

Module 12

Science & Technology

Part I TEST

Частина «Читання»

Reading

Task 1

Read the text below. Match choices (A – H) to (1–5). There are three choices you do not need to use. Write your answers on the separate answer sheet.

3D Printing: the Future of Food Production?

1. _____

3D printing is becoming more and more popular. We are now able to print things such as clothing, prosthetic limbs, musical instruments and prototype cars. People and businesses are able to create the things they need very quickly and easily using 3D printers. But can you imagine printing food?

2. _____

Some scientists are trying to revolutionise the dining experience by doing this. They hope that having a 3D printer in the kitchen will become as commonplace as the microwave or blender. Scientists say that they are easy to use: you simply have to select a recipe and put the raw food 'inks' into the printer. You can also modify the instructions to make the food exactly how you want it. This means that it would be very quick and easy to create tasty and nutritious meals.

3. _____

Using 3D printers to create your meals would also be saving the environment. There would be less need for traditional growing, transporting and packaging processes as food production would be a lot more efficient. For example, alternative ingredients such as proteins from algae, beetroot leaves and insects could be converted into tasty products!

4. _____

Printing food could also help people who suffer from dysphasia (a swallowing disorder). Elderly people also consider it difficult to chew and swallow. So, the pureed food can make it easier for them and to relieve pain. One of the ways it does this is through novel designs and textures. The technology employed enables to create foods that appear enticing to this category of people. They could program the printer to print softer versions of their favourite foods so that they would not have trouble swallowing them.

5. _____

However, some people think that a future of 3D-printed food would be a disaster. It could take away many jobs, including those for growing, transporting and packaging food. Imagine a world where there was no need for farming or growing crops and the same tastes and textures could be printed from a raw 'food ink'. Likewise, traditional cafés and restaurants might lose business. Also, there are concerns about the nutritional value of

printed food: is it really possible to get the nutrients we need from food-based inks and gels? What's more, cooking and eating together with family and friends has long been a traditional and enjoyable activity. It is hard to imagine a world where the pastime of cooking is dead and meals can be created at the touch of a button.

(Adapted from:

<https://learnenglishteens.britishcouncil.org/magazine/science-and-technology/3d-printing-future-food-production>)

- A 3D food printing makes everyday life easier.
- B Harmful consequences of printed food production to individuals and society.
- C Increasingly extensive use of 3D printing.
- D Traditional food production processes would be more efficient.
- E Environmentally friendly technology.
- F Production of 3D-printed food would have disastrous environmental effects.
- G New possibilities for the groups with special needs.
- H New food production technology would simplify cooking and save time.

Task 2

Read the text below. For questions (6–10) choose the correct answer (A, B, C or D). Write your answers on the separate answer sheet.

Video Games are Good for You!

For years video games have been criticized for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally manipulate 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in the experiment, a film of traumatic scenes of injury and death was used – can actually prevent people having disturbing flashbacks.

The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting

regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

(Adapted from: <https://learnenglishteens.britishcouncil.org/skills/reading/upper-intermediate-b2-reading/video-games-are-good-you>)

6. Only relatively recently people have started to realize _____.
- A the harmful effect of video games
 - B the beneficial effect of video games
 - C how harmful video games are to gamers' physical condition and mental health
 - D how much video games affect the people that play them
7. What is TRUE according to the text?
- A Women who play video games demonstrate better spatial reasoning.
 - B Women who play video games demonstrate faster reaction speeds.
 - C Women who play video games demonstrate reduced stress levels
 - D Women who play video games demonstrate better multitasking ability.
8. Video gamers' decision-making speed is significantly improved by _____.
- A years of gaming experience
 - B long periods of game playing
 - C playing video games in short bursts
 - D playing certain types of video games
9. According to the text, the video game Tetris helps people to _____.
- A improve their concentration
 - B overcome depression
 - C forget anxious experiences
 - D make decisions faster
10. From the text we can say that violent video games _____.
- A have no negative effects on players
 - B only affect players' brains after extended hours of play
 - C may have positive and negative effects on the brain
 - D only affect players' brains in beneficial ways

Task 3

Read the texts below. Match choices (A – H) to (11–16). There are two choices you do not need to use. Write your answers on the separate answer sheet.

Robots: Friend or Foe?

What is the future of artificial intelligence (AI)? Will it be possible for robots to be autonomous? If so, when will that happen and will it be a good thing? We asked four experts what they think.

11. I would say that we are quite a long way off developing the computing power or the algorithms for fully autonomous AI, though I do think it will happen within the next thirty or forty years. We will probably

remain in control of technology and it will help us solve many of the world's problems. However, no one really knows what will happen if machines become more intelligent than humans. They may help us, ignore us or destroy us. I suppose that AI will have a positive influence on our future lives.

12. I have to admit that the potential consequences of creating something that can match or surpass human intelligence frighten me. Even now, scientists are teaching computers how to learn on their own. At some point in the near future, their intelligence may well take off and develop at an ever-increasing speed. Human beings evolve biologically very slowly and we would be quickly superseded. In the short term, there is the danger that robots will take over millions of human jobs, creating a large underclass of unemployed people. This could mean large-scale poverty and social unrest. In the long term, machines might decide the world would be better without humans.

13. Personally, I think it's fascinating to consider how we'll speed up our evolution as a species by augmenting our bodies. Imagine if you could implant a computer inside our brain! Soon we'll be able to do just that and enhance our mathematical ability, audiovisual perception and our memory, and this idea is only going to become more and more commonplace.

14. AI is popping up in the world around us. Recent developments include self-driving cars and drones carrying life-saving equipment to people at sea. Granted, there have been a few teething problems: one woman who was asleep on the floor had her hair eaten by her robot vacuum cleaner and there have been fatal accidents with self-driving cars. But progress always comes at a cost, and for me the advantages far outweigh the disadvantages.

15. I'm a member of the Campaign to Stop Killer Robots. Forget the movie image of a terrifying Terminator stamping on human skulls and think of what's happening right now: military machines like drones, gun turrets and sentry robots are already being used to kill with very little human input. The next step will be autonomous 'murderbots', following orders but ultimately deciding who to kill on their own. It seems clear to me that this would be completely unethical and dangerous for humanity. We need to be very cautious indeed about what we ask machines to do.

16. There was a time when functional robots were just figments of the imagination but that is not so. Today, technology has progressed to a point that people can enjoy the benefits of robotics in their everyday lives. From robot pets to robot vacuum cleaners and even robotic limbs these inventions are going to change the way people live for sure. This is very promising especially in the military field because pretty soon soldiers will no longer need to be sacrificed in the front lines.

(Adapted from:

<https://learnenglishteens.britishcouncil.org/skills/reading/advanced-c1-reading/robots-friend-or-foe>)

Which expert _____?

- A** thinks that it is extremely interesting to observe how fast humans can change
- B** is sure that AI will influence our future positively
- C** warns about obvious hazards to human life
- D** is sure that AI will be entirely independent in the next few decades
- E** believes that robotics has a great perspective to save a lot of people's lives
- F** says that scientists are studying how computers are learning
- G** holds the opinion that benefits of AI prevail over the negative aspects
- H** is scared of possible far-reaching effects for society

Task 4

Read the text below. Choose from (A – H) the one which best fits each space (17–22). There are two choices you do not need to use. Write your answers on the separate answer sheet.

Howard Robertson – the Man who Proved Einstein Wrong

In 1936, America’s physics journal, the Physical Review, received an intriguing paper entitled “Do Gravitational Waves Exist?” from Albert Einstein and his colleague Nathan Rosen. In it they (17) _____, describing a universe with the symmetry of a cylinder and gravitational waves. Einstein and Rosen decided these waves were a fiction generated by mathematical procedures and were not physically real.

Rather than (18) _____, the Physical Review’s editor John Tate sent it to an anonymous peer reviewer, who was Howard Robertson. Robertson read it carefully and reported back that the gravitational waves described in their paper were real physical waves, not mathematical quirks and asked the authors to think again. In Europe, Einstein was used to (19) _____ and sent the work to the Journal of the Franklin Institute with the new title “On Gravitational Waves”.

Soon after this incident, Einstein’s assistant bumped into Howard Robertson. The two began chatting about cosmology in general and about gravitational waves in particular and Robertson persuaded him that Einstein was wrong. Einstein now (20) _____ when sent to him by the Physical Review. Einstein contacted the Journal of the Franklin Institute urgently to (21) _____.

In the edited paper, Einstein acknowledged that he and Rosen had originally (22) _____ and thanked the man who had proved him wrong. Einstein never found out that Howard Robertson was the Physical Review’s anonymous referee. On reflection, Einstein must have realized that the referee had given him good advice. However, he seems to have never forgiven the Physical Review, and he never submitted another paper to it.

(Adapted from: <https://www.famousscintists.org/man-who-proved-einstein-wrong/>)

- A interpreted their results incorrectly
- B having his papers published without question
- C gave a fair hearing to the very arguments he had rejected
- D announced their discovery of a fascinating new solution to Einstein’s equations
- E prefer to publish the paper elsewhere
- F correct the mistakes
- G show his manuscripts to anonymous experts before they are printed
- H publish the paper

**Частина «Використання мови»
Use of English**

Task 5

Read the text below. For questions (23–32) choose the correct answer (A, B, C or D). Write your answers on the separate answer sheet.

Your Digital Footprint

Every time you go online, every time you do anything on the Internet you leave a (23) _____. Your digital footprint is just like a real footprint. It (24) _____ where you’ve been, how long you stayed, and what you’ve been doing there.

Be (25) _____ of your digital footprint because all kinds of people are interested in getting your personal information. It's now quite (26) _____ for colleges, universities and employers to check out the online profiles of possible candidates as part of their application process. There are cases of people having missed out on jobs and places in college because their digital footprint didn't impress the recruiters.

Here are some top tips to take care of your digital footprint:

1. Don't forget to (27) _____ when you leave a website, especially if you are using a shared computer. If you don't, someone can easily pretend to be you!

2. Don't tell anyone your (28) _____, make them more complex by using a combination of letters, numbers and punctuation marks.

3. If you (29) _____ anything online that makes you upset, anxious or concerned, there are ways to report inappropriate or abusive content and in most cases web managers respond rapidly.

4. Remember your favourite websites by using the history button and the (30) _____ function on your computer or mobile device. This is a way that your digital footprint can work in your favour, but remember to clear your browser history regularly.

Protect your identity online and be careful about who you (31) _____ personal information with. If you (32) _____ comments online, invent a nickname or use a picture instead of a real photo.

(Adapted from:

<https://learnenglishteens.britishcouncil.org/skills/reading/upper-intermediate-b2-reading/your-digital-footprint>)

23	A	trail	B	trait	C	track	D	bookmark
24	A	remembers	B	points to	C	reveals	D	proves
25	A	careful	B	aware	C	attentive	D	warned
26	A	general	B	widespread	C	common	D	shared
27	A	log on	B	log in	C	log off	D	log
28	A	paroles	B	keywords	C	codes	D	passwords
29	A	come along	B	come about	C	come across	D	come around
30	A	mark	B	bookmark	C	memory	D	booking
31	A	distribute	B	divide	C	share	D	spread
32	A	send	B	download	C	upload	D	post

Task 6

Read the text below. For questions (33-42) choose the correct answer (A, B, C or D). Write your answers on the separate answer sheet.

The Oldest Stone Tools

The (33) _____ oldest stone tools have been discovered by researchers working on the shores of Lake Turkana in Kenya. They are more than 700,000 years older than any stone tools found before. Scientists think these could have been used for cutting. It means that species which lived even before the earliest humans from the *Homo* group (34) _____ more intelligent than scientists previously thought.

After dating the volcanic ash and minerals around the tools, experts have estimated that the tools are three (35) _____ years old. Until this discovery, the oldest examples of this technology were the tools from Tanzania. «It's really quite (36) _____ to think what separates the previous oldest site and this site is 700,000 years of time. It's monumental,» said Dr Nick Taylor, from the National Centre of Scientific Research (CNRS)

in France and the University of Leiden in (37) _____ Netherlands. Dr Ignacio de la Torre, from University College London's Institute of Archaeology, described this as «a game-changing» find. «It's the most important discovery of the last 50 years,» he told BBC News.

(Adapted from: <http://www.bbc.co.uk/learningenglish/english/course/intermediate/unit-6/session-3>)

33	A	worlds'	B	worlds's	C	world's	D	worlds
34	A	may be	B	can have been	C	could be	D	may have been
35	A	millions	B	millions of	C	million of	D	million
36	A	astonished	B	astonishing	C	astonishment	D	astonish
37	A	the	B	a	C	no article	D	an

A Life-Changing Invention

When (38) _____ Richard O'Shea from County Cork, Ireland, won top prize at the BT Young Scientist & Technology Exhibition 2019, he couldn't contain his excitement. Richard had designed a stove that hot using no more than scraps of wood and that produced almost (39) _____ smoke. As Richard explained to the judges: "Every day more than two billion people in the world have to cook their food on stoves that use wood (40) _____ fuel. And every year, (41) _____ people in developing countries die from smoke inhalation from cooking on these stoves in poorly ventilated homes.

Richard now wants to get his stove to developing countries as quickly as possible. He is currently working with charities to make this (42) _____. Asked if he ever considered commercialising his design, Richard said: "I just want to get the stove into the hands of the people who need it". Richard's selflessness and enthusiasm make him a true role model for the youth of today!

(Adapted from:

Evans V., Dooley J. Exam Booster. Preparation for B2+ Level Exams. Student's Book. Express Publishing. p.124)

38	A	18-years-old	B	18 years of old	C	18-year-old	D	18 th years old
39	A	none	B	no	C	neither	D	not
40	A	as	B	like	C	alike	D	such
41	A	thousand	B	thousands of	C	thousand of	D	thousands
42	A	happen	B	to happen	C	to be happened	D	happened

PART II VOCABULARY FOCUS

1. Complete the following sentences with a word or expression from the box.

survey	patent	invention	discovery	studying
predict	technology	confirm	breakthrough	research
engineering	exploration	design	developed	

1. Scientists have made a major _____ in the treatment of cancer.
2. Detection of gravitation waves is considered as the greatest _____ of the 21st century.
3. They are going to _____ a new computer program that will help with the task.
4. Scientists have been carrying out _____ to find a cure for the disease.

5. After years of _____, Freud developed a theory of the mind which has changed for ever the way we view ourselves.
6. The _____ of space began with the launch of the satellite "Sputnik 1".
7. Until this discovery, the oldest examples of this _____ were the tools from Tanzania, which date from about 2.6 million years ago.
8. The data are derived principally from the national _____ conducted by the American Health Care Association.
9. Some scientists _____ that the Earth's temperature will rise by as much as 5 degrees over the next 20 years.
10. The drugs are protected by _____.
11. Einstein _____ the theory of reality, which replaced Newton's theories of gravity.
12. A lot of today's modern machines make use of Leonardo da Vinci's ball bearing. This _____ reduces the friction between two different moving surfaces and helps make machines more efficient.
13. Further studies are needed to _____ this hypothesis.
14. Electrical _____ at Massachusetts Institute of Technology is a very broad program that starts with basic circuit theory and moves into systems, physics of electronic devices, and quantum mechanics.

2. Choose the best word which completes each of these sentences.

1. For astronauts on long missions into space, boredom can be a real problem. In order to help the astronauts, scientists and doctors need to _____ what this feels like.
a. found b. find out c. find d. find over
2. It seems entirely _____ that there are teams of scientists around the world, attempting to discover the way the world works.
a. organic b. real c. physical d. natural
3. When you want to _____ a photograph, simply make a frame around the image with your hand and click your fingers.
a. take b. make c. do d. get
4. The distance from the Earth to the Sun is, _____ average, about 149 million kilometres.
a. at b. by c. in d. on
5. Do you know who _____ the planet Mars.
a. discovered b. invented c. opened d. created
6. He emailed me to _____ me on his news.
a. update b. upgrade c. uphold d. upload
7. It is a very useful site to _____ since it contains dozens of links to the best virus information on the Web.
a. browse b. bookmark c. book d. preserve
8. Parachutes increase a falling body's resistance allowing for safe landing and, since Da Vinci was also interested in human flight, he came _____ with a great idea of the parachute.
a. off b. out c. up d. on
9. There is a load of video games that can be _____ free from the Internet.
a. upgraded b. downloaded c. attached d. purchased
10. After dating the volcanic ash and minerals around, experts have _____ that the tools are 3.3 million years old.
a. assessed b. evaluated c. calculated d. estimated
11. We have done some _____ to test the theory.
a. exams b. experiments c. clues d. measures

12. Computer Science majors concentrate on how to make computers faster, more _____, and more intelligent.

- a. *qualified* b. *sufficient* c. *essential* d. *efficient*

13. Many lives were saved _____ the introduction of antibiotics.

- a. *as* b. *with* c. *up* d. *at*

14. As a result of the information gathered, it may be possible to create special _____ for crews on future missions.

- a. *software* b. *discovery* c. *hardware* d. *bug*

3. Choose the correct word.

1. These days, scientists and developers are coming up with truly stunning **artificial** / **false** intelligence that can learn and think.
2. There was a problem with the **engine** / **motor**, so we took the car to the garage.
3. Lasers, nanobots, bionic eyes and other **modern** / **recent** medical technologies are extending and improving the lives of humans.
4. As part of the research programme, six volunteers will be locked away for 520 days to see what effect this has **on** / **over** their mind and body.
5. The theory is based on a detailed **supervision** / **observation** of many patients.
6. This **award** / **reward** recognizes unique achievements in the various fields of science including biophysics, biochemistry, environmental sciences, medicine, history and cognitive science.
7. Click **on** / **to** that flashing green icon.
8. She **succeeded** / **managed** in installing the software on her computer.
9. This small wearable device contains a projector, a camera and wireless technology to connect you **with** / **to** the Web.
10. You can't use the lift. It's out of **order** / **work**.
11. The **cause** / **reason** of the epidemic is still unknown.
12. That piece of equipment broke **out** / **down** over a week ago.
13. We plan to carry **out** / **on** the experiment tomorrow.
14. Medical science has not yet found a satisfactory **way** / **method** of treating the new coronavirus from China.

SELF-CHECK

<i>Science & Technology</i>	<i>Technology in our lives</i>
Topic vocabulary in contrast	
accomplish / achieve / fulfil	aerial
aim / objective / focus	appliance
artificial / false	button
attempt / try / test	cable
award / reward	charge (a battery) / charger
consider / think about	connect / connection
design / develop / create / work on	consumer electronics
electric / electrical / electronic	contact list
engine / machine / motor	digital
estimate / calculate	electricity
expect / intend	electronic
fact / truth	engine
	gadget

<p> industry / factory invent / discover / find out investigate / research / look into manage / achieve / succeed modern / new natural / physical observe / watch / look at occur / happen / take place plug / switch progress / advance / development reason / cause repair / fix / mend research / experiment solve / find a solution sure / certain true / accurate update / upgrade way / method wonder / think / reckon </p>	<p> gain (a reputation) get a prize handset hands-free headphones / headset lens (singular) machine manual missed call motor plug ringtone socket strap succeed switch off / switch on technology technophobe / technophobia test tube touchscreen (also touch screen) transform triumph upgrade wire </p>
<p> <i>Computers and the Internet</i> (games) console application (software) attach back-up bookmark broadband browse bug click close crash data database delete digital domain download edit firewall floppy disk folder font format freeze graphic(s) IT (information technology) hack hacker </p>	<p> <i>Science and scientists</i> analysis area of research branch of science breakthrough chemist / chemistry computer science conclusion confirm determine develop / development discover estimate evidence evolution finding formula (pl. formulae) geneticist / genetics hypothesis invent investigate journal link observation / observe patent (an invention) physicist / physics political science predict / prediction </p>

<p>hard disk / hardware icon input install key / keyboard laptop (also notebook) link (also hyperlink) logo message board network numeric offline / online operating system output paste portable programming / programming tool RAM (Random Access Memory) replace ROM (Read-Only Memory) run (a program) save search setup shared drive skip software / system software spam surf thread Fixed expressions (as) a matter of (fact) (as) a result of sth/doing (in) an attempt (to do) all in all at last be/get carried away by chance face the facts go off as planned in conclusion in fact in my opinion in the beginning/at the beginning (of sth) keep a record of keep in touch on average on average out of order</p>	<p>provide (evidence) psychologist / psychology publish (findings) record reject research / research institute / research project / researcher resource result science / social sciences sociologist / sociology specialization / specialdelete digital domain download edit ise statistical data / statistics study survey telescope theory uncover (evidence) space exploration alien astronaut comet countdown extraterrestrial launch meteor meteorite orbit outer space rocket satellite shooting star space / space shuttle / space station / space travel / spacecraft / spaceship / spacesuit the universe UFO (unidentified flying object) voyage Idioms all mod cons = all modern conveniences (machined and equipment in your house) blow a fuse = get angry change your tune = change your opinion or attitude go dead (informal) = to stop working especially because of not having electricity (of a machine or device) know sth inside out = be very familiar with</p>
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Word formation

adjust – readjust – adjustment – adjustable
 adopt – adaptation – adaptor – adaptable
 build – building – builder
 calculate – calculation – calculator
 concentrate – concentration
 conclude – conclusion
 create – creation – creator
 design – design – designer
 develop – development – developer
 discover – discovery – discoverer
 electric – electrify – electrician – electricity –
 electrified – electrical(ly)
 engineer – engine, engineering – engineer
 estimate – estimation
 evolve – evolution – evolutionary
 expect – expectation
 explore – exploration – explorer
 identical – identically
 identify – identification
 instruct – instruction – instructor
 intend – intention
 invent – invention – inventor
 investigate – investigation
 long – length
 manage – management, manager
 measure – measurement
 method – methodology
 observe – observation – observer
 occur – occurrence
 process – processor – processing
 produce – product, production – producer
 program – program – programmer
 progress – progression
 research – research – researcher
 safe – safety – safely
 science – scientific – scientist
 secure – security – securely
 specialise – specialisation – specialist
 supervise – supervision – supervisor
 technical – technician – technically – technicality
 technology – technological – techie – technologist –
 technologically
 truth – truthfully

Phrasal verbs

back up = make a copy of information on a computer
 break down = stop working (for a machine)
 carry away = arouse to a high degree of emotion or
 enthusiasm
 carry out = perform
 catch up (with) = to improve and reach the same

make sth tick = make sth work
 out of order = not working properly
 pull the plug = give up/stop doing sth
 reinvent the wheel = waste time and effort trying to
 do sth that someone else has already done well
 stick to your guns – refuse to change what you are
 saying or doing despite the opposition or criticism
 surf (the Internet / the net / the web / the World Wide
 Web) = spend time following links from one web
 page to another (for pleasure)
 the tools of the trade = the skills and equipment that
 you need in order to do your job

Word patterns

a cause of
 a reason for
 a tool for (doing)
 a tool of
 a type of
 an introduction to
 be on the Internet
 be online
 be reluctant to
 carry out / conduct / do / perform an experiment
 carry out / do / conduct / undertake research (on /
 into sth)
 cause sth
 change the subject
 chemical / mathematical / scientific formula
 click (on sth)
 click on / follow a link
 come to / reach the conclusion (that)
 concentrate on
 conclude with
 connect sth to / with
 computer / communications / electronic technology
 consider sth / doing
 different from / to
 disconnect sth from
 discuss sth / doing (with sb)
 do / perform / carry out an experiment (on sth)
 experiment with sth
 explain sth to sb
 find / prove / establish a link between
 focus on
 get / come to know
 have / gain / provide access to
 have a try / go at
 have many uses
 in orbit
 in use
 intend to do/doing

<p>standard as others come across = find sth by chance come off = succeed come on = develop or make progress come up with = think of (e.g. idea, plan) cut off = stop the supply of sth do up = repair, paint or improve an old building, car, boat, etc. find out (sth) = learn / discover by study, observation, or search get up to date = have the current information on give off = produce sth (e.g. heat, smell) go off = stop working (for a machine or piece of equipment) key in = put information into a computer or other electronic machine using keys or a keyboard look at = consider or give serious and careful thought to look for = search for look forward to sth / doing sth = anticipate with pleasure/believe in the future occurrence of sth make into = change sb / sth so that they become something else make up = invent (e.g. explanation) mix up = put things together without any order narrow down = reduce the number of possibilities plug in = connect to a power supply set (sth) up = prepare the equipment so as it is ready to be used take apart = separate an object into pieces test out = try using sth to find out whether it works correctly turn down = turn the switch on a machine to reduce the height or intensity of sth turn into = (make sb/sth) change or develop into something different turn off = stop a machine/light, etc. working turn on = start a machine/light, etc. working turn out = happen in a particular way, especially unexpected; prove to be in the result or end use up = use all of a supply of sth work on = dedicate time to perfect sth work out = find a solution, resolve</p>	<p>internet access keep (sth) up to date know-how link sth/sb to/with link to make / undergo a change make a discovery make an attempt (at sth/doing) manage to do of (no) use on the Web press a button result in/from sth/doing scientific theory/formula specialise (in sth) succeed in surf the Web take a photo (of sth/sb) tool box tool kit use sth as use sth for (doing) use sth to do win the Nobel Prize in ... wonder about sth/doing wonder if/whether/why work on/at sth</p>
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