

# ESL Brains

## Technology skills

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### 1. List the skills and devices mentioned below and explain why they are important to you.

EXAMPLE: Skill: *Making coffee is important because I can't start my mornings without it.*

Device: *I can't live without my washing machine. I have three kids who never keep their clothes clean.*

- List three skills without which you can't live your life.
- List three devices without which you can't imagine your day.

### 2. Read the text quickly and find the words in the pictures.



In today's world, having some basic technology skills is very important. For instance, it's helpful to know how to \_\_\_\_\_ on a keyboard. Typing around 40 words per minute should be enough to do tasks at a modern workplace. In fact, many employees around the world start their workday in the same way: they \_\_\_\_\_ the screen and start writing emails, reports and documents so they need to know how to use their keyboards well. However, technology sometimes fails, so be sure how to know how to \_\_\_\_\_ your laptop if you don't want to miss deadlines.

Internet skills are also something we can't imagine our lives without. Do you want to find your favourite movie or a funny meme? Well, if so, you should be able to \_\_\_\_\_ to Wi-Fi first. When you finally do this, oh no... this Firefox or Google Chrome has come up with two new features and now you need to \_\_\_\_\_ your browser. Done? Next, open and \_\_\_\_\_ the website you need. Try to find your favourite meme fighting with the annoying ads! Finally, to talk to your bosses, colleagues or teachers, you should be able to send emails. Just remember to \_\_\_\_\_ the email address correctly. You don't want your email to get to your boss instead of your friend.

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3. Read the text in ex. 2 again and complete the gaps with the verbs in the boxes.



4. Add one or two ideas to make more phrases with the verbs.

- A. **connect** to Wi-Fi, \_\_\_\_\_
- B. **enter** an email address, \_\_\_\_\_
- C. **type** on the keyboard, \_\_\_\_\_
- D. **restart** a laptop, \_\_\_\_\_
- E. **update** a browser, \_\_\_\_\_

5. Discuss the questions.

- Do students in your country need to have technology skills? If yes, which?
- How often do you send emails? Have you ever made a mistake when you entered an email address?
- How fast can you type on the keyboard in your first language? What about in the English language?
- What is your favourite browser? How often do you update it?
- What websites do you use often? What do you use them for?
- What is the first device you turn on when you wake up? Why?
- How often do you check your smartphone screen to see what's new? How do you feel about that?
- Is it difficult to find a place where you can connect to Wi-Fi where you live? Where can you usually do this?
- What else do people do on their computers or smartphones? Think about children and adults.



6. In a moment, you will watch a video about a woman. Read the information about her and say what the skill might be. Then, watch the [video](https://youtu.be/C8H2WC2e7go) [https://youtu.be/C8H2WC2e7go] and check your ideas.

Shirley Curry is 79 years old and she lives in Rocky Mount, Virginia.  
She has been using a technology skill for more than 30 years.

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### 7. Watch the [video](#) again and answer the questions.

- A. Who gave Shirley her first computer?
- B. Does she think she is a good player?
- C. What is her favourite game? Why?

### 8. Choose the options that you think are true. Explain your choices.

- Adults **often/rarely** play computer games in my country.
- Parents **should/shouldn't** play video games with their children.
- Video games **can/can't** teach us important skills.
- I **think/don't think** video games are a form of art.
- Video games can **help/harm** your social life.

### 9. You are going to play a game. Read the rules and the example. Then, play the game with a partner.

#### Rules:

In the game, there are two characters: the player and the master. The game has a time limit of three minutes. If the time runs out and the player hasn't achieved their goal, the player loses.

During each turn, the player tries to solve a problem by taking a step. After saying what they want to do, the player rolls a die. If the die shows 1–3, the master presents a negative scenario for the player. If it shows 4–6, the scenario is positive. When the player hears the scenario, they think of the next action they will take.

EXAMPLE:            Goal: You need to buy ice cream at night.

*Player: First, I will check if I have money.*

*Player: Rolls the die: 5 (positive scenario)*

*Master: Great news! You search your pockets and... you find two dollars!*

*Player: Nice! Next, I will try to find a shop near my house.*

*Player: Rolls the die: 2 (negative scenario)*

*Master: I'm sorry but there are no shops near your house.*

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### Game 1

In three minutes, you have an important Zoom call with your colleague. However, your laptop screen is black and you can't turn on the device. You can't have the call on a different day because the colleague is going on holiday. Find a way to join the meeting.

### Game 2

You are on your way to a vacation. But... Oh, no! You forgot to send a very important report to your boss. If you don't send it, you will lose your job! Happily, you are not on the plane yet. You have three minutes before the boarding. Find a way to send the report.

### Game 3

You are playing an online game and suddenly your screen freezes! It is your turn now and in three minutes it is over! If you don't make a move, you will lose the match. Find a way to join the game again and make your move.

### Game 4

It's three minutes to midnight and you suddenly remember that it's your friend's birthday. You want to wish him a happy birthday but you don't have his number. Find a way to contact your friend before his birthday is over.