Reading 3

Skills:

- Details
- Understand referents
- Understand summaries
- Understand author's intention
- Understand vocabulary in context

Getting started: Do you know any gadget that you can use with your pets?

CLEVERPET

Just like people, animals get bored when they have nothing to do. The answer for owners who have to leave their dogs alone at home could be an electronic device called CleverPet. This is a gaming console that uses lights and sound to give dogs various puzzles to solve, with tasty rewards for correct responses. It uses scientifically proven techniques to offer interactions that adapt to individual dogs' needs.

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The games, which were designed by animal-loving cognitive scientists, keep dogs busy and out of trouble for hours each day. CleverPet's games include encouraging the dog to remember a sequence of lights, respond to audio commands, or touch the lights when they flash. As the dog learns, the games get faster and more difficult, with new games available to download via Wi-Fi. Furthermore, CleverPet is compatible with iOS and Android devices.

How it works

For the light-sequence game, the machine plays a pattern of flashing lights. The dog must then touch the buttons in the right order. If the dog gets a sequence right, a mechanism called a worm gear, consisting of a threaded screw and a toothed wheel, drives around a food tray carrying a small **treat**. The dog takes the reward and the tray rotates out of sight again. Inside the dome, another treat drops onto the tray, ready for the next game.

Other smart gadgets for pets

Pet owners can choose from a variety of smart gadgets designed especially for animals. One of **these** is called WÜF, which is a sort of activity tracker for dogs, especially useful when a pet disappears. Worn like a collar, it tracks the dog using GPS and also monitors the dog's daily activities. Using an app and a smartphone, an owner can also talk to a dog via a loudspeaker in the collar—and the dog's bark back can be heard because WÜF also has a built-in microphone.

It's not just dogs that are having all of the techie fun. Cats can get in on the act with the FroliCat Bolt, which is a laser toy that shines a bright moving dot on the floor for the cat to chase and "catch". The random laser patterns are designed to stimulate a cat's natural hunting instincts. An automatic timer switches the toy off after 15 minutes of feline fun. These sorts of playthings are designed to give cats exercise and entertainment, especially if they live indoors all the time.

**Adapted from How Super Cool Tech Works. DK Publishing.*

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Answer the following questions:

1. What is the author's intention in this text?
    a. Describe a device that can help pets be distracted.
    b. Criticize the absurd use of technology nowadays.
    c. Review a game that people can play on their phones.
    d. Persuade people to spend more time with their pets.

2. What is stated about CleverPet in paragraph 1?
    a. It is a modern video game console.
    b. It is a set of lights that can entertain animals.
    c. It is a device that help dogs adapt to new places.
    d. It provides dogs with challenges to obtain a prize.

3. What is NOT stated in paragraph 2?
    a. The console has Wi-Fi connection.
    b. CleverPet was designed to improve a dog's memory skills.
    c. Dogs interact with the machine by following visual progressions or oral instructions.
    d. Apart from the default challenges, you have the option to add more games to the device.

4. According to paragraph 3, which of these is NOT inside the console?
    a. A wheel
    b. The lights
    c. A screw
    d. The food tray

5. The word **treat** in paragraph 3 is closest in meaning to
    a. prize
    b. clue
    c. wheel
    d. remedy

6. What sentence summarizes the highlighted part in paragraph 3?
    a. The dog brings the reward and puts it in the tray.
    b. The reward appears when the dog turns around.
    c. The animal grabs the food and the tray disappears.
    d. The tray rotates again when the animal goes away.

7. The word **these** in paragraph 4 is closest in meaning to
    a. activities
    b. animals
    c. owners
    d. gadgets

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8. What is mentioned about the WÜF in paragraph 4?
    a. It's an app you download to your phone.
    b. The gadget can be used to find a lost dog.
    c. You can buy a microphone and attach it to the device.
    d. The GPS records how many times a dog barks per day.

9. What is stated about the FroliCat Bolt in paragraph 5?
    a. It can only be used for 15 minutes a day.
    b. It comes in different bright colors.
    c. It is a toy you leave on the floor.
    d. It emits a light a cat can follow.

What do you think?

Have you ever thought of a gadget for pets that doesn't exist but should be created?

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