Unit 1 (page 6)
THE HISTORY OF COMPUTERS

When you are using a computer, think about the technology that is needed for it to work. People have been using types of computers for thousands of years. A metal machine was found on the seabed in Greece that was more than 2,000 years old. It is believed that **this** was the first ever computer. In the 1940s, technology had developed enough for inventors to make the first generation of modern computers. One such model was so large that it needed a room that was 167 square metres to accommodate it. During that decade, scientists in England developed the first computer program. It took 25 minutes to complete one **calculation.** (*a way of using numbers in order to find out an amount, price or value* حسابات)(**calculate**). In 1958 CE, the **computer chip**(a small piece inside a computer which stores information via an electric current رقاقة الكمبيوتر) was developed. The first computer game was produced in 1962 CE, followed two years later by the computer mouse. In 1971 CE, the **floppy disk** (*a flexible, removable magnetic disk that stores computer information* قرص مرن) was invented, which meant that information could be shared between computers. The first PC (personal computer) was produced in 1974 CE, so people could buy computers to use at home. In 1983 CE, people could buy a laptop for the first time. Then, in 1990 CE, the British scientist Tim Berners-Lee developed the **World Wide Web**(*an information system, known as the Internet* الشبكة العنكبونية). It was not until 2007 CE that the first **smartphones**(*a mobile phone with advanced computing technology* هاتف ذكي) appeared. Today, most people use their mobile phones every day. What will happen in the future? You can already buy watches which can do the same as mobile phones. Scientists have also developed glasses that are capable of doing even more than this. Life in the future is going to see further changes in computer technology. It is likely that all aspects of everyday life will **rely on** (*to have trust or confidence in something or someone* يعتمد على)(**reliable**)a computer **program**, (*a set of instructions enabling a computer to function* برنامج) from how we travel to how our homes are heated.

1. Deferent inventions where completed between 1958 CE – 1964 CE. Write down two of these inventions.
2. The writer specifies two aspects of everyday life that will depend on technology in the future. Write them down.
3. Where was the first ever computer found?
4. What information in the text shows that the first modern computers were large?
5. What does the underlined word "this" refer to?
6. Find a word in the texts which means "a set of instructions enabling a computer to function"
   Answers:
   1. Computer chip, computer game and computer mouse.
   2. How we travel and how our homes are heated.
   3. On the seabed in Greece.
   4. One such model was so large that it needed a room that was 167 square metres to accommodate it.
   5. A metal machine.
   6. Program.

Unit 1 (page 8)
Using technology in classrooms

Young people love learning, but they like learning even more if they are presented with information in an interesting and challenging way. Today, I am going to give a talk about how you can use technology in Jordanian classrooms.

Here are some ideas:

Many classrooms now use a whiteboard as a computer screen. As a consequence, teachers can show websites on the board in front of the class. Teachers can then use the Internet to show educational programmes, play educational games, music, recordings of languages, and so on.

In some countries, **tablet computers** (*a mobile computer, with a touch screen, processor and battery all in one unit كمبيوتر لوحي*) are available for students to use in class. Therefore, students can use the tablets to do tasks such as showing photographs, researching information, recording interviews and creating diagrams. **Tablets are ideal for pair and group work**. Teachers can perhaps ask their students to start writing a **blog** (*a regularly updated personal website or web page, usually written in an informal style مدونة انترنت*) (an online diary), either about their own lives or as if they were someone famous. They can also create a website for the classroom. Students can contribute to the website, so for example they can **post** (*to put a message or document on the Internet so that other people can see it ينشر على الانترنت*) work, photos and messages. Most young people communicate through social media, by which they send each other photos and messages via the Internet. Some students like to send messages that are under 140 letters for anyone to read. Teachers can ask students to summarise information about what they have learnt in class in the same way. **If students learn to summarise quickly, they will be able to use this skill in future**. We all like to send emails, don't we? **Email exchanges**(*a series of emails between two or more people, each email generally a reply to the previous one تبادل الاميلات*) are very useful in the classroom. Teachers can ask students to email what they have learnt to students of a similar age at another school. **They could even email students in another country.** As a result, students can then share information and help each other with tasks. Another way of communicating with other schools is through talking to people over the computer. Most computers have cameras, so you can also see the people you are talking to. In this way, students who are studying English in Jordan can see what students in England are doing in the classroom while they are speaking to them. You can also use this system to invite guest speakers to give talks over a computer. **For example, scientists or teachers from another country could give a lesson to the class**. If you had this type of lesson, the students would be very excited. Students often use computers at home if they have them. Students can use **social media** (*social interaction between people and communities on websites or blogs وسائل التواصل الاجتماعي*) on their computers to help them with their studies, including asking other students to check and compare their work, asking questions and sharing ideas. The teacher must be part of the group, too, to monitor what is happening. Thank you for listening. Does anyone have any questions?

1. Students can use tablets in class to do many things. Mentions two of them.
2. Tablets are ideally used for two things. Mention them.
3. According to the text teachers cans use the internet to do many things. Write down two of them.

   Answers:
1. showing photographs, researching information, recording interviews and creating diagrams.
2. for pair and group work.
3. to show educational programmes, play educational games, music, recordings of languages.

Unit 1 (Activity Book page 8)
The internet thing

What is the 'Internet of Things'?

Everyone knows that the Internet connects people, but now it does more than that – it connects objects, too. These days, computers often **communicate** (**speak to** يتواصل) with each other; for example, your TV automatically downloads your favourite TV show, or your 'sat nav'(*__satellite navigation system__* نظام الملاحة جي بي اس) system tells you where you are. This is known as the 'Internet of Things', and there's a lot more to come.

An easy life!

In just a few years' time, experts say that billions of machines will be connected to each other and to the Internet. As a consequence, computers will increasingly run our lives for us. For example, your fridge will know when you need more milk and add it to your online shopping list; your windows will close if it is likely to rain; your watch will record your heart rate and email your doctor; and your sofa will tell you when you need to stand up and get some exercise!

A frightening future

Many people are excited about the 'Internet of Things'. For them, a dream is coming true. They say that our lives will be easier and more comfortable. However, **others** are not so sure. They want to keep control of their own lives and their own things. In addition, they wonder what would happen if criminals managed to **access** (*__to find information, especially on a computer__* الوصول الى، الدخول الى) their passwords and security settings. The dream could easily become a nightmare!

1. What does the 'Internet of Things' mean? Give an example from the text.
2. Find a word in the first paragraph which has the same meaning as 'speak to'.
3. According to the text, how will the 'Internet of Things' help you to keep fit?
4. What does the word 'others' in bold in the third paragraph refer to?
5. According to the text, why are some people excited about the future? Why are others worried?
6. In your opinion, is the 'Internet of Things' exciting or worrying? Why?

Answers:

1. It means the connection between different computers. Example : TV downloads and sat nav.
2. Communicate
3. The sofa will tell you when to get an exercise.
4. People
5. Some people are excited because they think their lives will be made easier and more comfortable. Others are worried because they want to keep control of their own lives and their own things.
6. I think it exciting because it brings information with one single click.