



Unidad Técnica Pedagógica / Docente : Karolin González
Novoa

Guía N°4
2do ciclo básico /nivel 8°Básico
Fecha de entrega de la actividad a los estudiantes: 02/06/2020

Nombre estudiante: _____

Curso y letra: ____ Fecha: _____

P. total _____ % exigencia 60%

P. obtenido ____

Objetivo o habilidad a desarrollar mediante la actividad propuesta: Leer y comprender texto relacionado con aplicaciones tecnológicas.

<https://youtu.be/mGVWkeB9ERk> (explicación de guía)

Lesson 1 The World of APPS

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.
- 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.

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



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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 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://expertisa.jetruby.com/infot-history-of-mobile-apps-286fbb6768a9>

- Why are mobile applications an essential part of our life?
- What features was the first mobile phone equipped with?
- Why was the snake game so important?
- What began a new era for the mobile industry?
- What is the future of mobile applications?

Lesson 1

4. Read the text again. Match one sentence in the left column with one with the same meaning in the right column. Write the answers in your notebook.

1 At that time, it was the pinnacle of the mobile gaming experience.

2 The announcement of the first smartphone from the company co-founded by Steve Jobs was a giant leap towards the evolution of mobile apps.

3 In one day, this revolutionary company released a bunch of apps...

A In a single day a cellphone company published a lot of applications.

B In those days, you could not find a more advanced cell phone game.

C The proclamation of the first cellphone of its kind was a huge advance in the development of mobile applications.

5. Put the events below in chronological order. Write the answers in your notebook.

- Users of this brand, whose symbol is a fruit, downloaded a lot of apps.
- The new era for mobile industry began.
- Apps transformed smartphones and lives.
- The multinational cellphone brand was very popular.
- The first smartphone designed and marketed by the company co-founded by Steve Jobs was announced.

After Reading

- Speaking. In pairs make a list of the apps you know and tell your partner which of these you think are the most popular and why.
- Share your thoughts with the class.

Useful Vocabulary: use of Apps



taxi apps



payment



Unit 1: Information and Communication Technologies

Lesson 1 The World of Apps

Listening

Google's Lookout App Helps Blind People Experience the World. (4)

1. Listen to the recording and answer the questions.

a. What was this app designed for?

b. What's the name of the app?

c. How much do users have to pay for this app?

d. How does the app work?

e. What is the main goal of the app?

2. Listen again and match each setting of the app with the corresponding definition.

Explore

It can capture products and help users identify their money.

Shopping

It can help users go through their mail, read signs or identify other printed materials.

Quick Read

It is designed to provide assistance for people carrying out daily activities or for identifying things in new places.

3. Mention the other two apps with similar characteristics:



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UNIT
1

Speaking Task

1. Look at the words in the box below and create a dialogue describing the use of apps on your phone, answering the questions that follow.

a few - a little - any - a lot - all

- a. How many times a week do you use the app?
- b. How long have you used it?

Writing

1. Think about an electronic device that has changed your life and explain why. Write your response on the lines below.

2. In groups, think about one way you could use your smartphone in class. How would you take advantage of it? Write your response on the lines below.



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Lesson 1

Reading and Vocabulary

1. Look at the words below and use a dictionary to look up the meaning of each. Then, draw a picture that illustrates the concept of each.

Download	Delete	Upload

Language Focus

1. Write the correct possessive pronoun for each sentence below.
 - a. The cellphone was a gift for you. The cellphone is _____.
 - b. I share my computer with my brother, so it is _____.
 - c. I have an electric scooter that is only _____.
 - d. He doesn't want to lend us the headphones, he says it is _____.
 - e. She has a Tablet and a Playstation, both are _____.

Speaking

1. Look around your classroom, point out an object and say to whom it belongs, using possessive pronouns.