Your Full Name:

Listening: Tech for Good

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Antonio: OK, let's get started. I did some (1) _ _ _ _ _ _ _ _ for our (2) _ _ _ _ _ _ _ _ _ _ on people using technology to solve (3) _ _ _ _ _ _ problems and discovered Gitanjali Rao. She's a young (4) _ _ _ _ _ _ _ _ from the United States. She works with (5) _ _ _ _ _ _ _ and technology to solve problems and to help people. When she was only 10 years old, she heard about a city in the U.S. where the (6) _ _ _ _ _ _ _ _ water had high levels of (7) _ _ _ _ in it. That was a big public health (8) _ _ _ _ _ _ _ , and it made her think about ways people could (9) _ _ _ _ _ the (10) _ _ _ _ _ _ of lead in their water.

Divya: Is there a (11) _ _ _ _ _ _ that can do that?

Antonio: There is now! It's called Tethys, and it sends the test (12) _ _ _ _ _ _ _ to your cell phone! Another idea Rao had was for an app to help prevent (13) _ _ _ _ _ _ _ _ _ _ _ _ _ _ . . . you know—when people are awful to each other online. The app is called Kindly. They're still (14) _ _ _ _ _ _ _ on it, but the idea is that it can look at the words in a (15) _ _ _ _ or email and tell you if the words might be (16) _ _ _ _ _ _ or make someone feel bad.

Divya: I'd say that's helpful. I mean, sometimes people hit "send" before they think about how their words really sound, or what (17) _ _ _ _ _ _ the words might have on somebody.

Antonio: If you're interested, you can (18) _ _ _ _ _ _ _ _ _ _ _ to the app development right now! The app uses a kind of AI, and people can (19) _ _ _ _ _ _ messages that do or do not contain examples of (20) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ .

Divya: I might do that.

Antonio: Rao uses (21) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ to turn her ideas into real (22) _ _ _ _ _ _ _ _ . She has worked with companies like 3M and with (23) _ _ _ _ _ _ to develop her (24) _ _ _ _ _ _ _ _ _ _ _ _ .

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Divya: She sounds perfect for this project.

Antonio: Wait, there's more! She was named a National Geographic Young (25) _ _ _ _ _ _ _ _ , and Time magazine called her the "Kid of the Year" in 2020! And I believe that will inspire a lot more young (26) _ _ _ _ _ _ _ _ _ .

Divya: That's pretty cool!

Antonio: And as young as she is, Rao is also into teaching others. She has led hundreds of classes to help other students get (27) _ _ _ _ _ _ _ about science and technology. She even received grant money from National Geographic to do more speaking and more of those classes. Divya: Oh, I would love to go to one of those!

Antonio: Me, too!

Divya: All right, I did some research too and found an interesting story about some young (28) _ _ _ _ _ _ _ _ _ in Jordan. They are university (29) _ _ _ _ _ _ _ _ who created (30) _ _ _ new apps to help with local problems.

Antonio: That sounds interesting.

Divya: Their university collaborated with UNESCO, which is the United Nations Educational, Scientific, and Cultural Organization, and some other organizations. These (31) _ _ _ _ _ _ _ _ _ _ _ _ _ are training the students to do programming and (32) _ _ _ _ _ _ _ apps. The project is called YouthMobile, and the students made new apps to help with all kinds of things. There's one app to help students find public (33) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ , like buses, for example. There's another app to help young people find (34) _ _ _ _ .

Antonio: Wow, another great example of young people solving problems with (35) _ _ _ _ _ _ _ _ _ _ .

Divya: Exactly. And if you ask me, the really cool thing is that the students are working on their (36) _ _ _ _ _ _ _ The phones are a way for them to create and to invent.

Antonio: That is cool! And it seems like we're all set for ideas for the (37) _ _ _ _ _ _ _ _ _ _ .

Divya: Yes, now we just have to write our (38) _ _ _ _ _ _ .

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