

**Unit 5: Technology****Lesson 5G: Speaking****VOCABULARY**

	Vocabulary	Phonetic transcription	Part of speech	Vietnamese Meaning
1.	compare comparison	/kəm'peə(r)/ /kəm'pærɪsn/	v n	so sánh sự so sánh
2.	art	/ɑ:t/	n	mỹ thuật, nghệ thuật
3.	technology technological	/tek'nɒlədʒi/ /tek'nɒ'lɒdʒɪkl/	n adj	kỹ thuật học, công nghệ học thuộc về công nghệ
4.	design	/dɪ'zaɪn/	n	thiết kế
5.	drama	/'drɑ:mə/	n	vở kịch cho sân khấu
6.	geography	/dʒɪ'ɒɡrəfi/	n	môn địa lý
7.	history	/'hɪstri/	n	môn lịch sử
8.	communicate communication	/kə'mju:nɪkeɪt/ /kə'mju:nɪ'keɪʃn/	v n	giao tiếp sự giao tiếp
9.	physical education	/fɪzɪkl edʒu'keɪʃn/	n	môn thể dục
10.	science scientific scientifically scientist	/'saɪəns/ /saɪən'tɪfɪk/ /saɪən'tɪfɪkli/ /'saɪəntɪst/	n adj adv n	khoa học thuộc về khoa học thuộc về khoa học nhà khoa học
11.	typical	/'tɪpɪkl/	adj	tiêu biểu, điển hình
12.	primary	/'praɪməri/	adj	tiểu học
13.	mention	/'menʃn/	v	đề cập
14.	contrast	/'kɒntrɑ:st/	n	sự tương phản
15.	similarity similar	/sɪmə'lærəti/ /'sɪmələ(r)/	n adj	sự giống nhau giống nhau
16.	differ difference different	/'dɪfə(r)/ /'dɪfrəns/ /'dɪfrənt/	v n adj	khác sự khác nhau khác nhau
17.	common	/'kɒmən/	adj	chung
18.	theme	/θi:m/	n	chủ đề
19.	evidence	/'eɪdəns/	n	bằng chứng
20.	whereas	/weər'æz/	conj	trong khi

**PRACTICE****Exercise 1: Supply the correct forms of the words in brackets**

- The \_\_\_\_\_ between the two theories helped the students understand the nuances of each. (compare)
- Even though they come from \_\_\_\_\_ backgrounds, they share a common interest in astronomy. (differ)
- The \_\_\_\_\_ conducted experiments to test their hypotheses and gather data. (science)
- There is a noticeable \_\_\_\_\_ between the research methods used in the two studies. (similar)
- Effective collaboration requires clear and efficient ways to \_\_\_\_\_ ideas and findings. (communication)

**Exercise 2: Read the passage and answer the questions**

In today's modern world, technology plays an essential role in the lives of young people. From smartphones and social media to online education platforms, technology has brought both advantages and challenges to the youth.

The convenience of technology allows young people to stay connected with friends and family across the globe. Social media platforms enable them to share experiences, photos, and ideas instantly. However, the constant digital connection also raises concerns about privacy and the need for face-to-face interactions.

Learning has been transformed by technology as well. Online resources and e-learning platforms provide opportunities for self-paced learning and access to a vast amount of information. Nevertheless, the distraction of digital devices can hinder focus and concentration.

One of the significant challenges is managing screen time. Excessive use of technology, especially before bedtime, can disrupt sleep patterns and affect overall well-being. Encouraging a healthy balance between online and offline activities is crucial.

To ensure the positive impact of technology, it's important to educate young people about responsible and safe technology use. By promoting digital literacy and setting healthy boundaries, they can harness the benefits while minimizing potential drawbacks.

**Questions:**

1. How has technology affected communication among young people?
2. What advantage does technology offer in terms of learning?
3. What challenge does excessive technology use pose?
4. How can young people ensure a positive impact of technology?
5. What is a concern associated with constant digital connection?

**Exercise 3: Practice speaking by comparing and contrasting the photos**



**Exercise 3**

**Suggestion:**

- Compare the level of physical activity in both pictures. How active are the children in the first picture active compared to the children in the second picture?
- Discuss the potential benefits of outdoor play, such as fresh air, exercise, and social interactions. How might these benefits differ from internet gaming?

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- Consider the social aspect. How does each activity influence social interactions? Is one activity more likely to involve interactions with others?
- Reflect on the potential impact on mental health. How might spending time outdoors affect one's mood compared to spending time gaming online?
- Share your opinion on which activity you believe is more balanced and why. What aspects of each activity should young people consider when choosing how to spend their time?