

## How to learn a Language

Learning a new language can be a challenging experience. However, this does not have to be the case for you. There are a few tips you can follow to make learning easy and fun.

The first step to learn more efficiently is to have a goal. It is better to have several small goals that you can achieve over a short period. For example, you can purpose to learn all vocabulary related to traveling one week, and cooking vocabulary the next.

Another tip is to study smart. Learning a language requires a lot of memorizing, so be sure to employ the right techniques. Flashcards can come in real handy in this respect.

Finally, make sure to study the language every day. Consistent practice is the best way to remember everything you learn.

### Did you understand the text?

1) **All the following are right about learning a language, except?**

- ☐ a) It can be difficult
- ☐ b) It is an impossible task
- ☐ c) You can make it fun
- ☐ d) It can be easy

3) **What is an example of a good learning goal?**

- ☐ a) Purposing to learn all cooking vocabulary in an hour
- ☐ b) Aiming to know all the different tenses in a year
- ☐ c) Purposing to learn all traveling vocabulary in a week
- ☐ d) Aiming to be fluent in the language in a week

5) **How often should you practice the new language?**

- ☐ a) Every day
- ☐ b) Twice a week
- ☐ c) Once a month
- ☐ d) Whenever you feel like it

2) **How should you set your learning goals?**

- ☐ a) In small, manageable chunk
- ☐ b) You do not need to have goals.
- ☐ c) As vague aims
- ☐ d) As huge, overwhelming aspirations you wish to achieve

4) **What will help you memorize things better according to the passage?**

- ☐ a) Highlighting things as you read them
- ☐ b) Flashcards
- ☐ c) Underlining important phrases
- ☐ d) Using your imagination

6) **Which of these is not a learning tip according to the passage?**

- ☐ a) Use flashcards to boost your memory
- ☐ b) Have manageable learning goals
- ☐ c) Invest in expensive learning materials
- ☐ d) Practice daily