NAME:_... 8° BÁSICO……   DATE…………………

GUIA DE AUTOAPRENDIZAJE Nº2 INGLÉS
8° BÁSICO
UNIT 1: INFORMATION AND COMMUNICATION TECHNOLOGIES

Al finalizar esta guía se espera que el estudiante desarrolle los objetivos de aprendizaje OA08 y OA16.
- *Identificar expresiones y vocabulario temático de la unidad.*
- *Clasificar funciones de algunos aparatos electrónicos.*
- *Comprensión auditiva temática de la unidad.*
- *Comprensión lectora acerca de aplicaciones de celulares.*

I.   Match the concepts from the box with the appropriate sentences.

Mass media – blog – broadcast – text messages – social networks – watching videos – play games

1. Last night we _____ online. My favorite one is Mario Kart.
2. I created my own _____ to post my abstract pictures and deepest feelings.
3. I enjoy _____ on Youtube, specially about music.
4. _____ such as Facebook, Twitter, Instagram have a deep impact over teenagers' life.
5. My friends _____ a radio show at 7 o'clock every Friday.
6. The teacher sent you many _____ to contact you! Where were you?
7. There are 320 cases of coronavirus in our country, it's all over the _____.

II.   **According to the pictures below: Which function corresponds to each technological device? Put numbers 1, 2 or both.**

Functions:

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

III.   **Listening " Voicemail": Listen to the recording 2 times and then answer the following questions. (Listening here** https://www.esl-lab.com/easy/answering-machine/**)**

"call someone up" = telephone someone
"Hey, call me up if you want to get together."
"call on someone" = drop by and visit
"I'll call on you tomorrow around noon."

1. **Bill is going to _____ tomorrow.**
A) a game
B) a dance
C) a party

2. **Hank has to work late because he needs to _____.**
A) attend a meeting
B) close the office
C) write a report

3. **Hank is going to visit Lisa because _____.**
A) he has to return something
B) he is going to take her to Bill's house
C) she is sick in bed

4. Hank is going to get snacks at _____.
A) the store
B) his house
C) his work

5. Hank will probably finish his work by ____.
A) 9:00 p.m.
B) 7:00 p.m.
C) 8:00 p.m.

IV. Read the text carefully, then answer the questions related to the mobile apps.

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 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?

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

_____
_____

2. **What features was the first mobile phone equipped with?**

_____
_____

3. **Why was the snake game so important?**

_____
_____

4. **What began a new era for the mobile industry?**

_____
_____

5. **What is the future of mobile applications?**

_____
_____

Pay attention, read carefully and use your dictionary or internet (wordreference is a good online dictionary) You can do it! 😊