

Computers and the Internet

1. *What do you use a computer for? Read this opinion below and answer the T/F questions.*

I think the greatest invention of our times was the invention of computers. We use them everywhere, it is hard to imagine life without a PC or laptop. Computers made our lives faster and more comfortable, because a lot of things have become more easily accessible. However, comfort has brought about laziness and carelessness, too. For example, we don't have to pay attention to spelling correctly because the spell check program on the computer is able to correct the mistakes we make, or let's think about people who spend their life in front of the monitor, not even leaving their flat for a moment.

Using a computer nowadays is a necessity not only for individuals, but for offices, companies, hospitals, schools, etc., too. We use it for word-processing, storing documents, pictures, music, films, and other data, or printing things we need. Via the internet we can communicate with even the most remote places of the world, we can establish and keep contact with friends, business partners, we can send e-mails, download different data, search for almost every kind of information, buy or sell things, or even make bank transfers. Despite all these advantages, there are possible dangers that we have to take into consideration. As surfing the internet, playing computer games, and chatting are very exciting, after a while they can become addictive. Some people are glued to the screen, they forget to eat regularly, refuse to meet friends, attend parties, or even answer phone calls. Many problems arise from the vulnerability of the security system of the internet, too. Viruses and worms spread easily and they destroy files, hackers get access to computers and steal or cancel information. The stolen information can be used for criminal purposes like the manipulation of bank accounts, violation of privacy, etc. Besides, we have to spend a lot of time and money on checking and upgrading our computer permanently.

1. The greatest invention of the 20th century is the computer. T / F
2. Computers made our lives faster and more comfortable because we can access a lot of different things. T / F
3. We still have to pay attention to spelling even though we have spell check programs. T / F
4. Using a computer is not necessary for businesses. T / F
5. There are only a few uses of the computer. T / F
6. Internet use provides us with lots of communication opportunities. T / F
7. Computer addiction is not a problem nowadays. T / F
8. Our data on the internet is vulnerable. T / F
9. It is necessary to take some time on keeping our computers up-to-date. T / F

2. Read the following text with the help of the wordlist and then match the two halves of the expressions.

Computers and the Internet



Computers and the Internet have become an indispensable part of our life. They have revolutionised the way we communicate, work and think about time and space. Many of us take it for granted that we can send messages, pictures and videos at the click of a button, or can speak to people at the other end of the world. Often it is also possible to see each other while talking. The world has shrunk, and people can reach each other and have access to information

faster than ever before. In the privacy of our homes we can reach out to the whole wide world and can find whatever kind of information we need.

Computers and the Internet are used in all walks of life, and the possibilities are endless. In a lot of jobs people cannot work unless they are computer literate and are competent users of the Internet. Scientists and business people spend their working time on the computer, using it for all kinds of purposes, including research, modelling, data collection, organising online conferences and meetings, exchanging ideas, writing papers and reports – just to name a few. Teachers do the register, set and collect homework online these days and they also keep in touch with the parents via email. Computers and the Internet have found their way into the classroom directly as well: many schools have smartboards which make black and whiteboards obsolete. Universities offer various e-learning courses. There are courses where you can study without ever meeting your tutor or your classmates, but there are also online courses which complement face-to-face ones by having a website where materials can be uploaded, homework can be submitted, and where the participants can discuss issues they find relevant and interesting.

Computers and the Internet are widely used not only at work but in people's everyday life. People keep in touch with friends and family via email, skype and through social networking sites. They can do the shopping online, book flights and trains, order a pizza, download films and books, play games with people from other countries. Apart from face-to-face communication, there is very little that cannot be done on the Internet.

Useful expressions

comes in handy
have a fair chance of ...-ing
have access to sg
get and keep in touch with sy
native speaker
when it comes to languages

the more, the merrier
mother tongue
work hard
no pain, no gain
plugged in
party lines
chatty sort
fulfil a lot of functions
pay-as-you-go
mobile phone providers
texting
indispensable part of sg
gadget
cause damage
take sg for granted
in the privacy of our homes
in all walks of life
the possibilities are endless
data collection
just to name a few
do the register
exchanging ideas
make sg obsolete
face to face

kapóra jön
nagy a valószínűsége annak, hogy
hozzáférése van vmihez
kapcsolatba lép és kapcsolatot tart vkivel
anyanyelvű beszélő
amikor a nyelvekről van szó,
ami a nyelveket illeti
minél több, annál jobb
anyanyelv
szorgalmasan dolgozik
fájdalom nélkül nincs eredmény
konnektorba dugott, csatlakoztatott
ikervonal (telefon)
fecsegős fajta
sok funkciót tölt be/teljesít
dominó kártya
mobilszolgáltató
smsezés
vminek az elmaradhatatlan része
kütyü
kárt okoz
természetesnek vesz vmit
otthonunk magányában
az élet minden területén
a lehetőségek végtelenek
adatgyűjtés
hogyan csak néhányat említsünk
a hiányzókat beírja
ötleteket cserél
feleslegessé/elavulttá tesz vmit
szemtől szembe

1. to take something
2. at the click
3. at the other
4. to have access
5. in all walks
6. to keep
7. to make
8. face
9. not only in...
10. apart

- of a button
- end of the world
- in touch with someone
- from something
- to face
- to something
- for granted
- of life
- something obsolete
- but in...

Reading Comprehension

You are going to read an article about the effects of video games on youngsters. Your task is to finish the sentences (1-6) following the text. Choose the phrase (A-D) which is nearest in meaning to what the article says. Write the letters of the correct answers in the boxes below. There is an example (0) for you at the beginning.

Playing Video Games “Has Little Impact on Teen Sleep”

Playing a video game before bed appears to have only a mild effect on how long it takes a male teenager to fall asleep, a preliminary study suggests.

Those who played a relatively violent video game took only marginally longer to fall asleep than those who watched a relaxing nature documentary.

The Journal of Clinical Sleep Medicine study pitted Call of Duty 4 against March of the Penguins.

There is still little scientific data on the effects of video games on sleep, but anecdotal evidence has long suggested that playing such games at night could have a detrimental impact on sleep because the stimulation keeps one awake even after the game has ceased.

To test the theory, researchers at Flinders University in Adelaide, Australia, recruited 13 males between the aged of 14 and 18 with no existing sleep problems.

On one night they sat beneath the covers playing Call of Duty 4: Modern Warfare for 50 minutes – a game in which the player takes on the role of an SAS recruit among others carrying out various violent missions.

On a second night a week later they spent an equal amount of time watching March of the Penguins, the award-winning French documentary which follows the yearly journey of the emperor penguins of Antarctica across vast swathes of ice to their breeding grounds.

Three fell asleep while watching the film, while none dozed off while playing Call of Duty.

The majority of the teenagers did take longer to fall asleep after playing the video game, but most were asleep within seven-and-a-half minutes – only four minutes longer than when they watched March of the Penguins.

“We purposefully chose a very tranquil film to contrast against the very stimulating effect of playing a violent video game in the hope of producing the greatest effect on sleep,” said Michael Gradisar, a senior lecturer in clinical child psychology who led the research.

“We were surprised that playing the violent video game did not lead to a much longer time taken to fall asleep.”

However he acknowledged there were limitations to the small study, notably that very few teenagers who played would limit their playing time to just 50 minutes a night.

And however tranquil March of the Penguins may be, some sleep experts urge no screen activity before bed – be it computer, game or TV.

There has been increasing focus on the quality and length of young people’s sleep, in part because of the impact on concentration but also amid mounting suggestions that poor sleep may be contributing to obesity levels.



(news.bbc.co.uk/2/hi/health/8620949.stm)

0. Playing a videogame before bed _____
- A causes nightmares.
 - B is allowed for teenagers only if they do their homework before.
 - C does not deeply influence the length of the time a teenage boy needs to fall asleep.
 - D is more typical of boys than girls.
1. People generally think that _____
- A videogames disrupt sleep patterns.
 - B playing on the computer causes high blood pressure.
 - C we still don't know much about videogames.
 - D playing videogames is more harmful at night than by day.
2. The Australian research _____
- A tested participants how long they can play a videogame.
 - B involved teenage boys only.
 - C made subjects take part in a virtual car rally.
 - D used rather violent methods.
3. The major difference between watching a documentary and playing a videogame was that _____
- A some people fell asleep during the nature film.
 - B participants were not interested in the documentary at all.
 - C after the videogame some boys had a restless night.
 - D the film was longer than the game.
4. The researchers' aim was to _____
- A prove the harmful effects of videogaming.
 - B produce peace in the boys' minds.
 - C expose participants to two very different influences to examine their effects.
 - D learn more about videogamers' psychological problems.
5. The shortcomings of the research are that _____
- A the participants were fat.
 - B the rooms where it was conducted was too small.
 - C participants could not concentrate properly.
 - D teenagers usually play longer than 50 minutes at a sitting.
6. Youngsters' sleep has become an important research topic because _____
- A overweight people can lose weight during "quality sleep".
 - B bad dream are suggested to have negative consequences.
 - C young people don't sleep enough.
 - D it influences both their academic success and body weight.

0. C

1.

2.

3.

4.

5.

6.