MATCH THE INVENTIONS WITH THEIR MAIN USES.

INVENTIONS

	INVENTIONS	MAIN USES
1.		Shop and sell on the Internet
2.		Communicate over long distances.
3.		Organise the meetings, lectures and communicate, regardless of distances.
4.		Store and read texts from the Internet.
5.		Direct and find the way, or manage the traffic.
6.		Do difficult or dangerous task effectively.
7.		Save and share the data every time, every where.
8.		Travel around without a person in control.

LIVEWORKSHEETS