

ANSWER KEY

1A	1B	1C	1D
1-c	A-2	a. so	a. 1996 was a key year when the World Wide Web became widely available.
2-d	B-4	b. therefore	b. Social media platforms are systems which allow people to create profiles.
3-a	C-1	c. so	c. The Shared Economy is a model where people buy and sell products online.
4-b	D-3		

2A	2B	2C	3
1. technology	Adults	1. F	a. Dennis
2. devices	1. Laptops	2. F	b. Ruth
3. prefer	• heart rate and steps	3. T	c. Heather
4. laptop	Teenagers	4. F	d. Alice
5. smart watches	2. VR headsets		e. Brian
6. smartphones	• socialize		
7. headsets	Children		
8. virtual reality	1. Tablets		
9. tablets	bigger and easier to control		
10. digital			

4.

Netiquette means being polite and respectful on the Internet. It is important to follow netiquette rules because our words can hurt people online. We should not write in all capital letters because it looks like shouting. Using bad language or arguing online can cause problems and hurt feelings. Netiquette helps us communicate better and solve problems peacefully. We must also respect other people's privacy to keep the Internet a safe place for everyone.

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1. Because it is more practical and helps her stay connected with her friends.
2. When she needs to study or write an essay.
3. She shows respect by not sharing her friends' photos without asking them first.

(T.10.8.1)

Alex: Welcome back to Digital Era Weekly! Today, we are talking to Mrs. Davis, who is an expert on technology habits. Welcome!

Mrs. Davis: Thanks, Alex. It's great to be here.

Alex: So, Mrs. Davis, do we all use the same devices?

Mrs. Davis: Not at all! Different generations have different favorites. Let's start with adults. They generally prefer practical gadgets to entertainment devices. For example, many professionals would rather use a high-quality laptop than a tablet for work because it is faster for typing. Also, adults love health gadgets. They prefer smart watches to traditional watches so they can track their heart rate and steps.

Alex: That makes sense. What about teenagers? I guess they are glued to their phones?

Mrs. Davis: Exactly. Teenagers, who we often call "screenagers," live on their smartphones. They use apps which help them socialize. Interestingly, when it comes to gaming, most teens would rather play on a game console than on a PC. Recently, VR headsets are becoming popular, too. They love virtual reality glasses because they offer a three-dimensional experience.

Alex: And finally, the youngest group. What do children use?

Mrs. Davis: Well, children love touchscreens. They usually prefer tablets to smartphones because the screen is bigger and easier to control. Parents often download educational games for them. However, parents should be careful so their kids don't spend too much time online.

Alex: Thank you, Mrs. Davis! It seems every age has its own digital toy.