

WHILE LISTENING STUDENT PACK

IMMORTALITY

Pre Listening Activity

A. Imagine that scientists could develop an “immortality pill” that allowed people to live forever. Discuss these questions before listening to the lecture

1. Would you take it? Why/Why not?
2. Would you want everyone to take it? Why/Why not?

B. Choose the correct option that has the same meaning with the bold written word.

- 1- When your body **deteriorates** with age, it _____
 - a. becomes deformed
 - b) regenerates and gets filled with energy
- 2- If population on Earth **spirals out of control**, it increases _____
 - a. in an uncontrolled way
 - b) in moderate levels
- 3- **Currently** means _____
 - a. the past
 - b) present time
- 4- When there is **disagreement** among people, they _____
 - a. find it difficult to reach a common ground
 - b) share the same opinion
- 5- If something is **pointless**, _____
 - a. it is logical and useful
 - b) it is not worth trying and has no use at all.
- 6- If you have **experience** of doing something, _____
 - a. you've tried it before and gained some knowledge
 - b. you've never tried it before and have no idea
- 7- When you learn to do something **gradually**, it happens _____
 - a. all of a sudden
 - b) slowly over a period of time.

While Listening Activity

A. Answer the questions while listening to the lecture.

1. According to the speaker, why are scientists closer to finding the technology that allows people to live for thousands of years?

- A. They are beginning to understand why and how our bodies age.
- B. Medical technology is improving quickly.
- C. There are more old people in our societies.

2. Why do some people argue that immortality would have a negative effect on our planet?

- A. Because we would soon use up all the earth's natural resources.
- B. Because everybody would stop caring about the environment.
- C. Because the earth would become very overcrowded.

3. Some people say that immortality would be pointless because_____.

- A. only the very rich would be able to afford it.
- B. you wouldn't use your time carefully.
- C. you would only remember a part of your life.

4. What example does the speaker give for the most powerful human emotions?

- A. fall in love
- B. anger
- C. fear

5. If you were immortal, you would find it difficult to get up in the morning because _____.

- A. you would be exhausted after thousands of other mornings.
- B. you would know there were going to be many more mornings.
- C. the technology that kept you alive might make you very weak.

B. Listen to the lecture again and complete the missing words.

1. But new medical and scientific techniques mean that it's becoming possible to _____.

2. Well, they argue that there are already too many people in the world. Our planet is very crowded, and _____.

3. They have two main suggestions for dealing with it. Firstly, they say that _____.

4. And secondly, they say that people who want to live for ever will have to agree_____.
5. There might be a problem with _____ Why get up in the morning, if we know that there will be thousands of other mornings just the same?
6. And there are other possible disadvantages. Some people argue that _____that everything, in fact, is only important.

ROBOTS

Pre Listening Activity

**** Please open and follow the PPT about Robots from Schoology to have a general idea about the content.**

A. Before listening to the lecture ' Robots', let's discuss the following questions.

- 1- How do you define the word 'robot'?
- 2- What can robots do? Give some specific examples.
- 3- If you had chance to develop a robot, what task would you want it to perform?

B. Fill in the blanks with an appropriate word from the list given below. Be careful there are some extra words.

automatically / task / utilize / obtain / surgery / dull / mechanical / senses / pick / programmed / spouse / detect / replace

- 1- Join now and you will _____ receive 50% off your first purchase.
- 2- The Romans were the first to _____ concrete as a building material.
- 3- Data were _____ from 170 students who enrolled in the course.
- 4- The tests are designed to _____ the disease early.
- 5- Life in a small town could be deadly _____.
- 6- The doctor had to perform emergency _____ to the patient's head.
- 7- Teachers will never be _____ by computers in the classroom.

While Listening Activity

A. Answer the questions while listening to the lecture.

1. A Gasbot robot can smell gas leaks, and a biosensor robot can _____.
- A feel earthquakes
B hear sound
C taste food

2. A robot in a food processing plant might _____.

A look for a dirty surface to clean

B smell food to make sure it's fresh

C taste food for quality

3. A robot in a chocolate factory can perform the same task _____ times per day.

A 200

B 2,000

C 20,000

4. Small robots are used to explore inside volcanoes _____.

A in large forests

B on other planets

C under the ocean

5. One type of medical robot can _____.

A look at sick patients

B heal broken bones

C perform surgery

B. Listen to the lecture again and complete the chart.

Robot is a machine, a mechanism that can move automatically by itself.	
Fields in which robots are used	Examples
Industry	
Police & Military	
Exploration	
Medical Assistant	
Robotic Body Parts	
Personal Use	

C. Mark the sentences T (true) of F (false) and explain why the false ones are false.

- 1- Since 1900s, scientists have made robots that can be programmed, that can be controlled by a computer brain.
- 2- All robots must do two things. First, they must obtain information from the environment. Second, they do something with that information.
- 3- Robots are performing a lot of work that people used to do. Most of that work is what the experts call 4 Ds : dull, difficult,dangerous,damaged.
- 4- Today, almost 90 percent of robots are utilized in industry.
- 5- Robots can even explore the places that are impossible for people to visit.

DESIGN THINKING

Pre Listening Activity

A. Discuss the following questions before listening to the lecture.

1. In which professional field do you think people are most creative? Why?
2. Do you think creativity comes with time and thought OR you are born with creative talent?
3. What sparks to your mind when you hear the word “design thinking?”

B. Read each text. Guess the meanings of the boldfaced words. Then match the words with their definitions.

1.The Apple iPad, released in 2010, was an **innovative** new product that changed the market for tablet computers. However, development was not easy and the designers faced many challenges when they **implemented** the ideas for the design. They had to **focus** on technical issues, such as software development and battery life, as well as the look and feel of the new tablet.

Participants on the design team worked long hours for many months to create the final design.

- | | |
|-----------------------|-------------------------------------|
| _____ 1. innovative | a give attention to something |
| _____ 2. implemented | b made changes according to a plan |
| _____ 3. focus | c new and better |
| _____ 4. participants | d people taking part in an activity |

2. The design team created many different **prototypes** to see how the iPad looked and to test how well it worked. During this **phase** of the process, the designers tried different designs and **identified** problems with the prototypes. Early prototypes were large and heavy, so they **revised** the design to make the tablet thinner and lighter.

_____ 5. prototypes	e stage of development
_____ 6. phase	f changed to make corrections and improvements
_____ 7. identified	g discovered
_____ 8. revised	h models used to test a design

3. The designers had a **user-centered** design process, trying to create a tablet that was easy to use without any instructions. Apple hoped that the iPad could be used by **diverse** market- from business people to artists. Today, the story of the development of the iPad is used as a **case study** to teach designers about a successful design process.

_____ user-centered	i detailed examination of a process over time
_____ diverse	j very different from each other
_____ case study	k focused on users

While Listening Activity

A. Answer the questions while listening to the lecture

1. The Design Thinking case study is about a _____ called **Sunflower**.
 - A. children's clothing store
 - B. men's shoe store
 - C. women's and teens' clothing store
 - D. women's shoe store
2. **Sunflower** had a problem with _____ their juniors department.
 - A. low salaries of employees in
 - B. customers stealing from
 - C. finding good employees for
 - D. low sales in

3. The Design Thinking team asked customers questions about_____.
- A. how much money they planned to spend
 - B. the type of clothing they liked
 - C. their shopping experience
 - D. brainstorming ideas
4. In addition to talking to customers, the Design Thinking team also talked to_____.
- A. employees who worked for the store in the past
 - B. people who didn't go in the store
 - C. salespeople at other stores
 - D. managers who worked for the store in the past
5. Most teenagers did not know about Sunflower's _____.
- A. fashion website
 - B. juniors clothing section
 - C. weekly sales on juniors clothing
 - D. online sales on Amazon
6. After _____ phase, the design question was revised.
- A. understand
 - B. brainstorm
 - C. prototype
 - D. sales
7. The Brainstorming team included store employees and _____.
- A. fashion designers
 - B. high school students
 - C. the owner of the company
 - D. instagram influencers
8. The new design focused on making the juniors department _____ the rest of the store.
- A. have lower prices than
 - B. look different from
 - C. seem bigger than
 - D. seem smaller than
9. The new design included places for girls to _____.
- A. buy a snack while shopping
 - B. sit down and talk with friends
 - C. take pictures of themselves
 - D. coffeeshop for beverage

10. The prototype design of the store was tested for_____.

- A. three days
- B. three weeks
- C. three months
- D. three decades

INTERACTIVE GAMES

Pre Listening Activity

A. Discuss the following questions before listening to the lecture.

1. Do you play interactive games? If so, which ones do you play? What do you like about them?
2. Are interactive games addictive? Why can't some people stop playing?
3. What mental or physical skills do interactive games help players to develop?

B. Complete the gaps with an appropriate word from the list.

engaging	spatial ability	three-dimensional	drawback	interfere with
involved in	benefit	violent		

1. Sometimes my game playing_____my schoolwork. I play games when I should be studying or doing my homework.
2. One of the_____of technology is that it puts more people into passive jobs as opposed to physically active jobs.
3. Recent studies have proven that playing video games increases a child's_____to a great extent. For example, children who have had regular video game training have been shown to be better at understanding and visualizing the relation between geometric shapes.
4. 3-D Monster Maze was one of the first_____computer games. The designer of the game wanted players to feel like they are inside of a maze trying to find their way out.
5. One_____about games is that they teach bad behavior. For example, in Grand Theft Auto players are criminals who fight others to get ahead in the game.
6. Call of Duty is a/an_____war game. The goal of the game is to shoot and kill enemy soldiers.

7. One goal of game designers is to create games that are _____. When players are interested in the game, they want to keep playing.

8. Do you become so _____ in playing video games that you neglect to eat, sleep, or bathe?

9. The advent of digital technology has brought with it many great _____, such as social connectivity, fast information storage, and various forms of entertainment.

While Listening Activity

A. Answer the questions while listening to the lecture.

1. **Cognitive ability is defined as the ability_____.**

- A. to think and perform mental processes
- B. to lose mental control
- C. to develop self-control
- D. to sympathize with other people

2. **A study done by researchers shows that playing action games for _____ hours _____ participants' spatial ability.**

- A. 5 - has had no effect on
- B. 15 - has diminished
- C. 50 - has enhanced
- D. 55 has decreased

3. **According to the speaker, in what way can video games be utilized in the field of education?**

- A. to improve students' questioning skills
- B. to help students remain focused on challenging learning activities
- C. to teach students basic everyday skills
- D. to provide students entertainment skills

4. **According to the lecture, how do players in general react when they fail in a game?**

- A. they feel frustrated and cease playing immediately
- B. their motivation boosts up and they want to continue playing
- C. they feel disappointed and want to play an easier game
- D. they hated playing games

5. **It's estimated that _____ per cent of gamers have true addiction**

- A. 1
- B. 10
- C. 20
- D. 50

6. Which sign of game addiction is NOT MENTIONED in the lecture?

- A. feeling bad when one cannot play
- B. having problems at work
- C. using games to get rid of negative moods and feelings
- D. having problems at school

7. According to a research conducted on 13 and 14 years old, those who played violent games were more likely to argue with _____ and get into fight with_____.

- A. their parents-their siblings
- B. their teachers-their classmates
- C. older kids-younger kids
- D. their relatives-their neighbours

8. What do studies show about the link between playing video games and aggressive behavior?

- A. there is not enough evidence to prove that playing video games directly causes aggression.
- B. It has been discovered that kids who play violent games become violent
- C. It has been verified that kids choose violent plays because they already are violent
- D. there is a strong relationship between violence and video games

SLEEP

Pre Listening Activity

A. Study the target vocabulary and do the translation exercises below. Use the given target words and phrases in your sentences.

1. Türkiye istatistik kurumu verilerine göre, Türkiye'deki 10 kazadan 4'ü uykusuzluktan kaynaklanmaktadır ve malesef bu kazaların ölüm gibi ciddi sonuçları vardır. (Sleep deprivation / serious consequences)

2. Alerji hastalarının bağışıklık sistemleri iyi çalışmaz. Bu yeni tedavinin de yeterli etkiyi gösterdiği söylenemez. Hastalar hala kaşıntıdan sıkıntı çekmektedirler. (function /sufficient impact / suffer from)
3. Araştırma gösteriyor ki, gece vardiyası çalışanlarının sağlık sorunları yaşama ihtimali normal çalışanlara göre daha fazladır. Bu oran yaklaşık yüzde 50 civarındır çünkü tüm gece uyanık olmak insan doğasına uygun değildir. (night shift / more likely / percent / awake)
4. Ufak tefek kazalar ve yaralanmalar sporcuları zayıflatmaz aksine güçlendirir. (injures / strengthen)

While Listening Activity

A. Listen to the lecture on “Sleep” and choose the correct answer.

1. Which one is not one of the effects of sleep deprivation on brain?
 - A. think slowly
 - B. have trouble with decisions
 - C. sleeping less
2. _____ adults sleep less than seven hours.
 - A. 2 out of 10
 - B. 4 out of 10
 - C. 6 out of 10
3. According to some studies, students can remember new information better and get good grades if they _____.
 - A. sleep less
 - B. get a good night's sleep
 - C. study hard

4. According to a medical study, doctors working _____ are seventeen times more likely to make mistakes.
- A. 15-hour shifts
 - B. 20-hour shifts
 - C. on long shifts
5. Tired drivers who do not get enough sleep cause _____ deaths a year in the United States.
- A. 1500
 - B. 150
 - C. 15000
6. Micro-sleep is defined as a person _____ for several seconds.
- A. watching a movie
 - B. looking at mobile phone
 - C. falling asleep
7. As a long-term effect of sleep deprivation, there is a link between sleeping less and _____.
- A. getting higher grades
 - B. putting on weight
 - C. living healthily
8. According to the study, if you get less sleep, you are more likely to be _____.
- A. overweight
 - B. angry
 - C. refreshed
9. According to one study, women who sleep less than _____ per night are 40 percent more likely to have heart problems.
- A. four hours
 - B. five hours
 - C. eight hours

10. Most people don't realize that sleeping less is dangerous. As result, we need

_____.

- A. fewer cars on the road
- B. more education about sleep deprivation
- C. serious health programs

HAPPINESS

Pre Listening Activity

A. Study the target vocabulary and do the exercises below.

achieve	develop(ed)	requirement	attitude	characteristics
connections	data	goals	gratitude	income
measure	strength	depend(s)	relevant	

1. For some people, having high or low _____ can determine their happiness level. They generally believe that money brings happiness.
2. Admitting "I've made a mistake" is a sign of _____, not weakness.
3. Nowadays, some apps on smart phones _____ people's physical exercises and their steps.
4. Jane tried her best to find and buy a present to show her _____ to her mom on Mother's Day.
5. During my professional career, I've observed that happy and self-confident students are the ones who set specific _____ for themselves and they work for them.
6. Language education should be _____ to student's hobbies, expectations and in general their lives so that they can learn well.
7. In order to take the proficiency exam, students have to meet the _____ of passing the semester exams minimum 65 points.
8. Being in depression or being happy _____ a lot on our personality.
9. Some psychologists claimed that being happy is something to be learned. For this reason, they _____ some exercises for people to become happier.

10. In order to determine the psychological problems of teenagers, experts have prepared several surveys and questionnaires to collect _____.
11. Turkish people have very strong relationships and _____to family and friends in their culture.
12. There are certain _____ of depressed people such as; lack of sleep, loss of interest and feeling empty.
13. It's often very difficult to change people's opinions and perceptions; however, it is in our hands to have more positive _____ towards life.
14. There is not one method or a way to _____and find happiness. In contrast, there are a lot of methods that change from person to person.

While Listening Activity

A. Now listen to the lecture on "Happiness" and choose the correct answer.

1. How do psychologists measure happiness?

- A. by watching people
- B. by interviewing people
- C. by getting information from local authorities

2. Why do psychologists measure happiness of people?

- A. to help sad people feel better
- B. to learn how old happy people are
- C. to understand common characteristics of happy people

3. According to the lecture, which characteristic is not connected with being happy?

- A. being healthy
- B. being young
- C. being married

4. "Money doesn't bring happiness." is true as long as people have _____.

- A. enough income for a car
- B. enough time to work
- C. enough money for home, food and clothing

5. According to a study, _____ are happier than _____.

- A. 60 to 64-year-old people / 20 to 24-year-old people
- B. 24 to 28-year-old people / 64 to 66-year-old people
- C. 30 to 34-year-old people / 50 to 54-year-old people

6. A study on university students found out that happy students have _____.

- A. strong connections to their professors
- B. make time for themselves
- C. spend more time with their family and friends

7. According to the lecture, which sentence is true about happy people?

- A. People with education is happier than people with no education.
- B. Happy people have goals in their life and workplace.
- C. People who are interested in art have happier lives than people who are not.

8. Some psychologists believe that it is difficult to change one's happiness because of _____.

- A. their personalities
- B. their beliefs
- C. their consciousness

9. According to positive psychologists, some exercises can make people happier since exercises _____.

- A. give meaning to life
- B. change their characteristics
- C. help people forget bad memories

10. According to the professor, "Gratitude Visit" exercise can only make people happier for about _____.

- A. three years
- B. three weeks
- C. three months

NEGOTIATION FOR SUCCESS

Pre Listening Activity

A. Check the meanings of the target words then match them with the correct collocations/phrases. ** (+) : positive meaning **(-): negative meaning

- a. approach(n) b. negotiator c. agreement d. resolve e. ensure
f. concerned(adj) g. conflict h. circumstances i. hurt j. give in k. confer
l. solution m. benefit(v) n. interrupt o. blame q. fabric

good / bad _____ (person)

hard/ soft _____

_____ a problem (+)

reach a(n) _____ (+)

_____ your success (+)

_____ about other person (-)

_____ - the relationship (-)

Avoid _____ (stay away the problem)

_____ quickly (-)

_____ on a decision

_____ both sides (+)

_____ fabric from a company

don't _____ the speech

explain your _____

_____ other person for the problem

(-)

reach a(n) _____ (+)

While Listening Activity

A. Answer the questions while listening to the lecture

1. Negotiating successfully will make people successful in _____.

- A** life
- B** sports
- C** business

2. What is the problem with using the hard approach?

- A** It may be more expensive for both sides.
- B** You may hurt the other people's feelings.
- C** You may not get the solution that you want.
- D** It may lead to disappointment.

3. Soft negotiators try to avoid _____ with the other person.

- A** agreement
- B** disagreement
- C** speaking

4. Which one is NOT a problem for soft negotiators?

- A** The final decision may be disadvantageous for them.
- B** The other person may not like the final decision.
- C** They may feel unhappy with the solution.
- D** Their business may be affected negatively by the decision.

5. In the "win-win" approach, a negotiator tries to reach a decision that _____.

- A** makes himself/herself happy
- B** makes both people happy
- C** makes the other person happy

6. A clothing company and a _____ company are the two sides in the professor's example.

- A** dress
- B** clothing
- C** fabric

7. When you have problems with somebody at work, the first thing that you should do is to _____.

- A** agree on a solution
- B** explain your side of the problem
- C** avoid blaming others
- D** listen to each other

8. Which one is mentioned as a way to avoid blaming someone?

- A starting sentences with the word "I"
- B starting sentences with the word "you"
- C finding the problem together

9. What is the attitude of the lecturer towards using "win-win approach" in business life?

- A Neutral
- B Pessimistic
- C Positive

10. The lecture describes _____ approaches to negotiation.

- A three
- B two
- C four

TIME TO LEARN

Pre-Listening Activity

A. Match the definitions of the given words and find their opposites.

1. Tough ____ X _____
2. Fluent ____ X _____
3. Fair ____ X _____
4. Lack of ____ X _____
5. Significant ____ X _____
6. Discouraging ____ X _____
7. Embarrassed ____ X _____
8. Language acquisition _____
9. Comparison _____
10. Linguist _____

Definitions:

- a. treating someone in a way that is right or reasonable, or treating a group of people equally.
- b. feeling ashamed or shy
- c. important or noticeable
- d. speak a language easily, well and quickly
- e. someone who studies foreign languages or can speak them very well, or someone who teaches or studies linguistics
- f. strong, not easily broken, durable, hard
- g. the fact that something is not available or that there is not enough of it
- h. making you feel less confident, enthusiastic, and positive about something, or less willing to do
- i. the act of comparing two or more people or things
- j. process of getting something, learning, grabbing sth

While Listening Activity

A. Answer the questions while listening to the lecture.

1. The speaker thinks learning a second language for children is _____.

- A** easy
- B** difficult
- C** boring
- D** slow

2. The critical period is a time when _____.

- A** a child cannot learn language
- B** teenagers stop learning language
- C** adults have difficulty learning language
- D** adolescents learn language easily

3. The professor compares himself to Steven, who is _____.

- A** a six-year-old boy
- B** a sixteen-year-old teenager
- C** a sixty-year-old man
- D** a six-year-old girl

4. The critical period _____.

- A** has a small effect on language learning
- B** is one of several factors in language learning
- C** is the most important factor in language learning
- D** is also important for animals

5. What is the speaker's language learning environment?

- A** He lives in China and learns English in China.
- B** He studies Chinese for two hours a week.
- C** He wants to talk to Chinese speaking people.
- D** He is in an all Chinese environment.

6. What is the speaker's attitude about language learning?

- A** He is confident when he speaks Chinese.
- B** He gets nervous when he speaks Chinese.
- C** He practices speaking Chinese a lot.
- D** He wants to move to China.

7. The speaker wants to learn Chinese, but he doesn't _____ to.

**8. Other important factors in learning a second language are _____;
_____ and _____.**

9. What is the speaker's decision about learning Chinese?

- A** He is going to continue to study Chinese.
- B** He is going to learn an easier language.
- C** He is not going to study Chinese anymore.
- D** He is going to move to China to study Chinese.

10. Why does the speaker compare himself with Steven? (Answer this question after listening to the whole lecture!)

- A** to complain about his problems learning a new language
- B** to describe how he learns a language
- C** to show the best way to learn a language
- D** to explain the different factors in language learning