

Name:

Class: S8...

Ngày giao bài: Thứ, ngày/.....

Ngày nộp bài: Thứ, ngày/.....



Grammar:

Reading:

Writing:

Mini Test:

EARTH'S LIMITS VOCABULARY & WRITING PRACTICE

Lưu ý: Các từ vựng mở rộng thầy cô cho ghi trong vở (nếu có) và các từ vựng mở rộng trong phiếu đề có chú thích nghĩa: Con về nhà chép mỗi từ 1 dòng để ghi nhớ nhé.

A. WRITING PRACTICE

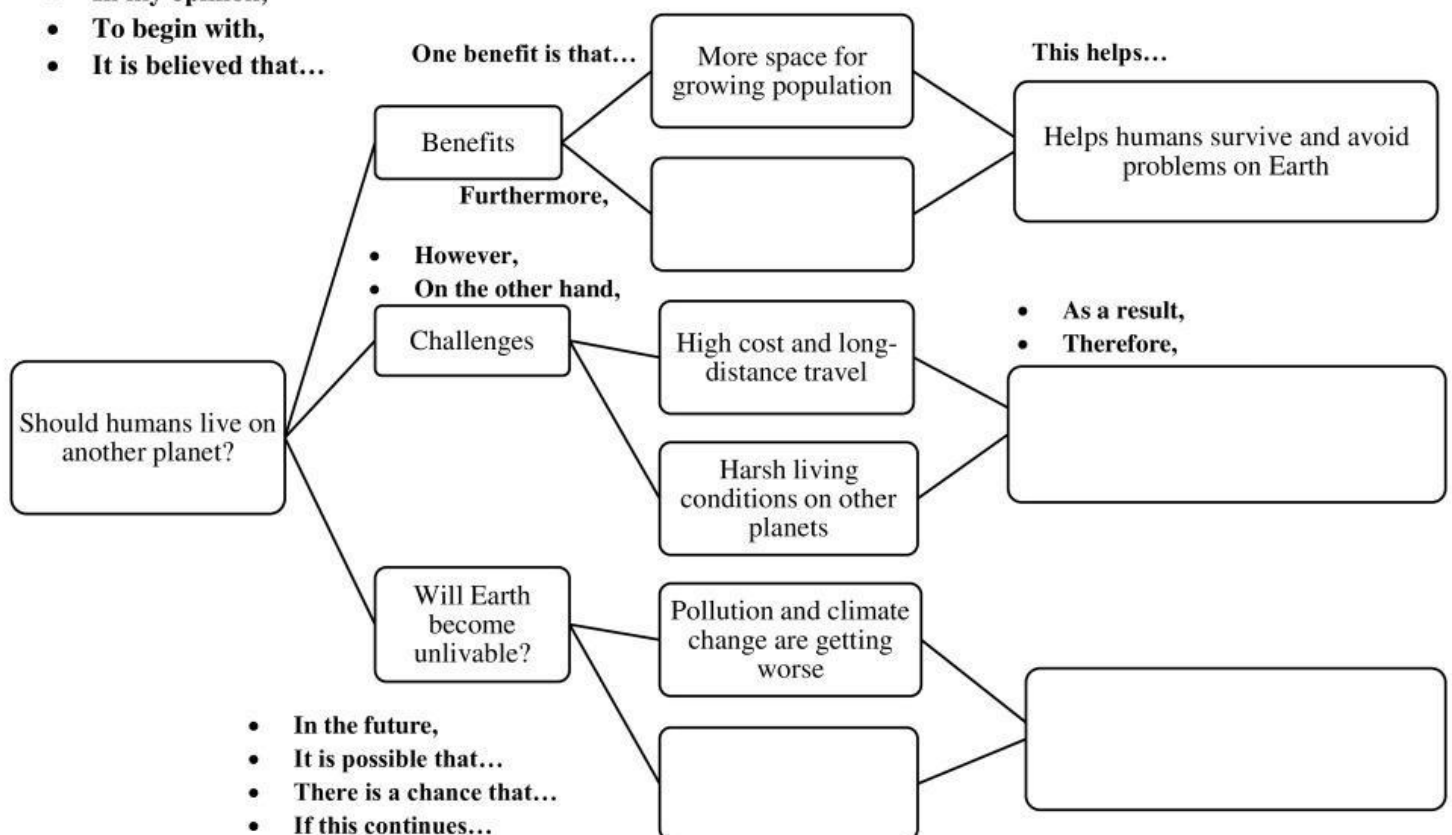
Topic: Should humans live on another planet?

- What are the benefits?
- What are the challenges?
- Do you think Earth will ever be too crowded or damaged for humans to live here?

Giáo viên và học sinh hoàn thiện mind map dựa trên gợi ý và viết bài.

***Note:** Những ý tưởng và từ vựng được dùng để tham khảo, giáo viên và học sinh có thể linh hoạt áp dụng

- First of all,
- In my opinion,
- To begin with,
- It is believed that...



B. VOCABULARY

- Earth's limits

No.	New words	Meanings	No.	New words	Meanings
1	overpopulation (n)	sự bùng nổ dân số	8	global warming (n)	hiện tượng nóng lên toàn cầu
2	waste management (n)	quản lý chất thải	9	sustainability (n)	sự bền vững (khả năng duy trì lâu dài mà không gây hại đến môi trường)
3	resource depletion (n)	sự cạn kiệt tài nguyên	10	carbon footprint (n)	lượng khí CO ₂ mà một cá nhân/hoạt động thải ra
4	biodiversity loss (n)	sự mất đa dạng sinh học	11	soil erosion (n)	sự xói mòn đất
5	water scarcity (n)	sự khan hiếm nước	12	energy crisis (n)	khủng hoảng năng lượng
6	deforestation (n)	nạn phá rừng	13	land degradation (n)	suy thoái đất
7	renewable energy (n)	năng lượng tái tạo	14	climate refugee(s) (n)	người tị nạn do biến đổi khí hậu

C. EXTRA VOCABULARY

No.	New words	Meanings	No.	New words	Meanings
1	interactive (adj)	có tính tương tác	5	hand-eye coordination (n)	khả năng phối hợp tay – mắt
2	retirement community (n)	cộng đồng người về hưu	6	overly-complicated (adj)	quá phức tạp
3	pastime (n)	thú vui tiêu khiển	7	stimulus (n)	sự kích thích, tác nhân gây hứng thú
4	visibility (n)	mức độ hiện diện/độ phủ sóng	8	incorporate (v)	kết hợp, tích hợp

***Note:** *n = noun: danh từ; v = verb: động từ; adj = adjective: tính từ.*

***Con học thuộc nghĩa của từ, chính phát âm theo từ điển và chép mỗi từ 1 dòng vào vở ghi.**

D. HOMEWORK

GRAMMAR

I. Match to make meaningful sentences.

0. That was the worst water	0- <u>b</u>	a. we ignore biodiversity loss.
1. Those were the solutions proposed	1- <u> </u>	b. crisis we've ever experienced.
2. Anything could happen if	2- <u> </u>	c. energy isn't enough on its own.
3. Some have argued that renewable	3- <u> </u>	d. to leave due to the energy crisis.
4. Most have ignored the	4- <u> </u>	e. last year to stop soil erosion.
5. Everyone in the village had	5- <u> </u>	f. warnings about global warming.

II. Choose the correct answers by circling A, B, C, or D.

0. I was surprised when the truth finally _____ out during the meeting.
 A. turned B. broke C. came D. worked
1. Scientists are trying to work _____ a solution to reduce carbon footprint.
 A. on B. out C. in D. off

2. If we don't act now, this disease will _____ out in many regions.
A. break B. give C. run D. keep
3. We are running _____ clean water because of serious water scarcity.
A. off B. out of C. away D. up to
4. The students were told to _____ out the data on deforestation during the seminar.
A. bring B. take C. read D. set
5. Many countries try to _____ up with better ways to manage waste.
A. look B. get C. stand D. come

III. Complete the dialogue with the correct INDEFINITE PRONOUNS in the box.

everyone	no one	everything	anywhere	nothing	someone
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Nam: Did you hear about the community near the forest? Overpopulation and deforestation forced (0) everyone to move out last year.

Linh: Yeah. I read about it. The government promised to help, but (1) _____ has been done so far.

Nam: It's sad. The land is completely dry now — (2) _____ can grow food there anymore.

Linh: I saw (3) _____ on the news trying to plant trees again, but the soil erosion made it impossible.

Nam: And the people can't go (4) _____ else because there are no jobs or homes available nearby.

Linh: It's scary to think that (5) _____ can collapse so quickly when we ignore sustainability.

IV. Rearrange the words to make correct sentences. Capitalize if necessary.

0. I / before / refugees / mentioned / are not / climate / the / those

→ Those are not the climate refugees I mentioned before.

1. to / done / nothing / stop / land degradation / has been

→ _____.

2. water scarcity / what / this / the / causes / is / most of

→ _____.

3. their / everyone / trying / is / carbon footprint / to reduce

→ _____.

4. deforestation / not / that / solution / to / a real / is

→ _____.

5. have / some people / done / to stop / nothing / climate change

→ _____.

Lưu ý:

1. Khi làm bài tập có từ mới, các con phải tra từ điển. Sau khi tra từ điển, các con chép mỗi từ mới **1 dòng** để ghi nhớ.
2. Các con gạch chân các từ khóa chính trong bài đọc.

CAMBRIDGE READING PRACTICE

You are going to read a newspaper article about the benefits of playing computer games. Six sentences have been removed from the article. Choose from the sentences **A–G** the one which fits each gap (**37–42**). There is one extra sentence, which you do not need to use.

Mark your answers **on the separate answer sheet**.

- A** In a market flooded with thousands and thousands of games, finding the right fit can be challenging.
- B** And as computer game usage amongst older people has risen, researchers have conducted studies that have concluded that computer games provide much more than simple entertainment value.
- C** 'I've always been sports-minded and like watching sports. Playing computer games is a bit of fun and it's great to see how you can do, as well as providing some much-needed exercise.'
- D** Games which mimic the movements of the sports they represent are particularly popular amongst gamers who not only want to have fun, but want to incorporate a bit of heart-pumping action into their free-time activities as well.
- E** This includes balance boards that record movements and give feedback on performance. Activities include yoga poses, push-ups, strength, balance and aerobic exercises.
- F** 'She's a real pro and it's hard for me to keep up! She's a fantastic opponent and we have a lot of laughs.'
- G** Active game-playing helps people of all ages recognise that exercise can be fun and socially enjoyable, and isn't just about hitting the treadmill at the gym.

Computer games: not just for kids!

More people than ever are turning to computer games for fun and health benefits

Susie Bullen lines up, swings her arm back, and releases another perfect throw for yet another strike. When the game is over, the 94-year-old has rolled a personal best of 220. But Bullen isn't hanging out in the local bowling alley – she's playing on a popular interactive gaming system that has gained immense popularity with people of all ages.

Bullen, who once competed in leagues but hasn't bowled in nearly 70 years, said the interactive sports games give her the opportunity to reconnect to many of the activities she enjoyed in her formative years. 'I try to play as much as I can,' says Bullen, resident of a peaceful retirement community in Ontario, Canada. **37** Bullen regularly competes against her great-granddaughter, 16-year-old Melanie, on her gaming console.

Bullen is amongst a growing number of older people participating in this kind of pastime, which is helping to bring generations together in a shared activity. 'It's great fun playing against my great-grandma', says Melanie. **38**

According to recent research in the entertainment software sector, the percentage of people over 50 playing computer games has more than doubled since the year 2000, and the number is expected to increase as the popularity and visibility of current computer game platforms continue to grow. **39**

Interactive games have been linked to providing increased mental and physical well-being across the age groups. In addition to boosting mood, playing an 'exer-game' for around half an hour, three times a week, improves balance and leaves players feeling refreshed and energised. **40** Just like traditional forms of exercise, interactive gaming promotes better mental sharpness and hand-eye coordination. And one study has shown that there are some characteristics of gaming that promote visual learning, too – that is, acquiring skills through associating ideas and concepts with images and techniques.

So, what is it that has attracted older people to join in the gaming world? **41** Not only are the most successful platforms those with user-friendly controls, but the best games for the whole family to get involved in together are those which aren't overly-complicated, but still offer plenty in terms of stimulus.

42 A ten-pin bowling game, for example, requires users to swing their arms in the same motion as a bowler, while holding down a button on the controller. When the player is ready to release the ball, he or she simply releases the button. And as he or she does so, the feel-good factor is released along with it!