

## UNIT 14

**Task 4. Match the words in the left column to their definitions in the right column: write the correct letter of the answer.**

- |                                              |                                                                                                                                                                                    |
|----------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b> a 3D construction                   | <b>a</b> complicated equal sums                                                                                                                                                    |
| <b>2</b> a graphical image                   | <b>b</b> to find or produce an answer, a sum of money, etc.                                                                                                                        |
| <b>3</b> a heat source                       | <b>c</b> to make up the process of mathematical modeling, performed on a computer                                                                                                  |
| <b>4</b> a model                             | <b>d</b> the computer-controlled sequential layering of materials to create three-dimensional shapes                                                                               |
| <b>5</b> a simulation                        | <b>e</b> to think about somebody/something until you understand them/it                                                                                                            |
| <b>6</b> complex physics equations           | <b>f</b> to comprise statements that the values of two mathematical expressions are equal (indicated by the sign =).                                                               |
| <b>7</b> the laws of physics                 | <b>g</b> to join                                                                                                                                                                   |
| <b>8</b> to come up with                     | <b>h</b> a three-dimensional representation of a person or thing or of a proposed structure, typically on a smaller scale than the original                                        |
| <b>9</b> to create simulations               | <b>i</b> to conduct the process of mathematical modeling, performed on a computer, which is designed to predict the behaviour of or the outcome of a real-world or physical system |
| <b>10</b> to do real life experiments        | <b>j</b> a visual representation of an object                                                                                                                                      |
| <b>11</b> to figure smth out                 | <b>k</b> to lead modeling to a higher stage                                                                                                                                        |
| <b>12</b> to follow rules                    | <b>l</b> to forecast                                                                                                                                                               |
| <b>13</b> to include the math equations      | <b>m</b> stated facts which have been deduced and derived based on empirical observations                                                                                          |
| <b>14</b> to make predictions                | <b>n</b> to examine a new medicine                                                                                                                                                 |
| <b>15</b> to put smth together               | <b>o</b> anything that can heat up a spacecraft                                                                                                                                    |
| <b>16</b> to run simulations on computers    | <b>p</b> to accept advice, instructions, etc. and do what you have been told or shown to do                                                                                        |
| <b>17</b> to take simulations to a new level | <b>q</b> to carry out true-to-life test                                                                                                                                            |
| <b>18</b> to test a new drug                 | <b>r</b> the production of a computer model of something, especially for the purpose of study                                                                                      |

**Task 6. Read the text below and decide which answer (A, B, C or D) best fits each gap.**

Computer (1) \_\_\_\_\_ modeling is a discipline gaining popularity in both government and industry. Computer simulation modeling can assist in the design, creation, and evaluation of complex systems. Designers, program managers, analysts, and engineers use computer simulation (2) \_\_\_\_\_ to understand and evaluate “what if” case scenario. It can (3) \_\_\_\_\_ a real or proposed system using computer software and is useful when changes to the actual system are difficult to implement, involve high costs, or are impractical. Some examples of computer simulation modeling familiar to most of us include: weather forecasting, flight (4) \_\_\_\_\_ used for training pilots, and car (5) \_\_\_\_\_ modeling. For example, you could input the laws of gravitation into a computer, and use it to create a (6) \_\_\_\_\_ of the planets of the solar system orbiting the Sun. Then you could fire asteroids through the solar (7) \_\_\_\_\_ and see what happens. These are the kinds of simulations that save us a lot of work. Simulations are also used in meteorology to study weather and climate change, but this is an area where (8) \_\_\_\_\_ is difficult. Predicting the motions of every particle in the Earth's atmosphere is incredibly hard, and that is why weather forecasts can be so wrong sometimes (200 word).

- |   |                 |                 |                 |                 |
|---|-----------------|-----------------|-----------------|-----------------|
| 1 | A model         | B simulation    | C design        | D project       |
| 2 | A simulating    | B modeling      | C designing     | D projecting    |
| 3 | A model         | B example       | C design        | D project       |
| 4 | A simulators    | B modulators    | C designers     | D projectors    |
| 5 | A bumping       | B striking      | C colliding     | D crash         |
| 6 | A 2D simulation | B 2D modulation | C 3D modulation | D 3D simulation |
| 7 | A planet        | B star          | C system        | D research      |
| 8 | A imagination   | B designing     | C modeling      | D projecting    |

**Task 6. Fill in the gaps with the correct preposition:**

- 1 \_\_\_\_\_ the smallest things \_\_\_\_\_ our universe, \_\_\_\_\_ the quarks;
- 2 come down \_\_\_\_\_ the ways;
- 3 represent one thing \_\_\_\_\_ another;
- 4 show relationships \_\_\_\_\_ factors;
- 5 take a break every hour \_\_\_\_\_ a total \_\_\_\_\_ three hours;
- 6 be \_\_\_\_\_ simple \_\_\_\_\_ a diagram \_\_\_\_\_ paper
- 7 do experiments \_\_\_\_\_ something
- 8 useful \_\_\_\_\_ scientists and nonscientists alike

**Task 8. Read the text below and decide which answer (A, B, C or D) best fits each gap.**

**Advantages of Physical Models**

There are several advantages (1) \_\_\_\_\_ physical models. They allow you to try things (2) \_\_\_\_\_ for real that would be impossible outside of a model. For example, you could create a model of a house, and then destroy it in different ways



to see how a fire or flood affected the building materials. Or you could simulate an earthquake on a model of a city, which (3) \_\_\_\_\_ be impossible and dangerous to do with a real city.

Sometimes physical models are (4) \_\_\_\_\_ accurate than computers, especially in the case of chaotic things like fluid flow. If you're studying how water will flow (5) \_\_\_\_\_ the sides of a boat, or through a complex network of pipes, you really can't beat a physical model.

Another advantage is that they are safer for certain kinds of experiments. One of the more common examples of physical models are crash test dummies. Before a car makes it onto a road they're tested (6) \_\_\_\_\_ simulating all kinds of crashes, and seeing the effect it has on human-sized dummies in the car. This certainly isn't something you could do safely with actual people.

Last of all, models are great for visualization and education. Nobody can really see the atom, because it's too small. And an image of the whole solar system with all the planets in view is not practical, because the planets (7) \_\_\_\_\_ tiny compared to the distances between them. The models can be (8) \_\_\_\_\_ to educate people and help them visualize things that are hard to picture.

1	Ato	Bfor	Cin	Dafter
2	Aon	Bout	Cin	Dafter
3	Awould been	Bwill been	Cwould	Dwill
4	Athe most	Bmuch	Cthe more	Dmore
5	Aover	Bit	Caround	Dabout
6	Awhile	Bby	Cas	Din
7	Aare	Bwere	Cis	Dwill
8	Ause	Buses	Cusing	Dused