

DEMO

DEMO

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
tutorial (n)	to differentiate (v)	cognitive (adj)	to speed up
visionary (n)	to facilitate (v)	collaborative (adj)	to take on
guidance (n)	to emphasize (v)	interactive (adj)	to build up
<u>Phrases related to virtual reality</u>			
Virtual reality creates a whole new and artificial environment			
Data Glove or “wired glove”			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

SCIENTIFIC METHOD IN THE HISTORY OF SCIENCE

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

[illegible]

Objective: to activate students' background knowledge



Virtual Reality

Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

Reading

3. Read the text and choose the best title to it.

- a) The Future of Cyberspace;
- b) Computers.
- c) The Internet.

THE FUTURE OF CYBERSPACE

Peter Taylor finds out how computers and the Internet are going to effect our lives.

In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
- 2) In the future, cyberterrorists may not ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.
- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
- 4) Do you like video games? Why or why not?
- 5) What are the ways virtual reality is improving healthcare?

(<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

<u>Personal Point of View:</u>	<u>General Point of View</u>
<ul style="list-style-type: none">• In my experience...• I'd like to point out that...• I believe that...• What I mean is...	<ul style="list-style-type: none">It is thought that...Some people say that...It is considered...It is generally accepted that...

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Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

In the first picture I can see a doctor wears a VR headset in a hospital. VR helps doctors practice surgeries in a safe way. They can learn without real risk to patients.

In the second picture, a soldier uses VR with military gear. VR helps soldiers train safely, too. Both pictures show how VR is good for learning hard jobs. VR makes training safer but may cause people to spend too much time in virtual worlds.

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guidance (n)	to emphasize (v)	interactive (adj)	to build up
<u>Phrases related to virtual reality</u>			
Virtual reality creates a whole new and artificial environment			
Data Glove or “wired glove”			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

tutorial	The teacher made a tutorial to help students learn better.
visionary	He is a visionary who thinks about how the world can change in the future.
guidance	Good guidance from a coach helps people make smart choices.
to differentiate	Teachers need to differentiate lessons to help every student.
to facilitate	Online tools facilitate teamwork by making it easy to share ideas.
to emphasize	The teacher emphasizes the need to think carefully before solving problems.
cognitive	Puzzles help improve cognitive skills like memory and attention.
collaborative	The project was collaborative, so everyone worked together.
interactive	The game is interactive, which makes learning more fun.
to speed up	We need to speed up our work to finish on time.
to take on	She decided to take on new tasks to learn more.
to build up	Practice helps to build up strength and confidence.

6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

Noun	Verb	Adjective
effect	to effect	effective
activities	to activate	active
continuation	to continue	continuous
optimism	to optimize	optimistic
entertainment	to entertain	entertaining

Reading

3. Read the text and choose the best title to it.

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Peter Taylor finds out how computers and the Internet are going to effect our lives.

In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

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- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
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EX.4	EX.5
1) T	Peter Taylor finds out how computers and the Internet are going to affect our lives in the future.
2) F	In the last 30 years, the Internet has grown dramatically, going from only 200 connected computers in 1983 to around 50 million today.
3) T	Experts have mixed views: some are pessimistic, worrying about cybercriminals and cyberterrorists, while others are

	optimistic, predicting an increase in online shopping, entertainment, and communication.
4) T	In the future, the Internet could lead to an increase in cybercrime, the disappearance of traditional postal services, and possibly a shift towards virtual offices, schools, and shopping.
5) F	Virtual reality is the use of computers to create sounds and images that make users feel as if they are in a real situation.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
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9. Describe the benefits and dangers of virtual reality. You should say:

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Virtual reality is a technology that creates a computer-generated world. Users wear headsets and use controllers to feel like they are in a different place, experiencing sights and sounds as if they were real.

People like VR because it is fun and engaging. It helps students learn by taking

them to new environments and allows professionals, like doctors and pilots, to practice safely. VR is also used in therapy and makes it easier for teams to collaborate in virtual meetings.

However, VR has some risks. Spending too much time in it can cause headaches, eye strain, and motion sickness. It can lead to addiction and make people feel lonely if they prefer virtual worlds over real-life interactions. Using VR wisely is important to enjoy its benefits while minimizing risks.

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Warming-up

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In the first photo we see a doctor using a VR headset. Virtual reality is likely to be used for surgical simulations or diagnostics.

The second photo shows a military man in uniform, also using a VR headset. Here, virtual reality is likely to help in military training or combat simulations to prepare soldiers for real-life situations.

What do both photographs have in common?

In both situations, people use VR technologies to train and improve professional skills.

Positive influence:

Gives a new experience in the field of games. Facilitates remote work and learning. Allows you to visit foreign locations in VR.

Negative impact:

Social isolation and addiction. Health problems

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2. Make up sentences of your own with words and word-combinations from essential vocabulary.

tutorial	I watched a tutorial on YouTube to learn how to edit videos.
visionary	Her ideas were too visionary for the time
guidance	Without guidance, it's easy to make mistakes.
to differentiate	We need to differentiate right from wrong.
to facilitate	The partnership aims to facilitate the exchange of knowledge between different sectors
to emphasize	The teacher used examples to emphasize the importance of studying regularly.
cognitive	Reading regularly can enhance cognitive skills and improve memory.
collaborative	They organized a collaborative project to share ideas.
interactive	We developed an interactive app to help users learn new languages.
to speed up	They decided to speed up the training sessions to prepare the team for

	the upcoming tournament.
to take on	She decided to take on a leadership role in the new project.
to build up	It takes time to build up trust in a new relationship.

6. Complete the chart as shown.

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Reading

3. Read the text and choose the best title to it.

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In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

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Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

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5. Answer the questions after the text.

- 1) What does Peter Taylor find?
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- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

ex4	ex5
1 true	Peter Taylor discovers the impact that computers and the Internet will have on our lives in the future.
2 false	Over the past 30 years, the Internet has expanded significantly, increasing from just 200 connected computers to approximately 50 million
3 true	Experts are pessimistic, worried about

	cybercriminals and cyberterrorists, while others are optimistic, predicting growth.
4 true	In the future, the Internet may contribute to the growth of cybercrime, the disappearance of traditional postal services and perhaps the transition to virtual offices, schools and shops.
5 false	Virtual reality is the use of computer technology to create sounds and images that allow users to feel like they are in a real environment.

Speaking

8. Think about your answers to these questions.

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- 2) What are the ways that “virtual reality” technology can be used?
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Task 8

1. Examples of VR are:

Virtual glasses.

Virtual games.

Virtual tours.

2. VR is used in various spheres of life:

Entertainment: virtual games, movies.

Education: Creation of educational programs.

Medicine: rehabilitation, surgical operations.

Architecture and design: Visualization of projects.

Business: Trainings, presentations.

3.

The impact of new technologies on people's lives:

Gaining new knowledge and experience.

Development of creativity and imagination.

Communication with people from all over the world.

Work is more efficient.

4. Video games: I don't like video games because I've never been interested in them or understood the point of them

5. VR helps in medicine in the following ways:

Treatment of pain

Rehabilitation after injuries

Preparation for operations

Task 9

Virtual reality is a technology that creates the illusion of being in another world with the help of special devices.

Why people choose VR:

- The ability to feel yourself in another place or body.
- Exciting games and experiences.
- Convenient and interesting way of learning.
- Communication with people from all over the world.

Advantages of VR:

- Contributes to the development of computer graphics, artificial intelligence and others.
- Opens new opportunities for study, work and entertainment.
- Helps people with disabilities, treats diseases.

Dangers of VR:

- Can be addictive.
- Can lead to social isolation if you spend too much time in the virtual world.
- May adversely affect vision.

<u>Personal Point of View:</u>	<u>General Point of View</u>
• In my experience...	It is thought that...
• I'd like to point out that...	Some people say that...
• I believe that...	It is considered...
• What I mean is...	It is generally accepted that...

Student 3 - Damir Zadniprianets KN-23-2

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ENGLISH

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Virtual Reality



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Warming-up

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In the first picture I can see a doctor, who is using a VR helmet to do some operation, maybe a surgeon.

In contrast, people in the second picture are also using VR helmets, but for other unsings. I think they use it for battle training.

VR helps people feel new emotions. Also VR is used for training doing some dangerous thing, where you can't make mistakes, like battles or a surgeon. Despite this, VR has other uses. There are a lot of games for VR helmet.

Essential vocabulary

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2. Make up sentences of your own with words and word-combinations from essential vocabulary.

tutorial	The online tutorial helped me understand how to code.
visionary	Steve Jobs was a visionary leader, who changed the world.
guidance	The teacher offered helpful guidance to the students.
to differentiate	I can't differentiate between my twin friends.
to facilitate	The translator facilitates communication with foreigners.
to emphasize	The teacher emphasized the importance of studying hard.
cognitive	Cognitive skills, like memory and problem-solving, are important for learning.
collaborative	Collaborative spirit is an important part of a team.
interactive	Interactive websites are becoming more and more popular.
to speed up	Company need to speed up production to meet the deadline.
to take on	He decided to take on more responsibilities at work.
to build up	Let's build up the suspense before we reveal the surprise.

6. Complete the chart as shown.

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4	5
1. T	Peter Taylor finds out how computers and the Internet are going to effect our lives.
2. F	In the last thirty years, the Internet has grown dramatically.
3. T	Experts didn't say anything, they are just pessimistic about the future.
4. T	In the next few years, it is clear that we are going to see an explosion of shopping on the Internet.
5. F	Virtual reality - the use of computers with sounds and images that make you feel as if you are in a real situation.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
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Virtual reality is the use of computers with sounds and images that make you feel as if you are in a real situation. People prefer it because of the opportunity to visit some places that they can't visit in real life. I had experience in using virtual reality for computer games. I played a game where you need to move your hands a lot. It's like doing fitness while you play the game.

In my country soldiers use a kind of virtual reality to operate an FPV drone to defend the country. FPV means first person view.

Also VR is very useful for doctors. They can train for surgery using it.

Disadvantages of VR is that people forget about the real world and start living in a fictional one. Also it's very harmful for eyesight, because the display in the VR headset is located very close to the eyes.

In conclusion I would say, that VR has more advantages than disadvantages.

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2. Make up sentences of your own with words and word-combinations from essential vocabulary.

tutorial	I found a great tutorial that explains how to learn guitar notes
differentiate	It's important to differentiate between these two programming languages
facilitat	this software helps to facilitate teamwork
emphasize	the teacher emphasized that this work must be submitted by tomorrow
cognitive	learning new skills helps improve cognitive abilities
collaborative	I am working on a collaborative project with my classmate
interactive	this new app is very interactive and easy to use
speed up	technologies was designed to speed up many of process
take on	he decided to take on a new role in the company
build up	studying every day can help to build up knowledge over time

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However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
- 2) In the future, cyberterrorists may not ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.
- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

T	Peter Taylor finds out how computers and the Internet are going to affect our lives in the future.
F	In the last thirty years, the Internet has grown dramatically, expanding from only 200 connected computers in 1983 to around 50 million today.
T	Experts have different opinions. Some worry about cybercrime and hackers, but others believe that online sales and entertainment will continue to grow.

T	In the future, we may shop more online, use virtual reality, and even ditch television and mail.
F	Virtual reality is the use of computers that create sounds and images to make a person feel as if they are in a real place, such as a virtual office or store.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
- 4) Do you like video games? Why or why not?
- 5) What are the ways virtual reality is improving healthcare?

(<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

<u>Personal Point of View:</u> <ul style="list-style-type: none"> • In my experience... • I'd like to point out that... • I believe that... • What I mean is... 	<u>General Point of View</u> <p>It is thought that...</p> <p>Some people say that...</p> <p>It is considered...</p> <p>It is generally accepted that...</p>
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Klymenko Anton KN-23-1

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ENGLISH

Objective: to activate students' background knowledge



Virtual Reality

Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

*In the first picture I can see In contrast, people in the second picture
People in both pictures have a lot in common, for example.....*

In the first picture, I see a doctor using a virtual reality headset, likely for

medical training or surgery assistance. VR in medicine helps improve skills and accuracy without risks to real patients.

In the second picture, a soldier is wearing VR gear, likely for training simulations. VR in the military allows soldiers to practice in realistic scenarios, preparing them for real-life missions safely.

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
tutorial (n)	to differentiate (v)	cognitive (adj)	to speed up
visionary (n)	to facilitate (v)	collaborative (adj)	to take on
guidance (n)	to emphasize (v)	interactive (adj)	to build up
<i><u>Phrases related to virtual reality</u></i>			
Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

Tutorial	The tutorial on virtual reality was very informative.
Visionary	He is known as a visionary in virtual reality innovation.
Guidance	I needed guidance to create a virtual environment.
Differentiate	This device helps to differentiate between real and virtual worlds.
Facilitate	Online tools can facilitate collaboration in remote teams.
Emphasize	The teacher wants to emphasize the importance of critical thinking.
Cognitive	Puzzles are a great way to enhance cognitive abilities.
Collaborative	They worked in a collaborative environment to complete the project.
Interactive	The museum has an interactive exhibit for children.
Speed up	New software can speed up data processing significantly.
Take on	He decided to take on more responsibilities at work.

Build up	Regular exercise helps to build up strength and endurance.
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6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

Noun	Verb	Adjective
effect	to effect	effective
activities	to activate	active
continuation	to continue	continuous
optimism	to optimize	optimistic
entertainment	to entertain	entertaining

Reading

3. Read the text and choose the best title to it.

- a) The Future of Cyberspace;
- b) Computers.
- c) The Internet.

THE FUTURE OF CYBERSPACE

Peter Taylor finds out how computers and the Internet are going to effect our lives.

In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

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- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

ex4	ex5
1.T	Peter Taylor finds out how computers and the Internet are going to affect our lives in the future.
2.F	In the last 30 years, the Internet has grown dramatically, going from only 200 connected computers in 1983 to around 50 million today.
3.T	Experts have mixed views: some are pessimistic, worrying about cybercriminals and cyberterrorists, while others are optimistic, predicting an increase in online

	shopping, entertainment, and communication.
4.T	In the future, the Internet could lead to an increase in cybercrime, the disappearance of traditional postal services, and possibly a shift towards virtual offices, schools, and shopping.
5.F	Virtual reality is the use of computers to create sounds and images that make users feel as if they are in a real situation.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?

4) Do you like video games? Why or why not?

5) What are the ways virtual reality is improving healthcare?

(<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

8

- 1) Examples include VR gaming, medical simulations, military training programs, virtual tours, and VR-based social platforms.
- 2) VR can be used in education, healthcare, military training, real estate virtual tours, and remote collaboration.
- 3) VR may allow people to work remotely in virtual offices, attend events from anywhere, and even provide more immersive learning experiences.
- 4) Yes, because they offer a fun and interactive way to relax and improve problem-solving skills.

5)VR is used for surgical simulations, pain management, patient education, mental health therapy, and physical rehabilitation.

9

Virtual reality is a simulated environment that immerses users in a digital world using headsets and other sensory equipment.

People prefer VR because it offers immersive experiences, enhances learning, and provides entertainment.

People can use VR for education, therapy, professional training, or exploring new places virtually.

In my country, VR is important for education and healthcare as it allows for advanced training and treatment options.

<u>Personal Point of View:</u>	<u>General Point of View</u>
<ul style="list-style-type: none">• In my experience...• I'd like to point out that...• I believe that...• What I mean is...	<ul style="list-style-type: none">• It is thought that...• Some people say that...• It is considered...• It is generally accepted that...

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Objective: to activate students' background knowledge

Virtual Reality



Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

In the first picture, I can see a person in a medical setting wearing a virtual reality headset. In contrast, people in the second picture are in a military environment, also using VR headsets.

People in both pictures have a lot in common, for example, they are using virtual reality technology to enhance their skills in critical fields – medicine and defense.

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Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
tutorial (n)	to differentiate (v)	cognitive (adj)	to speed up
visionary (n)	to facilitate (v)	collaborative (adj)	to take on
guidance (n)	to emphasize (v)	interactive (adj)	to build up
<u>Phrases related to virtual reality</u>			
Virtual reality creates a whole new and artificial environment			
Data Glove or “wired glove”			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

Tutorial	Tutorial on virtual reality provides beginners with essential knowledge to navigate immersive environments.
visionary	As a visionary , she introduced new VR concepts that revolutionized the gaming industry.
guidance	Effective guidance is key to helping users get the most out of virtual reality experiences.
to facilitate	The interactive exercises are designed to facilitate better understanding of complex VR mechanics.
to differentiate	In his presentation, he aimed to differentiate virtual reality from other digital experiences.
to emphasize	The instructor wanted to emphasize the importance of safety while using VR headsets.
Cognitive	Cognitive skills can be enhanced by using virtual reality for problem-solving activities.
collaborative	VR projects often require collaborative teamwork to create detailed environments.
interactive	The interactive features in VR make it engaging and highly immersive for users.
to speed	Developers are constantly working to speed up VR processing to create

up	smoother experiences.
to take on	The team decided to take on a new project that integrates VR into classroom settings.
to build up	Engineers aim to build up realistic virtual worlds that users can explore in detail.

6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

Noun	Verb	Adjective
effect	to effect	effective
activities	to activate	active
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optimism	to optimize	optimistic
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Reading

3. Read the text and choose the best title to it.

- a) The Future of Cyberspace;
- b) Computers.
- c) The Internet.

THE FUTURE OF CYBERSPACE

Peter Taylor finds out how computers and the Internet are going to effect our lives.

In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
- 2) In the future, cyberterrorists may not ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.
- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

1.T	He finds out how computers and the Internet are going to affect our lives.
2.F	The Internet has grown dramatically, with the number of connected computers increasing from 200 to around 50 million.
3.T	Some experts are pessimistic, worrying about cybercriminals and cyberterrorists, while others are optimistic, seeing potential for shopping, entertainment, and virtual reality experiences.
4.T	There could be an explosion of online shopping, entertainment from the Net,

	disappearance of television and postal services, and a shift towards virtual offices, supermarkets, and schools.
5.F	Virtual reality is the use of computers to create sounds and images that make you feel as if you are in a real situation.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
- 4) Do you like video games? Why or why not?
- 5) What are the ways virtual reality is improving healthcare?
(<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

8.

- 1. What are the examples of “virtual reality” that already exist?**
 - Examples include VR gaming systems like Oculus Rift and PlayStation VR, VR training simulators used in fields like aviation and surgery, virtual tours for real estate, and VR therapy for mental health treatments.
- 2. What are the ways that “virtual reality” technology can be used?**
 - VR can be used in various fields, such as education, healthcare, entertainment, real estate, and even tourism.
- 3. How will new innovations change the way people live, work, and interact in the future?**
 - Innovations in VR could allow people to work remotely in virtual offices, attend virtual schools, socialize in virtual spaces, and access realistic simulations for training, making global collaboration easier and more immersive.

4. **Do you like video games? Why or why not?**

- Some may enjoy video games for the immersive experience, relaxation, or social interaction, while others may not be interested due to time constraints or different hobbies.

5. **What are the ways virtual reality is improving healthcare?**

- VR is used for surgical training, enabling doctors to practice procedures in a risk-free environment. It also helps in mental health treatments by exposing patients to controlled virtual environments for therapies, assists in pain management by providing distraction during painful procedures, and supports physical therapy by simulating exercises.

9.

- **What virtual reality is:**

Virtual reality is a technology that uses computers to create a simulated, immersive environment that can feel very real to the user through sights and sounds. It often requires VR headsets or equipment that track movements, enhancing the experience.

- **Why people prefer it:**

People enjoy VR because it provides an immersive and engaging experience that feels realistic, allowing them to explore places, activities, and scenarios that might be difficult, dangerous, or impossible in real life. It's popular for entertainment, education, and even relaxation.

- **How people can take advantage of it:**

VR can be used for education, enabling students to explore historical sites or conduct science experiments virtually. Professionals in fields like medicine, engineering, and aviation can use VR simulations for training. VR also provides therapeutic experiences for mental health and rehabilitation.

- **Importance of it in your country:**

In many countries, VR technology is becoming essential in education and healthcare. For instance, medical students might use VR to practice complex surgeries, improving their skills safely. In entertainment, VR gaming is increasingly popular, and some schools are introducing VR as an innovative learning tool.

<u>Personal Point of View:</u>	<u>General Point of View</u>
• In my experience...	It is thought that...
• I'd like to point out that...	Some people say that...
• I believe that...	It is considered...
• What I mean is...	It is generally accepted that...

Objective: to activate students' background knowledge

Virtual Reality



Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

A doctor uses VR for surgical procedures or training

A soldier uses VR for training or simulations

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
tutorial (n)	to differentiate (v)	cognitive (adj)	to speed up
visionary (n)	to facilitate (v)	collaborative (adj)	to take on
guidance (n)	to emphasize (v)	interactive (adj)	to build up
<u>Phrases related to virtual reality</u>			
Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

Tutorial	I watched a tutorial to learn how to use this software.
Visionary	He was a true visionary, always thinking about the future.
Guidance	The teacher provided guidance on how to solve the problem.
To differentiate	It's important to differentiate between fact and opinion.
To facilitate	This tool can help facilitate communication between teams.
To emphasize	The manager wanted to emphasize the importance of quality.
Cognitive	Reading daily helps improve cognitive skills.
Collaborative	The project was a collaborative effort among all departments.
Interactive	The website has an interactive map to explore.
To speed up	We need to speed up the process to meet the deadline.
To take on	She decided to take on a new project at work.
To build up	Regular exercise will help you build up strength.

6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

Noun	Verb	Adjective
effect	to effect	effective
activities	to activate	active
continuation	to continue	continuous
optimism	to optimize	optimistic
entertainment	to entertain	entertaining

Reading

3. Read the text and choose the best title to it.

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- b) Computers.
- c) The Internet.

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In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

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Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
- 2) In the future, cyberterrorists may not ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.
- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

T	In the last thirty years, the Internet has grown dramatically.
F	In the future, cyberterrorists may not 'attack' the world's computers, cause chaos, and make planes and trains crash.
T	The postal service may also disappear with the increasing use of e-mail.

T	We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
F	Optimists worry about the activities of cybercriminals.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
- 4) Do you like video games? Why or why not?
- 5) What are the ways virtual reality is improving healthcare?
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9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

Virtual reality (VR) is technology that makes you feel like you are in a different world. Many VR examples already exist, like VR games, training for pilots and doctors, and even learning programs. People use VR in many ways. It's popular for games, but also for learning, healthcare, and job training. VR is helpful for dangerous jobs because people can practice safely. It also helps doctors learn and treat patients with pain or mental health problems. In the future, VR will change how we live. People might work and study in VR, like in virtual offices and schools. We could even meet friends in a VR world! Some people like VR games because they are fun and feel real. VR is very useful in healthcare; it helps with pain, physical therapy, and gives doctors safe practice.

Benefits of VR: VR makes learning easy, gives safe practice, and helps treat patients.

Dangers of VR: VR can cause health issues like dizziness, and some people might use it too much.

<u>Personal Point of View:</u> <ul style="list-style-type: none"> • In my experience... • I'd like to point out that... • I believe that... • What I mean is... 	<u>General Point of View</u> <p>It is thought that...</p> <p>Some people say that...</p> <p>It is considered...</p> <p>It is generally accepted that...</p>
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Vorona Vika KN-23-1

36

ENGLISH

Objective: to activate students' background knowledge



Virtual Reality

Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

These two photos are related to the topic of virtual reality and its application in various

fields. In the first image, a medical professional is using VR, probably for training, simulation or surgery planning. In contrast, the second image shows military personnel using VR equipment that can be used for training simulations to prepare for various combat scenarios.

Virtual reality has a significant impact on society. This allows for safe, controlled and realistic learning environments in fields such as medicine, the military and education. This can improve skills, reduce risk and reduce training costs.

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
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Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

tutorial	The teacher prepared a tutorial for us to learn how to use the new software
visionary	Steve Jobs was a true visionary who changed the world of technology
guidance	Without the guidance of a coach, it can be hard to improve in sports
differentiate	It's sometimes difficult to differentiate between identical twins
facilitate	The new app will facilitate communication between students and teachers
emphasize	My mom always emphasizes the importance of eating healthy food
cognitive	Puzzles are great for developing children's cognitive skills

collaborative	This is a collaborative project, so we need everyone to participate
interactive	The museum has an interactive exhibit where kids can play and learn
to speed up	To speed up the process, we decided to divide the tasks among the team
to take on	She's ready to take on new challenges at her job
to build up	Regular exercise can help you build up your strength

6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

Noun	Verb	Adjective
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Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

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Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
- 2) In the future, cyberterrorists may not ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.
- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

Ex.4	Ex.5
1.T	Peter Taylor finds out how computers and the Internet are going to effect our lives
2.F	In the last thirty years, the Internet has grown dramatically
3.T	Some experts are pessimistic and worry about the threat of cybercriminals and cyberterrorists. However, other experts are optimistic and believe the Internet will offer more shopping, entertainment
4.T	The Internet can lead to the growth of online shopping, entertainment, and virtual

	reality, where people can work, shop, and learn in a virtual environment. Mail and television may also disappear as a result
5.F	Virtual reality is the use of computers with sounds and images that make users feel as if they are in a real situation

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
- 4) Do you like video games? Why or why not?
- 5) What are the ways virtual reality is improving healthcare?
(<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

Ex.8

1. Some examples of virtual reality in everyday life include: gaming and entertainment experiences, such as playing video games or watching movies in VR. Training and simulation programs for fields such as medicine, architecture, and the military.
2. VR technology can be used in various fields, such as education, healthcare, military, architecture and entertainment.
3. New VR technologies can make it possible to work from home in virtual offices, make online shopping look like the real thing and help with learning, even if the school is far away. This can reduce the need for travel and provide new ways of communication.
4. I am neutral about video games because I used to be able to play some games, but I have not been interested in them for a long time.
5. VR helps doctors practice surgery, reduces pain in patients, helps people with anxiety or fears, and makes rehabilitation exercises more fun.

Ex.9

What is virtual reality?

Virtual reality (VR) is a computer-generated simulated experience that can be similar to or completely different from the real world.

Why people prefer it

People are attracted to virtual reality because of its ability to provide an immersive experience that traditional media cannot offer. Games, social interactions or education – VR offers a unique escape from reality, allowing users to explore new worlds and engage in activities that may not be possible in the real world.

How people can use it

People can benefit from virtual reality in a variety of ways, including enhanced learning experiences in education, therapeutic applications in mental health care, and innovative learning methods in professional fields.

Importance in my country

In my country, virtual reality is increasingly recognized for its potential to transform fields such as education and healthcare. By bringing virtual reality to these sectors, we can improve learning methods, improve patient care, ultimately driving economic growth and innovation.

<u>Personal Point of View:</u>	<u>General Point of View</u>
<ul style="list-style-type: none">• In my experience...• I'd like to point out that...• I believe that...• What I mean is...	<ul style="list-style-type: none">• It is thought that...• Some people say that...• It is considered...• It is generally accepted that...

Objective: to activate students' background knowledge

Virtual Reality



Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

In the first photo, a doctor is seen using a VR headset, likely applying virtual reality for purposes like surgical simulations or diagnostics. In the second photo, a soldier in uniform is also wearing a VR headset, suggesting virtual reality is being used in military training or combat simulations to prepare soldiers for real-world scenarios.

Both photographs illustrate the use of VR technology to enhance professional skills through training and simulation. VR technology helps with work and learning in fields like medicine, military training and enables virtual visits to foreign locations. However, it also poses risks of potential health issues with prolonged use.

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
tutorial (n)	to differentiate (v)	cognitive (adj)	to speed up
visionary (n)	to facilitate (v)	collaborative (adj)	to take on
guidance (n)	to emphasize (v)	interactive (adj)	to build up
<i><u>Phrases related to virtual reality</u></i>			
Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

Tutorial	I watched a tutorial to learn how to use the new software.
Visionary	She is a visionary leader with creative ideas for the future.
Guidance	The teacher gave us guidance on how to finish the project.
To differentiate	It's sometimes hard to differentiate between similar colors.
To facilitate	The app is designed to facilitate communication between students and teachers.
To emphasize	The speaker used gestures to emphasize the main points.
Cognitive	This game helps improve cognitive skills, like memory and problem-solving.
Collaborative	They worked on a collaborative project and shared ideas.
Interactive	The website is interactive, allowing users to explore different pages.
To speed up	New technology can help to speed up the process.
To take on	She decided to take on a new challenge at work.
To build up	Regular exercise can help to build up strength over time.

6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

effect	to effect	effective
activities	to activate	active
continuation	to continue	continuous
optimism	to optimize	optimistic
entertainment	to entertain	entertaining

Reading

3. Read the text and choose the best title to it.

- a) The Future of Cyberspace;
- b) Computers.
- c) The Internet.

THE FUTURE OF CYBERSPACE

Peter Taylor finds out how computers and the Internet are going to effect our lives.

In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
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- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

1-T	1-Peter Taylor explores the future impact of computers and the Internet on our lives.
2-F	2-In the last 30 years, the Internet has grown dramatically, expanding from around 200 connected computers to nearly 50 million.
3-T	3-Some experts feel pessimistic, concerned about cybercriminals and cyberterrorists, while others are optimistic, foreseeing further growth.
4-T	4-In the future, the Internet could lead to increased cybercrime, the end of traditional

	5-postal services, and possibly a shift toward virtual offices, schools, and shops.
5-F	6-Virtual reality uses computer technology to create sounds and visuals that make users feel as if they're in a real environment.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
 - 2) What are the ways that “virtual reality” technology can be used?
 - 3) How will new innovations change the way people live, work, and interact in the future?
 - 4) Do you like video games? Why or why not?
 - 5) What are the ways virtual reality is improving healthcare?
- (<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

exc 8:

- 1) virtual games, virtual glasses, virtual tours.
- 2) entertainment, education, architecture, medicine, military
- 3) work getting more simplified, development of imagination
- 4) I enjoy video games because they provide an exciting way to explore new worlds and challenge my skills.
- 5) Virtual reality enhances healthcare by improving surgical training, pain management, therapy for PTSD, patient education, rehabilitation, telemedicine, and medical visualization.

exc 9:

Virtual reality (VR) is a technology that creates immersive experiences in computer-generated environments. People prefer VR for its exciting applications in gaming and training. In Ukraine, VR is important in the military, helping soldiers train in realistic scenarios without risks. While VR offers many benefits, it can also lead to social isolation and health issues from extended use. Overall, VR is a valuable tool for training and learning in various fields, including the military.

<u>Personal Point of View:</u> <ul style="list-style-type: none"> • In my experience... • I'd like to point out that... • I believe that... • What I mean is... 	<u>General Point of View</u> <p>It is thought that...</p> <p>Some people say that...</p> <p>It is considered...</p> <p>It is generally accepted that...</p>
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Daryna Pavlenko, KH-23-1

36

ENGLISH

Objective: to activate students' background knowledge



Virtual Reality

Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

In the first picture, I can see a doctor wearing a VR headset, likely to practice complex

medical procedures in a safe and controlled environment. This allows healthcare professionals to develop skills and confidence without putting patients at risk. In contrast, people in the second picture are soldiers using VR to simulate combat scenarios. For them, VR serves not only as a tool to improve tactical skills but also as a way to psychologically prepare for high-stress environments, helping them adjust to the intensity of real-life situations.

People in both pictures have a lot in common, for example, they use VR to enhance their training and prepare for challenging tasks. VR offers society an innovative way to build both technical expertise and mental resilience, though it's essential to remember that no simulation can fully capture the unpredictability of reality.

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
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Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

tutorial	The artist created a detailed tutorial to help fans learn how to draw K-pop idols step by step.
visionary	The director of this new Korean drama is a true visionary, bringing fresh perspectives to classic stories.
guidance	Without the guidance of her favorite illustrator, she wouldn't have developed her unique drawing style.
to differentiate	It can be hard to differentiate between reality and the immersive virtual world in some Korean dramas.
to facilitate	This new app will facilitate easy access to translated manga for fans around the world.
to emphasize	The singer always emphasizes the importance of following your dreams, inspiring fans globally.
cognitive	Reading complex graphic novels can really improve one's cognitive skills, challenging the mind with every page.

collaborative	Working on a collaborative comic with artists from different countries was an incredible experience for her.
interactive	The museum had an interactive K-pop exhibit, where visitors could create their own music videos.
to speed up	To speed up the process, the artist sketched rough outlines for all the scenes before adding details.
to take on	She decided to take on the challenge of drawing every day for a year to improve her skills.
to build up	Spending time drawing in Krita daily helped her build up a strong portfolio.

6. Complete the chart as shown.

Noun	Verb	Adjective
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Noun	Verb	Adjective
effect	to effect	effective
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Reading

3. Read the text and choose the best title to it.

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Peter Taylor finds out how computers and the Internet are going to effect our lives.

In the last thirty years, the Internet has grown dramatically. In 1983, there were only 200 computers connected to the Internet; now there are around 50 million and this growth is clearly going to continue.

Some experts are pessimistic about the future. One worry is the activities of cybercriminals. Even now, young hackers can get into the computers of banks and governments. In the future, cyberterrorists may 'attack' the world's computers, cause chaos, and make planes and trains crash.

However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
 - 2) In the future, cyberterrorists may not ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.
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 - 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
 - 5) Optimists worry about the activities of cybercriminals.
- 5. Answer the questions after the text.**
- 1) What does Peter Taylor find?
 - 2) What has happened to the Internet in the last 30 years?
 - 3) What do the experts say about the Internet?
 - 4) What could happen to the Internet in the future?
 - 5) What is virtual reality?

Ex. 4	Ex. 5
1. T , The text states, “In the last thirty years, the Internet has grown dramatically,” confirming this statement.	1. Peter Taylor discovers how computers and the Internet are going to affect our lives, highlighting both potential benefits and concerns.
2. F , The text expresses concern about future cyberterrorist attacks, indicating that such threats are a possibility: “cyberterrorists may ‘attack’ the world’s computers, cause chaos, and make planes and trains crash.”	2. The Internet has experienced dramatic growth, expanding from just 200 computers in 1983 to around 50 million today.

3. T , The text mentions, “the postal service may also disappear with the increasing use of e-mail,” which directly supports this statement.	3. Experts express mixed opinions; some are pessimistic due to concerns about cybercrime, while others are optimistic about the growth of online shopping and the integration of virtual reality into daily life.
4. T , This is explicitly stated in the text: “We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”	4. The text suggests that the Internet could lead to an increase in online shopping, the potential disappearance of traditional postal services, and the emergence of virtual realities where people live, work, and study.
5. F , The text presents a pessimistic viewpoint from experts about cybercriminals, while it emphasizes that many people are optimistic about the future of the Internet.	5. Virtual reality is described as the use of computers to create sounds and images that simulate real-life situations, allowing users to feel as if they are actually present in those environments.

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
 - 2) What are the ways that “virtual reality” technology can be used?
 - 3) How will new innovations change the way people live, work, and interact in the future?
 - 4) Do you like video games? Why or why not?
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9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

Ex. 8

What are the examples of "virtual reality" that already exist?

In my experience as a computer science student, one exciting example is VR development platforms like Unity and Unreal Engine, which allow developers to build immersive worlds from scratch. It is generally accepted that VR platforms such as these

are transforming how we create digital spaces. Additionally, projects like Google Earth VR give users the feeling of "flying" over the Earth, which is not only visually fascinating but could be valuable in fields like urban planning or geographic data analysis.

What are the ways that "virtual reality" technology can be used?

I'd like to point out that VR has revolutionized not only gaming but also coding practices. Some people say that VR programming environments, where coders can write and manipulate code in 3D space, could be the next evolution of software development. VR also enhances cybersecurity training, where "white-hat" hackers simulate cyberattacks to improve network defenses. This immersive training enables more realistic scenario-based learning for cybersecurity experts and developers.

How will new innovations change the way people live, work, and interact in the future?

I believe that VR innovation could lead to new programming paradigms where people write, test, and deploy code within virtual environments. Imagine debugging a line of code by "walking" through it in a VR space—an approach that may make complex problem-solving more intuitive. It is thought that VR could also lead to virtual workplaces, where software engineers from around the world collaborate as if they're in the same room, potentially decreasing the need for physical tech hubs.

Do you like video games? Why or why not?

Yes, I do enjoy video games, but as a computer science student, I appreciate them on another level. Video games are more than just entertainment; they're a playground for algorithms, physics simulations, and artificial intelligence. I believe that gaming allows developers to push the limits of computing power and optimize code in unique ways, and some people say that game development itself is a fantastic way to hone programming skills.

What are the ways virtual reality is improving healthcare?

It is generally accepted that VR is making huge strides in healthcare, especially in terms of medical training and simulations. From a computer science perspective, VR in healthcare relies heavily on data visualization and real-time processing, allowing future doctors to understand complex systems interactively. Some people say that VR also opens up new possibilities in telemedicine, where patients and doctors "meet" in a virtual space, making healthcare accessible regardless of geographical constraints.

Ex. 9

What virtual reality is?

Virtual reality is a technology that simulates a 3D environment, allowing users to feel fully immersed in a digital space. From a computer science perspective, VR combines fields like computer graphics, real-time processing, and even aspects of artificial intelligence to create dynamic, interactive experiences.

Why people prefer it?

In my experience, people prefer VR because it transforms passive experiences into active participation. Some say that VR enables users to "live" data rather than just observing it. For a computer science student, it offers an interactive environment where algorithms, graphics rendering, and user experience design come to life in real time.

How people can take advantages of it?

I believe that VR offers unique opportunities for both education and professional training. For computer science students, VR provides a new way to explore coding and computational logic in immersive environments, making it easier to visualize abstract concepts. It is thought that VR is also useful for simulating complex systems, whether it's a medical procedure, mechanical assembly, or a network security scenario, enhancing both learning and practical skills.

Explain what the importance of it is in your country?

In Ukraine, VR holds significance not only in entertainment or education but also in

supporting psychological recovery and resilience during challenging times. Some people say that VR therapy helps individuals cope with trauma and anxiety in safe, controlled virtual environments. I'd like to point out that VR is also valuable for computer scientists here, enabling us to collaborate on projects and stay connected globally despite physical challenges caused by the war. VR's adaptability and immersive nature make it a crucial tool for resilience, education, and mental health support in difficult circumstances.

Personal Point of View:

- In my experience...
- I'd like to point out that...
- I believe that...
- What I mean is...

General Point of View

It is thought that...

Some people say that...

It is considered...

It is generally accepted that...

materials from Syvak, Kovalchuk English for 2nd yr students, p36-38

Objective: to activate students' background knowledge

Virtual Reality



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Palmer Luckey

Warming-up

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Useful expressions:

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People in both pictures have a lot in common, for example.....

In the first picture, a doctor is using a VR headset, probably for tasks like practicing surgeries or making medical diagnoses. In the second picture, a soldier is also wearing a VR headset, which shows that virtual reality is used to help soldiers train for real-life situations.

Both pictures show how VR technology can improve training in different fields. VR makes learning and working more effective in areas like healthcare and the military. It also allows virtual travel. However, using VR for long periods might

cause health problems.

Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
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Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

Tutorial	I followed an online tutorial to learn how to edit videos.
Visionary	He is known as a visionary because of his creative ideas for the future.
Guidance	We asked the teacher for guidance on how to solve the task.
to differentiate	It's important to differentiate between fact and opinion in articles.
To facilitate	This platform will facilitate discussions between students and teachers.
To emphasize	The coach emphasized the importance of teamwork.
Cognitive	Solving puzzles helps improve your cognitive skills.
Collaborative	We worked on a collaborative project in our English class.
Interactive	The new website offers interactive lessons for kids.

To speed up	We need to speed up if we want to finish the task on time.
To take on	She decided to take on a part-time job during her studies.
To build up	He is trying to build up his confidence by practicing public speaking.

6. Complete the chart as shown.

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- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
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Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?

4) Do you like video games? Why or why not?

5) What are the ways virtual reality is improving healthcare?
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<u>Personal Point of View:</u>	<u>General Point of View</u>
<ul style="list-style-type: none">• In my experience...• I'd like to point out that...• I believe that...• What I mean is...	<ul style="list-style-type: none">It is thought that...Some people say that...It is considered...It is generally accepted that...

Objective: to activate students' background knowledge

Virtual Reality



Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

Warming-up

1. Work individually. Compare the photographs and say what topic both photos are connected to? What are the effects of virtual reality for society?



Useful expressions:

In the first picture I can see In contrast, people in the second picture

People in both pictures have a lot in common, for example.....

First Picture: I see a doctor wearing special glasses. The doctor is in a hospital, using the glasses to see better during an operation. There are medical machines around.

Second Picture: I see a soldier wearing a special helmet with a screen. The soldier is in training. Other soldiers are behind, getting ready for action.

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Essential vocabulary

<u>Nouns</u>	<u>Verbs</u>	<u>Adjectives</u>	<u>Phrasal verbs</u>
tutorial (n)	to differentiate (v)	cognitive (adj)	to speed up
visionary (n)	to facilitate (v)	collaborative (adj)	to take on
guidance (n)	to emphasize (v)	interactive (adj)	to build up
<u>Phrases related to virtual reality</u>			
Virtual reality creates a whole new and artificial environment			
Data Glove or "wired glove"			
Virtual Reality can be mapped along Reality, Interaction, and Movement			

2. Make up sentences of your own with words and word-combinations from essential vocabulary.

Tutorial	I found a great tutorial on programming that explains the basics of Python.
Visionary	She is considered a true visionary in the field of modern education.
Guidance	Without his guidance, we wouldn't have succeeded in this project.
To differentiate:	It's important to differentiate between facts and assumptions.
To facilitate:	In order to facilitate the learning process, new methods were introduced.
To emphasize	The teacher wanted to emphasize the importance of critical thinking.
Cognitive	This course is designed to enhance cognitive abilities in children.
Collaborative	The project was a collaborative effort involving experts from different fields.
Interactive	The platform offers interactive lessons to engage students more effectively.
to speed up	The new software aims to speed up data processing significantly.
to take on	The company decided to take on new challenges in expanding its market overseas.

to build up	It's essential to build up trust within the team for better results.
-------------	--

6. Complete the chart as shown.

Noun	Verb	Adjective
	to effect	
activities		
	to continue	
		optimistic
entertainment		

Noun	Verb	Adjective
effect	to effect	effective
activities	activate	active
continig	to continue	continuous
optimism	optimize	optimistic
entertainment	to entertain	entertaining

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3. Read the text and choose the best title to it.

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However, many people are optimistic about the future of the Internet. Already, users can buy books, find out about holiday offers, book tickets, and get all sorts of information from the Internet.

"In the next few years," says Angela Rossetto of *Cyberia* magazine, "it is clear that we are going to see an explosion of shopping on the Internet."

She also believes that, in the future, we will get entertainment from the Net and that television will probably disappear. The postal service may also disappear with the increasing use of e-mail.

Some specialists see our future in virtual reality – the use of computers with sounds and images that make you feel as if you are in a real situation.

“Personally, I think virtual reality will become part of modern life,” says Australian expert Peter Wojciechowsky. “I see people living and working in a virtual world. We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.”

4. Read the text again. Are these sentences true (T) or false (F) or is the information not mentioned (NM) in the text?

- 1) In the last thirty years, the Internet has grown dramatically.
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- 3) The postal service may also disappear with the increasing use of e-mail.
- 4) We will work in virtual offices, shop in virtual supermarkets, and we will even study in virtual schools.
- 5) Optimists worry about the activities of cybercriminals.

5. Answer the questions after the text.

- 1) What does Peter Taylor find?
- 2) What has happened to the Internet in the last 30 years?
- 3) What do the experts say about the Internet?
- 4) What could happen to the Internet in the future?
- 5) What is virtual reality?

1 T	
2 F	
3 T	
4 T	
5 F	

Speaking

8. Think about your answers to these questions.

- 1) What are the examples of “virtual reality” that already exist?
- 2) What are the ways that “virtual reality” technology can be used?
- 3) How will new innovations change the way people live, work, and interact in the future?
- 4) Do you like video games? Why or why not?
- 5) What are the ways virtual reality is improving healthcare?

(<https://theconversation.com/five-ways-virtual-reality-is-improving-healthcare-79523>)

9. Describe the benefits and dangers of virtual reality. You should say:

- what virtual reality is;
- why people prefer it;
- how people can take advantages of it;

and explain what the importance of it is in your country.

<u>Personal Point of View:</u>	<u>General Point of View</u>
<ul style="list-style-type: none">• In my experience...• I'd like to point out that...• I believe that...• What I mean is...	<ul style="list-style-type: none">It is thought that...Some people say that...It is considered...It is generally accepted that...

Student 13

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ENGLISH

Objective: to activate students' background knowledge

Virtual Reality



Once you have perfect virtual reality, what else are you supposed to perfect?

Palmer Luckey

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STATE OF NEW YORK

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[illegible]

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In the first picture I can see a doctor wears a VR headset in a hospital. VR helps doctors practice surgeries in a safe way. They can learn without real risk to patients.

In the second picture, a soldier uses VR with military gear. VR helps soldiers

train safely, too. Both pictures show how VR is good for learning hard jobs. VR makes training safer but may cause people to spend too much time in virtual worlds.

Essential vocabulary

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2. Make up sentences of your own with words and word-combinations from essential vocabulary.

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Visionary	He is known as a visionary in virtual reality innovation.
Guidance	I needed guidance to create a virtual environment.
Differentiate	This device helps to differentiate between real and virtual worlds.
Facilitate	Online tools can facilitate collaboration in remote teams.
Emphasize	The teacher wants to emphasize the importance of critical thinking.
Cognitive	Puzzles are a great way to enhance cognitive abilities.
Collaborative	They worked in a collaborative environment to complete the project.

Interactive	The museum has an interactive exhibit for children.
Speed up	New software can speed up data processing significantly.
Take on	He decided to take on more responsibilities at work.
Visionary	He is known as a visionary in virtual reality innovation.

6. Complete the chart as shown.

Noun	Verb	Adjective
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	to continue	
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entertainment		

effect	to effect	effective
activities	to activate	active
continuation	to continue	continuous
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- 1) What does Peter Taylor find?
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- 5) What is virtual reality?

ex4	ex5
1.T	Peter Taylor finds out how computers and the Internet are going to affect our lives in the future.
2.F	In the last 30 years, the Internet has grown dramatically, going from only 200 connected computers in 1983 to around 50 million today.
3.T	Experts have mixed views: some are pessimistic, worrying about cybercriminals and cyberterrorists, while others are optimistic, predicting an increase in online

	shopping, entertainment, and communication.
4.T	In the future, the Internet could lead to an increase in cybercrime, the disappearance of traditional postal services, and possibly a shift towards virtual offices, schools, and shopping.
5.F	Virtual reality is the use of computers to create sounds and images that make users feel as if they are in a real situation.

Speaking

8. Think about your answers to these questions.

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- 1) Examples include VR gaming, medical simulations, military training programs, virtual tours, and VR-based social platforms.
- 2) VR can be used in education, healthcare, military training, real estate virtual tours, and remote collaboration.
- 3) VR may allow people to work remotely in virtual offices, attend events from anywhere, and even provide more immersive learning experiences.
- 4) Yes, because they offer a fun and interactive way to relax and improve problem-solving skills.

5)VR is used for surgical simulations, pain management, patient education, mental health therapy, and physical rehabilitation.

9

Virtual reality is a simulated environment that immerses users in a digital world using headsets and other sensory equipment.

People prefer VR because it offers immersive experiences, enhances learning, and provides entertainment.

People can use VR for education, therapy, professional training, or exploring new places virtually.

In my country, VR is important for education and healthcare as it allows for advanced training and treatment options.

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The first picture shows a doctor wearing a virtual reality headset, likely for medical training or surgical assistance. VR in medicine enhances skills and precision without endangering real patients.

The second image depicts a soldier equipped with VR gear, probably for training simulations. Military VR enables soldiers to practice in lifelike scenarios, preparing them for actual missions in a safe environment.

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Вкладка 2

