



Worksheet n°1 – Unit 1	English	8° A
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Unit 1: "Information and communication technologies"

Information and communication technologies (Tecnología de información y comunicación)

Objetivos: OA1; OA10; OA14; OA16

- Identificar vocabulario relacionado a tecnología.
- Reconocer cuantificadores y pronombres posesivos.
- Identificar información en textos orales y escritos.
- Escribir un comic acerca de tecnología.

Part 1

Last year review. (Repaso año pasado)

Preferences: Look at the preferences of the kids and complete the sentences. (Mira el cuadro y complete las oraciones)



Hate Can't stand Dislike/Don't like Prefer Enjoy Like Love

	PLAY VOLLEYBALL	DO HOMEWORK	GO TO THE CINEMA	RIDE A BIKE
MEGAN	LIKE	CAN'T STAND	HATE	LOVE
ALEX AND PETER	HATE	LIKE	ENJOY	LIKE
MY BROTHER	LOVE	LOVE	LOVE	HATE
MY FRIENDS	ENJOY	NOT LIKE	PREFER	LOVE

Megan _____ playing volleyball.

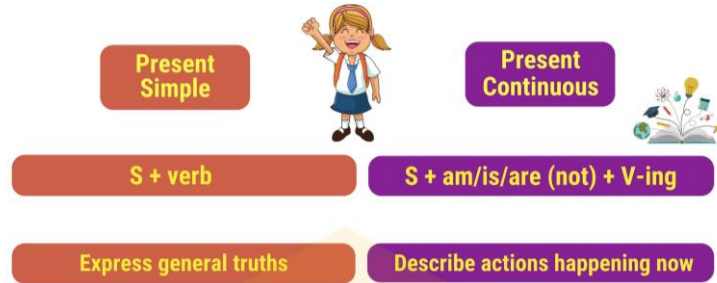
Alex and Peter _____ going to the cinema.

My friends _____ doing homework.

My brother _____ riding a bike.

My friends and Megan _____ riding a bike.

Present Simple vs. Present Continuous.



Complete the sentences with the correct form of the verb. (Completa con la forma correcta del verbo)

1. I _____ (eat) mashed potatoes and chicken tonight.
- 2 He _____ rice every day.
3. I _____ (work) at the moment.
4. She _____ visits London every year.
5. They _____ (play) tennis now.
6. He _____ (study) History.

Put the sports under the correct verb. (Escribe el deporte en el verbo correcto)

Judo – Soccer – Volleyball – Sailing – Yoga – Hiking – Fishing –
Gymnastics – Skating – Basketball – Ballet – Archery – Tennis

Play	Do	Go

Modal verbs: Match the sentences to the correct picture. (Pon la letra de la oracion en la imagen correcta)

- A) You mustn't smoke on this flight.
- B) You should take off your high heels before running.
- C) You mustn't use your mobile phone here.
- D) You shouldn't take your dog on dangerous paths.
- E) You mustn't block emergency exits.
- F) You mustn't carry dangerous items when you fly.



Zero conditional

El "zero conditional" se utiliza para hablar de cosas con son ciertas y que no cambian con el tiempo, como hechos científicos.

Dentro de las oraciones tenemos una condición y un resultado. El tiempo verbal de ambas proposiciones es el "simple present".

If + condition, + result.

If + present simple + , + present simple.




Complete and put the verb in the correct form to create Zero conditional sentences. (Completa y pon el verbo en la forma correcta para crear oraciones usando el condicional cero)

1. If people _____ (eat) too many sweets, they _____ (get) cavities.
2. You _____ yellow fingers if you _____ (smoke)
3. If children _____ (play) outside, they _____ (not get) overweight.
4. If you _____ (heat) ice, it _____ (melt).
5. He _____ (get) annoyed if I _____ (listen) to music too loudly.

Past simple vs. Past continuous.

Simple Past	Past Continuous
<p>We use the simple past to talk about:</p> <p>Completed actions, habits and facts in the past.</p> <ul style="list-style-type: none">• I went to the cinema yesterday.• I always visited my grandparents in my summer holidays when I was little.• I lived near Liverpool for a couple of years.	<p>The past continuous is used to express:</p> <p>Interrupted actions, specific time as an interruption and parallel actions.</p> <ul style="list-style-type: none">• I was watching TV when the phone rang.• Last night at 7pm, I was having dinner.• While she was doing her homework her brother was playing football.



Write a short text about what you did during your summer vacation. Use past simple and past continuous. (Escribe acerca de lo que hiciste en las vacaciones de verano. Usa pasado simple y continuo)

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Part 2
The world of Apps (p. 6)

Before starting the unit, answer these questions about you and the use of technology. (Antes de empezar la unidad, responde estas preguntas)

1. What do you understand for App?

2. How often do you use apps on your cellphone?

3. What's the best thing about apps for you?

With the help of a dictionary match the definition to the correct word. (Con la ayuda de un diccionario pon el numero de la definición junto al concepto correcto)

1. An electronic device used for surfing the internet, storing information and playing games. It's smaller than a computer.

_____ Keyboard

2. An electronic letter.

_____ Websites

3. You use this to write on a computer or screen. It has letters and numbers.

_____ Screen

4. It's a software that you download on your cellphone or tablet.

_____ Wi-fi

5. Part of the computer, laptop or cellphone where you can see pictures and texts.

_____ Video game

6. A computer program that searches documents, information, pictures, videos, etc.

_____ Laptop

7. Google, YouTube and Wikipedia are types of...

_____ App

8. You can play this on different devices.

_____ Search engine

9. Internet connection without wires or cables.

_____ E-mail

Expressing quantity

A few, a Little, any, a lot of, all

Se utilizan para expresar cantidad. Se usan con nombres contables e incontables.

A FEW...

Sust. contables e indica poca cantidad. Oraciones afirmativas.

I've got **a few** friends.



A LITTLE...

Sust. incontables e indica poca cantidad. Oraciones afirmativas.

I have **a little** free time today.



ANY...

Sust. contables e incontables. Oraciones negativas (nada) e interrogativas (algo de).

(I) I don't have **any** money.

(I) Do you have **any** money?

(C) There aren't **any** pictures on the wall.

(C) Are there **any** chairs in the room?



A LOT OF...

Sust. contables e incontables.
Indica mucha cantidad.
Oraciones afirmativas.

There are **a lot of** pictures on the wall.



ALL...

Sust. contables e incontables.
Indica una cantidad total.
Oraciones afirmativas.

All tickets cost 25 dollars.



Complete with the correct quantifier. (Completa con el cuantificador correcto)

1. Do you know any people from Europe?
2. _____ turtles are slow.
3. She knows _____ of people from university. (cantidad alta)
4. I didn't have _____ breakfast today.
5. I had _____ headache this morning. (cantidad baja)
6. Are there _____ restaurants near here?

Part 2. Reading comprehension (p. 8 – 9)

Before reading...

1. Give your opinion on the advantages and disadvantages of the evolution of technology. (Da tu opinión acerca de las ventajas y desventajas de la evolución de la tecnología)

Advantages	Disadvantages

2. Look at the pictures below and tick the device that has that feature. (Mira la imagen y escribe un tick en el aparato que tiene esa característica)



Talk to other people		
Play games		
Connect to the internet		
Do calculations		
Listen to music		
Watch videos		
Download files		
Take pictures		
Set Alarms		



Brief History of Mobile Apps



Mobile applications are an essential part of our lives. We use them to chat with friends, pay taxes, order pizza, take photos of cats, and lots of other stuff. Statistically, we're spending more time with our smartphones than in front of PCs. So today, we'll consider the history of mobile applications, trying to understand how they became the center of our

attention in such a short period of time.

The very first mobile phone was equipped with features like word clock, calculator, calendar, and contact book. By the way, do you remember the legendary snake game? The one that made a certain multinational cell phone company extremely popular? At that time, it was the pinnacle of the mobile gaming experience.

The Big Change

The announcement of the first smartphone designed and marketed by the company co-founded by Steve Jobs was a giant leap forward in the evolution of mobile apps. The digital keyboard revolutionized the way people used mobile apps. Many experts believe that it was the beginning of new era for the whole mobile industry. July 2008 is when everything changed: the digital store of this revolutionary brand went online. In one day, a bunch of apps were released for you to download on the company's smartphone. To be more exact, they released about 552 apps, with 135 of them being free to download. In just one week, its users downloaded about 10,000,000 (ten million) apps!

The Bottom Line

Mobile applications are in a process of constant evolution, which is unlikely to stop in the near future. What's even more interesting is that mobile applications have started to affect the design and format of smartphones, as well as our lifestyle. The question is: Do you go for a pizza or do you order a pizza through an app?



Source: Jet Ruby Agency <https://expertise.jetruby.com/brief-history-of-mobile-apps-286fbbf766a9>

a. Why are mobile applications an essential part of our life?

b. What features was the first mobile phone equipped with?

c. Why was the snake game so important?

d. What began a new era for the mobile industry?

e. What is the future of mobile applications?

Put the events below in chronological order. (Pon los eventos en orden)

a. _____ Users of this brand, whose symbol is a fruit, downloaded a lot of apps.

b. _____ The new era for mobile industry began.

c. _____ Apps transformed smartphones and lives.

d. _____ The multinational cellphone brand was very popular.

e. _____ The first smartphone designed and marketed by the company co-founded by Steve Jobs was announced.

Write 4 apps that you think are necessary for our daily life and tell us why. (Escribe 4 aplicaciones que tu creas que son necesarias para tu vida diaria y di porque piensas eso)

1. _____

2. _____

3. _____

4. _____

Part 3 Expressing possession (p.12)

Usamos los pronombres posesivos para evitar la repetición de palabras que se mencionaron anteriormente en un texto.

I	Mine	He	His	We	Ours
You	Yours	She	Hers	They	Theirs



Read the dialogue and complete using the correct possessive pronoun. (Lee el dialogo y complete usando el pronombre posesivo correcto)

Julia: I want to create a new website for my online store, but I have a problem.

Luis: What's that?

Julia: We need a computer. I lent _____ to our cousin and he hasn't brought it back. Can you lend me _____?

Luis: I'm not sure. Mom has a computer, why don't ask her for _____?

Julia: No, it's too old and slow. _____ is much faster.

Luis: I see. Dad has one too. What's wrong with _____?

Julia: Oh, no! His computer is even worst. The keyboard isn't working.

Luis: How about the neighbors'? _____ is new and runs very fast.

Julia: I don't know them very well; I don't think they let me borrow _____.

Luis: Okay, I'll let you use _____. Just be careful with it.

Julia: Thank you very much! I promise I will take care of it.

Watch the video and answer the questions. (Mira el video y responde)

Talking about Technology | Natural English
Conversation | Learn English
<https://www.youtube.com/watch?v=Ukwo8tMa8Ug>



1. What technological devices do you have?

2. Do you keep up to the latests news about technology?

3. What was the original goal of a computer that is mentioned in the video?

4. What is your opinion about technology and how it takes most of our time (work, school, social media, etc) Is it good or bad? Explain.

5. What points does the news article mention about technology?

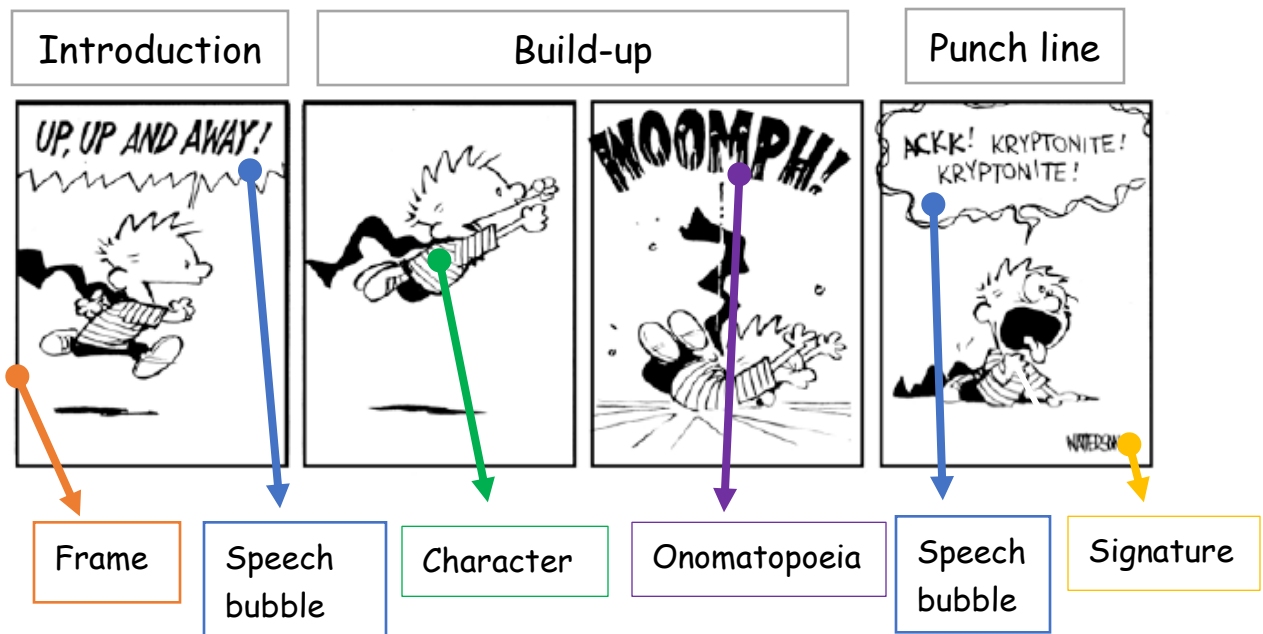
6. What is your opinion about this quote: "... the tools we created to give us more free time, have actually started consuming more of our free time"? Do you agree or disagree? Why?

Part 4 A comic strip

Las tiras de comics y los libros de comics cuentan historias a través de una secuencia de imágenes. Usan paneles, fondos, personajes y burbujas de diálogos. Pueden tener dibujos elaborados o dibujos simples.

Comic strips have 3 parts:

1. Introduction: to present the story,
2. the build-up: the middle section of the story,
3. the punchline: the unexpected and funny conclusion of any performance or story.



Writing expression: Create your own comic. (Crea tu propio comic)

Brain storming:

Piensa en ideas de que se va a tratar tu comic.

Tiene que tener relación con el contenido de la unidad (tecnología, apps, etc.)

Incorpora al/los personajes que serán protagonistas de la historia.

Este o estos personajes se deben encontrar con un obstáculo y superarlo.

El comic debe tener entre 5 y 10 paneles.

El comic debe tener dialogo y onomatopeyas.

Recuerda que sea apropiado para el colegio.

Haz el comic en una cartulina, para que tengas más lugar para dibujar tus personajes.

Una vez terminado el comic, envía una foto con el trabajo final al mail de la profesora: ingles.academiamaloco@gmail.com

Checklist:

	Check
Contenido del comic (relacionado a la unidad)	
Personaje/s.	
Introducción de la historia y del o de los personajes.	
Desarrollo de la historia (build-up)	
Superación del obstáculo (punch line)	
Mi comic tiene entre 5 y 10 paneles.	
Mi comic tiene dialogo y onomatopeyas.	
Tengo el material necesario para hacer el comic. (cartulina, lápiz mina, lápices de colores, etc.)	
Revisé la ortografía y gramática de lo que hice antes de enviar el comic.	
Envié el email con el comic final.	