Exercise 2 [IELTS Reading: Short answer questions] Read the text and answer the questions

How technology is changing learning

Technology is helping teachers to expand beyond traditional, text-based learning and to engage students who learn best in other ways. Its role in schools has developed from a 'computer class' into a versatile learning tool that could change how teachers demonstrate concepts, assign projects and assess students' progress.

A It can be hard to show students some concepts such as exactly why mixing two particular chemicals is dangerous. *Digital simulations* can help teachers explain concepts that are too big or too small, or processes that happen too quickly or too slowly to demonstrate a classroom. Simulations allow students to experiment with virtual greenhouses in order to understand how plants develop. Other software helps students understand the physics of *energy efficiency* by designing a model house. These are all concepts that are much harder to understand by simply reading.

B Education, by its very nature, produces huge amounts of data and teachers can use this data to better understand what a student knows and what he or she still needs to learn. Furthermore, these measurements make it possible to provide every student with a constantly updating, personalized textbook, with exactly the exercises and information he or she needs to study in order to understand the course material and get ahead. A teacher can see exactly how well her students understood that tough biology lesson at the beginning of the week. She can see that Jane needs extra help understanding cell biology, and can look at what percentage of her students are prepared for next month's exam.

C Technology also helps to make the world a smaller place. Language students can use video conferencing to attend lessons with native speakers living in other countries. In the past, only students who could afford to travel had the experience of learning a foreign language about other culture. Now the educational benefits of interaction with a native speaker are available to anyone who can make a video conferencing call.

D Games are another great way technology has improved the learning experience. There are games that put students in roles like hotel manager, teacher or scientist and ask them to solve real problems. In one game, students are directors of a video game company who need to develop and market a new game. In another, the game gives students the task of designing a new transport system for London. People working in different industries can learn innovative thinking through these games. Unlike in traditional classrooms, they develop practical skills by working together to solve real-world problems.

Vocabulary required:

- *engage someone in something (phrasal verb): make somebody take part in something*
- *versatile (adj): having many different uses*
- *digital simulation (n): a situation in which computer software is used to produce conditions that are similar to real ones, especially in order to study or test something*
- *energy efficiency: using less energy to perform the same task*

Answer the questions below. Choose NO MORE THAN TWO WORDS from the passage for each answer.

1. What software can help students to see processes that are too rapid to show in the classroom?

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2. Using software, what can students create that will help them learn more about electricity usage?

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3. What can teachers give to students that have helpful activities that stay up to date?

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4. What technology can students use to study with students in other countries?

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5. In what type of software do students look at actual situations?

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6. What can lessons that are unlike the usual class activities teach creative people?

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