Monologue on *DESIGN*

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Active Vocabulary: 30
Grammar Structures: 4
Linkers: 12
Total: 548 words

You are going to give a talk about DESIGN.	The text of the monologue	Vocabulary, Grammar Structures, Linking Words and Phrases
Step 1. Introduction 1. Start with a hook sentence that will attract the listener's attention (a quote, a proverb, etc.). 2. Lead your speech steadily to the main part of your talk. 3. The introduction may consist of 3-6 sentences.	As the famous quote says, "Design is not just what it looks like and feels like. Design is how it works." Design surrounds us every day - from the chairs we sit on to the smartphones we use. It is not only about appearance, but also about how things function. So today, I'd like to share my thoughts about design and its role in our modern life. Let's explore how design affects our world and what makes it so important.	- As the famous quote says - so today
Step 2. Design is Everywhere 2.1 What is design? What do designers do? What are essential elements of a good design? 2.2 Describe the design of any object you like (a laptop, a PC, a phone, a car, a coffee machine, etc.). Speak about its shape, colour, materials, size, special/unique features.	Design can be described as the process of creating something that adds value to people's lives. Designers often follow creative feelings, but they also need to think practically and fulfil a user's needs. Some people have misconceptions about design, thinking it's just about looks. In reality, designers have a lot of freedom and restrictions at the same time. Their goal is to turn an idea into something desirable and create solutions that are aimed at specific users. For example, I'd like to describe my laptop. It's quite lightweight, with no number pad, which makes it very compact. The keyboard has backlight, which helps in low-light conditions, and the case is made of aluminium, giving it a modern and stylish look. It's well-designed to be functional and comfortable. I think it really appeals to me, because it fits my daily needs and is an excellent value for money.	– adds value to people's lives – follow creative feelings – fulfil a user's needs – have misconceptions about design – have a lot of freedom / – / restrictions – turn an idea into something desirable – aimed at – appeals to – made of aluminium – excellent value for money – well-designed - In reality - For example - which makes it - can be described - are aimed at - is made of aluminium - is well-designed

Step 3. Design through the Ages 3.1 Speak about the main ideas, which influenced design at different times (in the 20th century, at the beginning of the 21st century). 3.2 Which design period is the most exciting/interesting for you? Why?	In the 20th century, especially in the 1930s, designers often gave products smooth and curved shapes. Later, in the 1960s, it was a time of short-lived products and growing consumerism. However, in the 1990s and early 2000s, people started to be worried about damage to the environment, so design became more eco-friendly. Many energy saving products appeared, and designers started to develop solar-powered cars and electric cars. There was also a new focus: to increase efficiency and create things that were both smart and sustainable. Designers also tried to adapt machines to people's needs and create objects with ergonomic design. Personally, I find the design of the 21st century the most interesting. It combines high-tech solutions and care for the planet. Many products today are made from sustainable materials, and the focus is on function and simplicity. I believe this trend must have started due to rising environmental awareness in the past decades This balance between innovation and responsibility is very inspiring to me.	– gave products smooth and curved shapes – time of short-lived products – be worried about damage to the environment – energy saving products – solar-powered cars – electric cars – increase efficiency – adapt machines to people's needs – ergonomic design – sustainable materials – However – So – Personally – are made from – must have started – I believe this trend must have started
Step 4. CREATIVE THINKING Introduce your own extra idea(s) on the topic that hasn't/haven't been mentioned before. Justify your choice.	Let's now talk about a fresh idea — smart clothes. I think wearable design is the next step in making life easier and more connected. Imagine clothes that can change temperature depending on the weather or shirts that track your heart rate. This is possible with breathable and innovative materials that also have insulating or waterproof properties. Such clothing would turn ideas into something desirable and really fulfil user needs in daily life. If smart clothing were mass-produced, it could change the way we dress completely. I believe this kind of design can gain market share quickly.	– breathable – insulating – waterproof properties – turn ideas into something desirable – gain market share – Let's now talk about – I believe – If smart clothing were mass-produced, it could…
Step 5. Conclusion Summarise the ideas of steps 2,3,4.	To sum up, design is not just about looking good — it's about solving problems. It can add value to people's lives, make products smarter, and even help the planet. From streamlined cars to smart devices and wearable clothes, designers today have a chance to balance engineering and technical knowledge with new ideas. And that's what makes design so important in our everyday life.	- add value to people's lives - balance engineering and technical knowledge with new ideas - designers - To sum up - And that's what