

## GUIDE I

From: Mladenka Sabioncello – English teacher.

To: 1st H

Time: 2 hours.

High score: 21 points.

### Unit III: TECHNOLOGY AND INVENTIONS

1.- Study these words and look up their meaning in a dictionary. (4p)

Clap

Launch

Skill

Tool

2.- You are going to read about two young inventors whose creativity is making life a little easier for others. Choose the correct name for each invention. (2 p).

- a) A translation glove.
- b) Hands on hand – clap game.
- c) The homework helper.
- d) Quizlet.

Reading Comprehension: "Popular teenage inventions"

Ana Lingerfelder

I.- \_\_\_\_\_

Ana Lingerfelder, an eighth – grader from Hanover, Pennsylvania, won a top award at the 2008 Invent a Toy World Games. Because she always liked playing hand – clap games but didn't always have someone to play with, Ana invented this game that allows kids to play alone.

The game is an electronic board. A pair of hands lights up when players clap against them in time to the music.

Ana had always loved thinking about toys but she really didn't know what to do with those ideas. Then she and her mother discovered By Kids for Kids (bkfk.com) online, a company which manufactures and sells kids inventions.

Ana made a prototype – a model that shows how the final product will look – and now she hopes to get a patent for her invention.

ii.- \_\_\_\_\_

Two years ago, because Andrew Sutherland's French teacher gave him a list of 111 French animal names to memorize, he had the idea to apply his programming skills to the problem.

Now Andrew, a junior at Albany High School, California, has just launched a Web site with his final product an online memorization tool.

To use it, you enter the data you need to memorize, be it vocabulary words, history dates, or science facts. It turns the information into flash cards, and then generates tests. After you take a test, the program retests you on the questions you got wrong.

Andrew has some advice for inventors: " Look at your everyday life, and invent something to improve it a little bit ".

3.- Extract the cognates from the text and write them back this page.

4.- Read the text and choose the best alternative to complete the sentences. (5p)

- a) Who are the two inventors?
  - i. Two high school students.
  - ii. Two junior school students.
  - iii. A junior school student and a high school student.
  
- b) Where are the two inventors from?
  - i. Both from the USA.
  - ii. Both from France.
  - iii. One from the USA and one from France.
  
- c) Why did Ana invent the toy?
  - i. She always had friends to play with.
  - ii. She always had to play alone.
  - iii. She had sometimes to play alone.
  
- d) What did Ana take to a toy company?
  - i. Her final product.
  - ii. A model of her invention.
  - iii. The patent of her invention.
  
- e) Why did Andrew develop his invention?
  - i. He had to learn about animals.
  - ii. He had to learn a list of words.
  - iii. He had to practice programming skills.

5.- Read the text again . Number the actions in chronological order for each invention. (9p)

a) Ana's invention.

- i. Ana always liked hands – clap games. \_\_\_\_\_
- ii. Ana made a model of her invention. \_\_\_\_\_
- iii. Ana wants to get a patent. \_\_\_\_\_
- iv. Ana didn't always have friends to play with. \_\_\_\_\_
- v. Ana took her invention to a toy company. \_\_\_\_\_

b) Andrew's invention.

- i. The program retests you on the questions you got wrong. \_\_\_\_\_
- ii. It generates tests. \_\_\_\_\_
- iii. It turns the information into flash cards. \_\_\_\_\_
- iv. To use this program, you enter the data. \_\_\_\_\_

**Make your best efforts!**