English 8°básico

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Contents

1

Information and Communication Technologies

In this unit I will learn to...

Integrate skills to communicate, orally and in writing, ideas about social media and the world of apps, give advice, express possession, and express preference.

Lesson 1

Oral Communication
- Listen and understand a conversation about apps.

Reading
- Read and understand a textbook about apps.

Writing
- Write a comic strip.

Attitudes
- Use communication technologies responsibly and effectively in order to gather information and to create texts, giving credit to the work of others and respecting people's property and privacy.
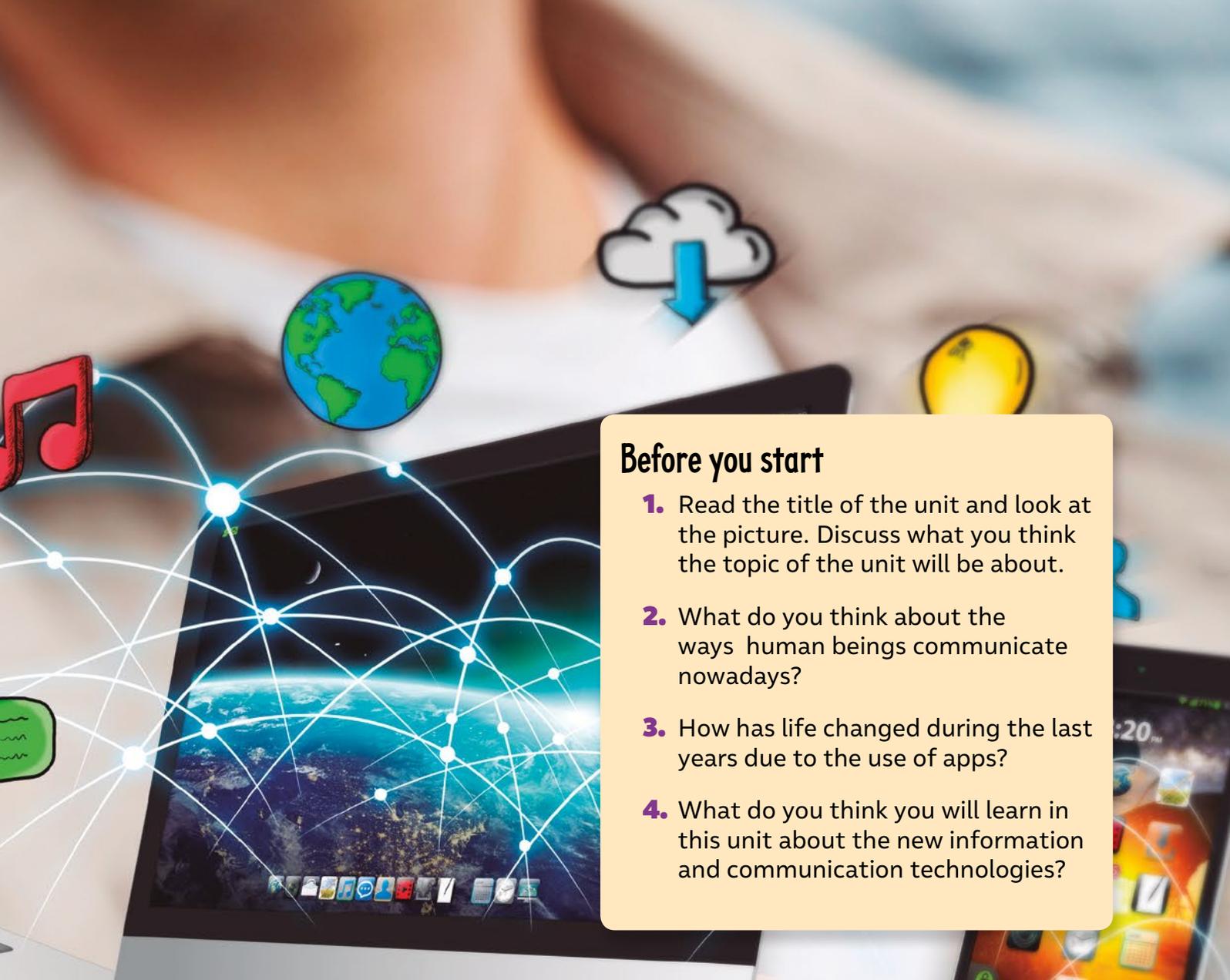
Before you start

1. Read the title of the unit and look at the picture. Discuss what you think the topic of the unit will be about.

2. What do you think about the ways human beings communicate nowadays?

3. How has life changed during the last years due to the use of apps?

4. What do you think you will learn in this unit about the new information and communication technologies?

Lesson 2

Oral Communication

- Listen to and understand a news report about the use of social media.

- Use modal verbs to give advice.

Reading

- Read and understand a blog about the most popular social networks nowadays.

Writing

- Write an e-mail.

Attitudes

- Use communication technologies responsibly and effectively in order to gather information and to create texts, giving credit to the work of others and respecting people's property and privacy.

In this lesson you will listen, speak, read and write about the world of apps and how they have changed our lives through a conversation and a textbook.

What does "app" mean?

Before Listening A Conversation

1. Look at the picture and discuss what it is about.

While Listening

2. Listen to the conversation and answer the questions below. Write the answers in your notebook. 🎧 **1**

   a. In the teenager's own words, what's an app?

   b. What can people use apps for?

   c. What's an app from a technical point of view?

   d. What's the best thing about apps?

After Listening

3. In groups, discuss the following questions.

   a. How do you think apps have changed people's lives? Give examples.

   b. Do you use apps? How many apps have you installed in your cellphone?

   c. What apps do you use the most?

4. Pronunciation. Listen to the following words and repeat. 🎧 **2**

Initial sound: / r /	Ready
	Rent
	Really?

5. In pairs, take turns saying the following tongue twister.

> Robert Randall Rickman runs around the red rocks requesting a refund for his rabbit. If the rabbit runs away, the rat, the rooster and the reindeer will run around the red rocks Robert released when he was ready.

Speaking Task Expressing Quantity: a lot of, all

1. Look at the conversations below, paying attention to the expressions in bold.

Do you know you can download **a lot of** apps to your tablet?

I use apps to buy **all** the things that I need.
That's great!

2. In pairs, discuss the following questions.

a. Which quantifier refers to a large amount of things?

b. Which quantifier refers to the total amount of things?

3. Work in pairs. Create similar conversations using the quantifiers and the ideas in the box below.

> smartphone – delivery apps – internet – learning tool – language apps – videos

4. With your partner, choose one of your conversations and present it to the class.

Before Reading A Textbook

1. Look at the pictures below and talk about what you notice about them.

a. Mention the differences between the two cellphones. Consider aspects such as:

- Design
- Size of the screen
- Functions

b. What are the advantages of each model?

c. What are the disadvantages of each model?

2. Look at the following functions on the chart and tell your partner if they apply to each cellphone or not. Discuss your answers as a class.

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

While Reading

3. Read the text below and answer the questions that follow in your notebook.

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 a 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 where 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?