II. Technology

a) Is Technology Harmful to Youngsters?

https://www.bbc.co.uk/learningenglish/features/6-minute-english/ep-210906

Vocabulary

adolescent

young person in the process of developing into an adult

smoking gun

information or evidence that proves that something is true or that someone has committed a crime

savvv

having a good understanding and practical knowledge of something

app blocker

software that blocks pop-up apps and websites and allows users to set timers which limit their amount of screen time

designed for addiction

immersive video games and social media which are designed to manipulate human psychology

digital native

someone who is very familiar and comfortable using digital technology and computers because they have grown up with them

b) Are You Addicted to Your Smartphone?

https://www.bbc.co.uk/learningenglish/features/6-minute-english/ep-180712

Vocabulary

FOMO

(acronym) Fear of Missing Out

phubber

person who ignores the real people around them because they are concentrating on their phones

addicted (to something)

having a physical or mental need to keep on doing something

compulsively

unable to stop doing something again and again

keep in touch with

stay in contact with

in person

actually meeting someone face-to-face

c) Artificial Intelligence

https://www.bbc.co.uk/learningenglish/features/6-minute-english/ep-200326

Vocabulary

chat-up lines

remarks men and women make to start up a romantic conversation with someone they don't know but find attractive

computer programmers

people who write, or code, computer programmes

algorithms

a set of rules or procedures to be followed by computers in problem-solving exercises

trial and error

repeating the same task over and over until finding the most successful way **minimising**

reducing as much as possible

a stroke of luck

when something unexpected happens by good luck or chance

d) Will Robots Out-think Humans?

https://www.bbc.co.uk/learningenglish/english/features/6-minute-english/ep-180125

Vocabulary

inevitable

cannot be avoided or stopped

infallible

never failing

surpasses

becomes better than

benevolent

kind and helpful

sentient

able to think for itself

far-fetched

difficult to believe