VIRTUAL REALITY

Read the text, pay attention to the underlined words.

The World of Virtual Reality

Virtual Reality (VR) is a technology that allows people to experience things as if they were real, even if they are only digital. VR uses a headset with special screens and speakers to create an immersive experience for the user. Once you put on a VR headset, you can feel like you're anywhere in the world — or even in space!

In the past few years, VR has become more popular for gaming, education, and even training. Many people use VR to play games where they can explore new worlds or experience things they cannot do in real life. For example, VR lets users try out activities like skydiving, deep-sea diving, or mountain climbing without any risk.

Since VR started to develop, the technology has improved quickly. Nowadays, people are using VR for more than just entertainment. Doctors are training in VR to practice surgeries, and teachers are creating virtual classrooms for students around the world.

VR continues to evolve, and people are excited to see what new experiences it will offer in the future.

Give English equivalents for the following words and word combinations:
Віртуальна реальність, цифрові технології, гарнітура зі спеціальними екранами і динаміками, створювати захоплюючі уроки, користувачі, бути популярним серед студентів, допомагати в освіті та навчанні, дозволяти (2), різні види діяльності, стрибки з парашутом, глибоководний дайвінг, альпінізм, розвиватися швидко, покращуватися, не тільки для розваг, створювати віртуальні класи для студентів Розвиватися (2), нові враження, пропонувати різні розваги, в майбутньому, середовище, великий екран, динаміки, реалістичний досвід, віртуальний світ.

VOCABULARY

1 **Match each VR-related term with its correct definition.**

TERMS	DEFINITIONS
1. Immersive	A. A training or practice environment that mimics real-life situations.
2. Headset	B. A device worn on the head with screens and speakers for VR experiences.
3. VR	C. Creating a complete and realistic experience, making users feel like they're "inside" the virtual world.
4. Virtual classroom	D. An environment where students and teachers interact in a digital space.
5. Simulation	E. Playing video games, especially those that involve VR.
6. Gaming	

F. a technology for creating digital environments that feel real.

2 **Vocabulary task: Fill in the banks with the correct word.**
immersive, headset, simulation, VR, virtual classroom

1. The new game is very ___; you feel like you're really there.
2. I bought a new ___ that works perfectly with my VR console.
3. Doctors often use ___ to practice complex procedures before doing them on real patients.
4. ___ has allowed students to attend classes from anywhere in the world.
5. Many people use ___ to experience things they cannot try in real life.

3 **Word Formation: Use the word in parentheses to create a noun that correctly completes each sentence.**

To form nouns from verbs or adjectives in English, we often add suffixes such as **-tion, -ment, -er(or), -ity, -ence, and -ance.**

For example:
- create (verb) → creation (noun)
- real (adjective) → reality (noun)
- develop (verb) → development (noun)
- work (verb) → worker (noun)

1. Virtual reality creates an exciting experience for _____ (use).
2. The _____ (develop) of VR technology has advanced rapidly in recent years.
3. In VR, you have the _____ (able) to interact with 3D objects.
4. VR training can be helpful for _____ (educate) purposes in schools.
5. Many people find great _____ (enjoy) in playing VR games.
6. There has been a significant _____ (improve) in VR graphics over time.
7. The _____ (invent) of VR was a major step in technology.
8. People often have a strong _____ (react) to their first VR experience.
9. With VR, users can explore a digital _____ (real).

GRAMMAR IN USE

1 **Complete each sentence with the correct form of the verb in parentheses. Use Simple, Continuous tenses, or Present Perfect as needed.**

1. I _____ (try) VR for the first time last year.
2. Right now, I _____(explore) a virtual world using a VR headset.
3. VR technology _____(change) a lot over the last decade.
4. While I _____(wear) the VR headset, I felt like I was in a different place.
5. Many people _____(use) VR for gaming and education these days, _____ they?

2 **Grammar Practice: Choose the correct option (A, B, or C) to complete each sentence.**

1. VR ___ more popular in recent years.
   A. becomes

3. They ___ VR right now to experience a roller coaster ride.

B. has become
C. becoming

2. I ___ VR to play games yesterday.
A. used
B. using
C. have used

A. were using
B. use
C. are using

4. Since I first ___ VR, I have loved trying new simulations.
A. try
B. tried
C. trying

WRITING AND SPEAKING

1 **Write a short description of a VR experience you would like to try (50–70 words). Include details about what it is, why it interests you, and what you hope to experience. Use at least one example of the Present Perfect and one example of a Continuous tense.**

Example Answer:

"I have always wanted to try a VR scuba diving experience. I think it would be amazing to explore the ocean and see fish and coral reefs up close. I am hoping to feel as if I'm really underwater, even though I'll be in my living room. VR has made this possible without any real danger."