Technology Idioms - C1 Level Exercises

These activities focus on idioms commonly used in technological and professional contexts.

Part 1 - Match the Idiom to Its Meaning

Match each idiom (1-20) with the correct meaning (A-T). Each idiom has only ONE correct match. Write the letters.

Idioms

1. To reboot your brain

2. To unplug

3. To crash and burn

4. To reboot a project

5. To be glued to your screen

6. To download information

7. To plug into something

8. To be wired into something

9. To go viral

10. To break the internet

11. To be on the same wavelength

12. To debug a problem

13. To run on autopilot

14. To process information

15. To overload the system

16. To upgrade your skills

17. To scan something quickly

18. To connect the dots

19. To filter information

20. To push a patch

Meanings

A. To receive a large amount of information quickly

B. To become extremely popular online

C. To fail completely or disastrously

D. To place too many demands on a system

E. To think in a similar way to someone else

F. To rest mentally in order to think more clearly again

G. To perform tasks automatically without much thought

H. To improve your professional or technical abilities

I. To spend a long time looking at a screen

J. To disconnect from digital devices

K. To spread extremely quickly on the internet

L. To select only relevant information from a large amount of data

M. To release a small software update that fixes a problem

N. To understand relationships between pieces of information

O. To restart a project from the beginning

P. To be closely informed about developments in a field

Q. To analyse and understand data or information

R. To read or examine something quickly

S. To identify and fix errors in code or a system

T. To connect to a system, network, or community

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

LIVEWORKSHEETS

Part 2 - Fill in the Gaps

Complete the sentences using the idioms from Part 1. You may need to change the verb tense.

1. After several hours of coding, the developer decided to _____ and take a short walk away from the computer.

2. The new startup idea seemed promising at first, but it eventually _____ after investors withdrew their support.

3. During the technical briefing, the engineer asked the team to _____ all the relevant information about the new system architecture.

4. Many programmers spend long periods _____ while debugging or testing software.

5. The team decided to _____ the project after discovering major design flaws.

6. Researchers often need to _____ large amounts of data before drawing conclusions.

7. The tutorial video quickly _____ and was shared across multiple tech forums.

8. Software engineers must regularly _____ to remain competitive in the technology industry.

9. When reviewing documentation, it is often useful to _____ first to find the key sections.

10. The system nearly failed because the administrator accidentally _____ with too many requests.

11. Programmers must carefully _____ when trying to identify errors in complex code.

12. Experienced technicians sometimes _____ when performing routine maintenance tasks.

13. Analysts need to _____ different pieces of information to understand patterns in the data.

14. During a long lecture on artificial intelligence, students had to _____ a significant amount of new information.

15. When collaborating effectively, team members are usually _____ and communicate efficiently.

16. Joining a professional technology community allows you to _____ valuable industry networks.

17. The keynote presentation was so popular that it seemed to _____ on social media.

18. Data scientists must _____ to focus only on relevant variables.

19. If you feel mentally exhausted after solving complex problems, it may help to _____ before continuing.

20. Developers sometimes need to _____ quickly when a bug is discovered in production.

LIVEWORKSHEETS