positive. In today’s mobile phones, you can easily 4. \_\_\_\_\_\_\_\_\_\_\_ with your family and kith, send messages, watch videos, take any photo with the camera 5. \_\_\_\_\_\_\_\_ in it, as well as play internet where We can take information around the world. But there are as many advantages as there are benefits from mobile phones, people have started using it everywhere, people 6. \_\_\_\_\_\_\_\_ most of their time playing with their mobile phones and get used to it. Due to this, their eyes become 7. \_\_\_\_\_\_ and at the same time due to being given mobile to children at a young age, they do not feel like writing and studying. Due to mobile internet connectivity, children may receive 8. \_\_\_\_\_\_\_\_\_ or visit websites they do not want.

**3. Match verbs with the nouns to make collocations:**

|  |  |
| --- | --- |
| 1. follow | 1. file |
| 1. take part in | 1. profile |
| 1. stream | 1. the Internet |
| 1. update | 1. social media account |
| 1. post | 1. code |
| 1. download | 1. tutorial |
| 1. browse | 1. comment |
| 1. enter | 1. gaming |

**4. Read the text and mark sentences as true or false.**

It’s a quiet Sunday morning on the city’s Avenida Reforma. On weekdays there are tens of thousands of cars here, but today there’s not one car. In 2007, Mexico City closed its main road to cars on Sundays. That was the first big step towards becoming a bike-friendly city, and three years later, in 2010, it started a new bike sharing system, the ‘EcoBici’.

Now, with over 4,000 bikes, 276 cycle stations, and 87,000 users. Mexico City has one of the most successful bike share systems in the Americas, Cyclists can take a bike from one cycle station and leave it at any other station in the city between the hours of 6.00a.m. and 00.30a.m. Users have to be over sixteen and pay 300 pesos by credit or debit card for a year’s use. They don’t have to pay anything for the first forty-five minutes of each journey.

Forty-nine-year-old businessman Mateo Reyes likes the scheme.

‘I only use my car when I’m too tired to cycle, but I go by bike when the traffic is bad. And the traffic is almost always bad.' But he thinks it will take some time before cyclists and drivers learn to be happy sharing Mexico City’s roads.

Not everyone likes the EcoBicis. ‘There are more and more cyclists on the road, and that’s not so good,’ says Rafael, a taxi driver. ‘We have to be extra-careful now. They ride in the middle of the traffic, they go too fast. It’s dangerous for everyone.’

1. It's a busy Sunday morning on Avenida Reforma.

2. Mexico City closed its main road to cars on weekdays in 2007.

3. Mexico City's bike sharing system is called 'EcoBici.'

4. There are over 4,000 bikes in the EcoBici system.

5. Cyclists can only use the bikes during the day between 6.00 a.m. and 6.00 p.m.

6. Users have to be under sixteen to use the EcoBici system.

7. You need to pay 300 pesos by cash for a year's use of the bike sharing system.

8. Users don’t have to pay for the first 45 minutes of each journey.

9. Mateo Reyes prefers to use his car when traffic is bad.

10. Mateo Reyes believes it will take a long time for cyclists and drivers to get used to sharing the roads in Mexico City.

**5. Rewrite the following sentences in the passive voice.**

1. He designs websites for a living.
2. He invented a new gadget in 2015.
3. She manages the department's budget.
4. She solved the problem in a few minutes.
5. The artist painted a beautiful mural last month.
6. The company launched a new product last year.
7. The mechanic repairs cars at the garage.
8. The students completed their assignments yesterday.
9. The team wins games with great teamwork.
10. They recycle paper and plastic.

**6. Match 2 parts of the sentences:**

|  |  |
| --- | --- |
| 1. Smartphones are handy | 1. favorite shows and movies directly from the internet. |
| 1. Laptops and tablets are portable | 1. family through video calls. |
| 1. Virtual reality headsets | 1. games with others from around the world. |
| 1. You can chat with friends and | 1. gadgets that help you make calls and access the internet. |
| 1. Social media apps | 1. can transport you to a different world. |
| 1. Many people enjoy playing online | 1. can help you monitor your health and activity. |
| 1. Smart TVs let you stream your | 1. like you're inside the game world. |
| 1. Fitness trackers and smartwatches | 1. devices that you can use for work or entertainment. |
| 1. Virtual reality games make you feel | 1. be aware of online safety and privacy. |
| 1. When using gadgets and the internet, it's important to | 1. allow you to share photos and stay connected with friends. |

**7. Choose 1 topic and write your opinion (10 sentences).**

1. [*How the Internet Changed the Way People Think?*](https://studycorgi.com/how-the-internet-changed-the-way-people-think/)
2. [*Role of the Internet in Political Campaigns*](https://studycorgi.com/role-of-the-internet-in-political-campaigns/)*.*
3. *Gadgets and How Teenagers Are Using Them.*