***Module Work 2***

***on the topic “Future”***

***Variant 1***

**1. Match words with definitions:**

|  |  |
| --- | --- |
| 1. to get distracted
 | 1. someone who delays or postpones tasks.
 |
| 1. advertisement
 | 1. something or someone that is emotionally important.
 |
| 1. to be close to smb’s heart
 | 1. paying to receive regular services or content.
 |
| 1. to prioritize
 | 1. concentrating attention on a specific task or goal.
 |
| 1. procrastinator
 | 1. others or businesses you're in competition with.
 |
| 1. focus
 | 1. a message or promotion to sell a product or service.
 |
| 1. to waste time
 | 1. to do various tasks at the same time.
 |
| 1. competitors
 | 1. to decide what tasks are most important and should be done first.
 |
| 1. subscription
 | 1. losing focus or attention on what you're doing
 |
| 1. to multitask
 | 1. spending time on unproductive or unnecessary activities.
 |

**2. Fill in the missing words into the text:**

|  |
| --- |
| popularity online talents collaborate creators smartphones platform discussions |

**"YouTube: A Comprehensive Overview"**

YouTube has emerged as a dynamic and influential 1. \_\_\_\_\_\_\_\_ in the digital age, encompassing a wide range of content categories, from educational resources and tutorials to entertainment and vlogs. Content 2. \_\_\_\_\_\_\_ use the platform not only for creative expression but also as a source of income through the Partner Program.

With a global user base, YouTube fosters a diverse community where creators and viewers engage in 3. \_\_\_\_\_\_\_\_\_ and share ideas across geographical boundaries.

YouTube's impact extends to the entertainment industry, offering independent creators a stage to showcase their 4. \_\_\_\_\_\_\_\_ and reach broad audiences. It has played a role in social movements.

Despite its 5. \_\_\_\_\_\_\_\_\_, YouTube faces challenges related to content moderation, copyright issues, and the spread of misinformation.

The shift towards mobile usage has transformed how users access YouTube, with a preference for 6. \_\_\_\_\_\_\_ and tablets. The rise of live streaming adds a layer of interactivity, allowing real-time engagement between creators and viewers.

Creators often 7. \_\_\_\_\_\_\_\_\_, contributing to a competitive yet collaborative environment that fosters innovation and the emergence of new content and ideas. YouTube remains dynamic, evolving to adapt to technological advancements, user preferences, and the changing landscape of 8. \_\_\_\_\_\_\_ content creation.

**3. Match 2 halves of the sentences below:**

|  |  |
| --- | --- |
| 1. Technology might help
 | 1. pictures and messages with friends and family easily.
 |
| 1. Some folks prefer to plan everything,
 | 1. us to do things faster and smarter.
 |
| 1. Many people like to plan things
 | 1. talk to people we might not see every day.
 |
| 1. Technology keeps evolving, and social
 | 1. more amazing with new gadgets and inventions.
 |
| 1. Planning helps us be prepared
 | 1. media will likely play a big part in our lives.
 |
| 1. Social networking sites will continue
 | 1. ahead to be organized and ready.
 |
| 1. New technology could change
 | 1. for what's coming, like making a to-do list.
 |
| 1. Social networks make it easy to
 | 1. while others delay tasks and are called procrastinators.
 |
| 1. In the future, technology will be even
 | 1. the way we work and learn in the future.
 |
| 1. On social media, we can share
 | 1. to connect people from all around the world.
 |

**4. Read the text and choose the correct answer to the questions:**

In the future, we will no longer need to use passwords. Instead, we will use our bodies as keys to access our accounts and devices. This new technology is known as biometric authentication.

Biometric authentication uses unique physical or behavioural characteristics to identify individuals. Some common examples of biometric data include fingerprints, iris patterns, voice recognition and facial features. These are all much more difficult to fake than a password.

In 2013, Apple introduced its first iPhone with a fingerprint scanner. Since then, many other smartphones have included this feature. However, it is not just our phones that we can unlock using our bodies. In some countries, people can already pay for goods and services using their face or their handprint.

The benefits of biometric authentication are clear. It is quicker and easier than entering a password. It is also more secure because it is almost impossible to fake someone's fingerprint or iris pattern. Furthermore, there is no need to remember lots of different passwords.

However, there are concerns about the privacy implications of this new technology. If companies store our biometric data, what happens if it is stolen? What if our employers or governments track our movements using facial recognition technology? There are also worries that facial recognition technology may be biased against certain groups of people, such as women and people with darker skin.

Biometric authentication is just one example of how technology is becoming increasingly integrated into our daily lives. In the future, we will see even more advanced technologies that will change the way we live and work.

For example, in the near future, virtual reality (VR) and augmented reality (AR) technology could transform the way we learn. Instead of reading books or listening to lectures, students could explore ancient ruins or travel through space from the comfort of their own homes. VR and AR could also revolutionise industries such as healthcare, architecture and entertainment.

Another exciting development is self-driving cars. Companies like Tesla and Google are already testing autonomous vehicles on public roads. In the future, we may no longer need to own a car. Instead, we could use ride-sharing services like Uber or Lyft, which would be much cheaper because there would be no driver. Self-driving cars could also reduce traffic accidents and congestion.

There is no doubt that technology will continue to change the world in ways that we cannot even imagine. However, it is important to consider the potential risks and challenges of these new technologies. We must ensure that they are used for the benefit of all and not just a privileged few.

Questions:

1. What is biometric authentication?

A. Using our bodies as keys to access accounts and devices.

B. Entering a unique password to access accounts and devices.

C. Storing personal information for security purposes.

D. Tracking movements using facial recognition technology.

2. What are some examples of biometric data?

A. Passwords and PIN codes.

B. Fingerprint scanners and voice recognition.

C. Social security numbers and birthdates.

D. Credit card information and bank account details.

3. How is biometric authentication more secure than using passwords?

A. It is impossible to fake someone's biometric data.

B. Biometric data can be easily changed or reset.

C. Passwords are more difficult to remember than biometric data.

D. Biometric authentication does not require entering any information.

4. What are the concerns about privacy with biometric authentication?

A. The risk of biometric data being stolen.

B. The difficulty of remembering biometric data.

C. The biased nature of facial recognition technology.

D. The need for multiple passwords for different accounts.

5. How is technology being integrated into our daily lives?

A. Through the use of biometric authentication.

B. By tracking movements using facial recognition technology.

C. Through advancements in virtual reality and augmented reality.

D. By reducing traffic accidents and congestion with self-driving cars.

6. How could virtual reality and augmented reality change the way we learn?

A. By providing more reading materials and lectures.

B. By allowing students to explore real-life locations.

C. By replacing traditional classrooms with virtual ones.

D. By making learning more expensive and inaccessible.

7. What is one potential benefit of self-driving cars?

A. Reducing traffic accidents and congestion.

B. Eliminating the need for ride-sharing services.

C. Making car ownership more affordable for everyone.

D. Increasing the number of drivers on the road.

**5. Read again and mark statements as true or false**:

1. Biometric authentication uses unique physical or behavioral characteristics to identify individuals.

2. Fingerprint scanners are only available on iPhones.

3. Biometric authentication is less secure than using a password.

4. Biometric authentication is quicker and easier than entering a password.

5. Facial recognition technology may be biased against certain groups of people.

6. Virtual reality (VR) and augmented reality (AR) technology could transform the way we learn.

7. Self-driving cars could reduce traffic accidents and congestion.

8. Technology will not continue to change the world in the future.

9. Biometric authentication is susceptible to identity theft and can be easily manipulated.

10. Augmented reality (AR) technology is primarily used for gaming and entertainment purposes.

**6. Fill in the correct future form: will / be going to or Present Continuous.**

1. I can't come to class next Monday. \_\_\_\_\_ a tooth taken out.

1. I'll have
2. I'm having

2. Waitress: And what would you like to drink? Customer: \_\_\_\_\_ an orange juice, please.

1. I'll have
2. I'm going to have

3. What \_\_\_\_\_ when you finish university? Your suggestions.

1. are you doing
2. will you do

4. What \_\_\_\_\_ when you finish university? What are your plans?

1. are you going to do
2. will you do

5. A: Shall we cook or go out to eat tonight? B: Let's get takeaway. \_\_\_\_\_ the number of the pizza place.

1. I'll look for
2. I'm looking for

6. I'm tired of the way the garage always charges me so much for repairs. Next time \_\_\_\_\_ somewhere cheaper.

1. I'm going to look for
2. I'm looking for

7. \_\_\_\_\_ a car! They've accepted my offer today.

1. I'll get
2. I'm getting

8. \_\_\_\_\_\_ this weekend?

1. Will you go out
2. Are you going out

**7. Choose one topic and write your opinion: (8-10 sentences)**

* With the increasing use of virtual meetings and conferences, how might the traditional office environment change in the future?
* How do you see the integration of technology in education transforming the learning experience for students in the future?
* What strategies or techniques do you use to overcome procrastination and stay focused on tasks?
* How can setting realistic goals and breaking tasks into smaller steps be effective in combating procrastination?

***Module Work 2***

***on the topic “Future”***

***Variant 2***

**1. Match words with definitions:**

|  |  |
| --- | --- |
| 1. target audience
 | 1. putting resources like money or time into something for future gain
 |
| 1. to do things ahead
 | 1. having positive effects or being helpful.
 |
| 1. to be focused
 | 1. the specific group of people a message or product is meant for
 |
| 1. investment
 | 1. putting things in order or organizing.
 |
| 1. public
 | 1. sending data from a device to a central server
 |
| 1. to arrange
 | 1. paying attention to one thing without distraction
 |
| 1. immersion
 | 1. communicating or engaging with others
 |
| 1. to interact
 | 1. completing tasks before they are due.
 |
| 1. to upload
 | 1. being deeply involved or absorbed in an activity or experience.
 |
| 1. beneficial
 | 1. relating to the general population or open to everyone
 |

**2. Fill in the missing words into the text:**

|  |
| --- |
| settings freedom significant innovative opportunities central connect giant  |

**"Facebook: Navigating the Social Media Landscape"**

Facebook, a global social media 1. \_\_\_\_\_\_, serves as a dynamic platform for diverse content sharing, from personal updates to business marketing. It fosters community building through interest-based groups, providing spaces for like-minded individuals to 2. \_\_\_\_\_\_\_.

Businesses use Facebook's advertising model for precise targeting, contributing to economic growth and job 3. \_\_\_\_\_\_\_\_ in the digital space. The platform plays a 4. \_\_\_\_\_\_\_\_ role in news sharing also.

Visual content sharing, particularly on Instagram, has become popular, influencing trends and shaping digital culture.

However, the platform faces scrutiny over privacy concerns, prompting continuous updates to privacy 5. \_\_\_\_\_\_\_ and policies.

Despite ongoing challenges in content moderation, Facebook remains an 6. \_\_\_\_\_\_\_force, with strategic acquisitions positioning it as a key player in emerging technologies.

In conclusion, Facebook stands as a 7. \_\_\_\_\_\_\_figure in the social media landscape, offering opportunities for communication, community, and business engagement. Balancing 8. \_\_\_\_\_\_\_ of expression with a safe online environment remains a key challenge for this influential platform.

**3. Match 2 halves of the sentences below:**

|  |  |
| --- | --- |
| 1. Tomorrow's technology might bring us new
 | 1. by automating tasks and providing quick solutions.
 |
| 1. Social networking sites allow us to stay
 | 1. rushes, but planning can help avoid this.
 |
| 1. Planners like to make schedules
 | 1. ways to communicate and share information. ways to communicate and share information.
 |
| 1. Technology can make our lives simpler
 | 1. tasks more manageable.
 |
| 1. Social media helps us discover what our
 | 1. special moments with a wide audience.
 |
| 1. In the future, we may see
 | 1. and follow them, while procrastinators often delay tasks.
 |
| 1. Planning ahead can reduce stress and make
 | 1. making education more interactive.
 |
| 1. Social networking sites enable us to celebrate
 | 1. more advanced smartphones and computers.
 |
| 1. New technologies might change the way we learn,
 | 1. connected with friends, even if they are far away.
 |
| 1. Procrastination can lead to last-minute
 | 1. friends are up to and share our own adventures.
 |

**4. Read the text and choose the correct answer to the questions:**

Teenagers today spend more time in virtual reality than ever before. They use it for games, watching videos and chatting with friends. Some of them even go to school in virtual reality. But is this a good thing or a bad thing? And how will it affect their future?

There are many positive things about teenagers using virtual reality. Firstly, it can be educational. For example, students can learn about history by 'visiting' ancient Rome or Egypt. They can also learn about other cultures by talking to people from other countries. Secondly, it can help them relax. After a long day at school, some teenagers find it helpful to play a game or watch a video in virtual reality. Finally, it can help them be creative. There are many apps that allow them to create art, music and even their own games.

However, there are also some negative things about teenagers using virtual reality. Firstly, it can be addictive. Like with social media, some teenagers spend so much time in virtual reality that they forget to do other things like homework or see their friends. Secondly, it can be dangerous. When they're using virtual reality, they don't always know what's happening around them. This means that they can get hurt, for example, if they walk into a wall. Finally, it can make them feel lonely. Although they might be talking to friends online, they're not actually spending time with them in the real world.

So, how will virtual reality affect teenagers in the future? According to experts, it could have both positive and negative effects. On the one hand, it could help them develop important skills for the future, such as problem-solving and creativity. It could also help them communicate with people from all over the world. On the other hand, it could make them less sociable and more dependent on technology. It could also mean that they spend less time outdoors and being active, which could affect their health.

In conclusion, virtual reality is a powerful tool that can have both positive and negative effects on teenagers. It's important for them to use it in moderation and be aware of the risks. Teachers and parents also have an important role to play. They need to help teenagers understand how to use virtual reality safely and responsibly. And they need to encourage them to do other things like spend time with friends and family and go outside.

Questions:

1. According to the text, what are some positive aspects of teenagers using virtual reality?

A. It helps them relax.

B. It makes them feel lonely.

C. It hinders their creativity.

D. It makes them less sociable.

2. What negative consequence of using virtual reality is mentioned in the text?

A. It can be addictive.

B. It helps them develop important skills.

C. It makes them spend more time outdoors.

D. It helps them communicate with people from all over the world.

3. How does virtual reality affect teenagers' sociability, according to the text?

A. It makes them more sociable.

B. It makes them less sociable.

C. It has no effect on their sociability.

D. It depends on the individual teenager.

4. What advice does the text give to teenagers regarding the use of virtual reality?

A. Use it excessively.

B. Use it in moderation.

C. Use it only for educational purposes.

D. Use it as a replacement for spending time with friends and family.

5. What role do teachers and parents have in relation to virtual reality, according to the text?

A. They should discourage teenagers from using it.

B. They should let teenagers use it without any guidance.

C. They should help teenagers understand how to use it safely and responsibly.

D. They should use virtual reality as a teaching tool in the classroom.

6. According to the text, what potential positive impact could virtual reality have on teenagers' future?

A. It could make them less dependent on technology.

B. It might help them develop important skills like problem-solving and creativity.

C. It would likely make them spend more time outdoors.

D. It may hinder their ability to communicate with others.

7. What is a potential negative consequence mentioned in the text regarding teenagers using virtual reality?

A. It enhances their ability to focus on homework.

B. It makes them less sociable.

C. It reduces the risk of injuries.

D. It promotes spending more time with friends and family.

**5. Read again and mark statements as true or false**:

1. Teenagers today spend less time in virtual reality than ever before.

2. Virtual reality can be educational, allowing students to learn about history and other cultures.

3. Virtual reality can help teenagers relax after a long day at school.

4. Virtual reality can make teenagers forget to do their homework or see their friends.

5. Teenagers using virtual reality are always aware of what's happening around them.

6. Virtual reality can make teenagers feel lonely, even if they're talking to friends online.

7. According to experts, virtual reality will only have positive effects on teenagers in the future.

8. Virtual reality can help teenagers develop problem-solving and creativity skills.

9. Virtual reality can make teenagers less sociable and more dependent on technology.

10. Virtual reality can encourage teenagers to spend more time outdoors and be active.

**6. Fill in the correct future form: will / be going to or Present Continuous.**

1. It's really hot. \_\_\_\_\_\_ the window, please?

1. Are you going to open
2. Will you open

2. I don't think I \_\_\_\_\_\_ come tomorrow.

1. 'm being able to
2. will be able to

3. A: Where are you going? B:I \_\_\_\_\_\_ something for dinner.

1. 'm going to buy
2. 'll buy

4. You can insist all you want; I \_\_\_\_\_\_ you.

1. don't help
2. won't help

5. \_\_\_\_\_\_\_ doing that, please? I'm trying to concentrate.

1. Are you going to stop
2. Will you stop

6. I'm sure the baby \_\_\_\_\_\_ blue eyes, like her mother.

1. is going to have
2. will have

7. I'm sorry I made you so angry. I \_\_\_\_\_\_ it again

1. won't do
2. 'm not going to do

8. I’ve forgotten to post this letter! I \_\_\_\_\_\_\_\_it now.

1. am going to post
2. will post

**7. Choose one topic and write your opinion: (8-10 sentences)**

* With the increasing use of virtual meetings and conferences, how might the traditional office environment change in the future?
* How do you see the integration of technology in education transforming the learning experience for students in the future?
* What strategies or techniques do you use to overcome procrastination and stay focused on tasks?
* How can setting realistic goals and breaking tasks into smaller steps be effective in combating procrastination?