

GRADE 9

# Strong reading skills are the foundation learning!

Is your child struggling with reading comprehension, fluency, or vocabulary?

Brighterly's expert reading tutors make lessons fun, personalized, and effective - whether your child is just starting out or ready to level up their literacy skills.

From phonics to reading confidence, we're here to help your child love reading - and get better at it every day.



## Why Learn with Brighterly? ✨



Assessment-Based Learning



Custom Curriculum



Homework Support



Engaging Platform

 **Read the passage carefully and choose the letter of the correct answer.**

### **The Future of Virtual Reality**



Virtual Reality (VR) is rapidly transforming the way we experience the world around us. VR technology immerses users in a computer-generated environment where they can interact with 3D worlds, making them feel as though they are physically present in a different location. This technology has already made its way into industries like gaming, entertainment, and education, but the possibilities for VR go far beyond these. In the near future, we could see VR revolutionizing fields such as healthcare, architecture, and even space exploration. For example, doctors may use VR to practice surgeries before performing them on patients, reducing the risk of mistakes. Additionally, architects may design buildings and test their structures in virtual environments before starting construction, making buildings safer and more efficient. As VR becomes more advanced, it is expected to have an even bigger impact on the way we work, learn, and interact with one another. For now, VR is just the beginning of what could be a new era in technology.



In the world of education, VR has the potential to bring textbooks to life. Imagine studying history by actually walking through ancient Rome or exploring the human body by being inside a beating heart. VR can make learning more engaging by allowing students to interact with educational content in ways that traditional methods cannot. Students could travel to far-off places, experience historical events, or even conduct science experiments without leaving the classroom. This kind of learning could make lessons more interesting and memorable. In addition, VR can help students with special needs by offering customized learning experiences tailored to their needs. For example, children with autism can benefit from VR simulations that help them practice social interactions in a safe and controlled environment. With VR technology improving, it's clear that the future of education will be more interactive and personalized, offering students a whole new way to learn.

However, the future of VR is not without its challenges. One of the major concerns is making the technology affordable and accessible for everyone. Right now, high-quality VR equipment can be quite expensive, limiting its availability to only certain groups of people. As VR becomes more popular, companies are working on making it more affordable, but it may still take some time before VR becomes as accessible as smartphones. Another challenge is ensuring that VR content is safe and appropriate, especially for younger users. As VR technology allows people to enter virtual worlds, there is the potential for them to encounter harmful content. It is essential that VR developers create guidelines and safety measures to protect users from these risks. Despite these challenges, the future of virtual reality looks bright, with endless possibilities for how it can shape our lives. Whether it's in entertainment, education, or even socializing, VR will continue to evolve and bring new, exciting experiences to people all over the world.

**Part 1: Choose the correct definition for each word from the passage.**

**Q1: Immerses**

- A.** To remove from a place.
- B.** To completely surround and absorb.
- C.** To watch from a distance.
- D.** To touch gently.

**Q2: Revolutionizing**

- A.** Making something worse.
- B.** Changing something dramatically.
- C.** Ignoring old ideas.
- D.** Keeping something the same.

**Q3: Simulations**

- A.** Real-life experiences.
- B.** Models of real or imaginary situations.
- C.** Temporary games.
- D.** False statements.

**Q4: Customized**

- A.** Made to be the same for everyone.
- B.** Altered to fit a specific need or requirement.
- C.** Made without any specific plans.
- D.** Left unchanged.



**Q5: Accessible**

- A.** Difficult to reach or use.
- B.** Easy to approach or reach.
- C.** Impossible to understand.
- D.** Available only to certain people.

**Part 2: Answer the following questions based on the passage.**

**Q6:** How does VR technology immerse users in a different environment?

---

---

**Q7:** What are two industries that have already integrated VR technology?

---

---

**Q8:** How could VR be beneficial in the healthcare field?

---

---

**Q9:** In what way can VR make education more engaging for students?

---

---

---

**Q10:** What are two challenges that could affect the widespread use of VR in the future?

---

---

---



# ✓ Right Answers

**Part 1: Choose the correct definition for each word from the passage.**

**Q1: Immerses**

- A.** To remove from a place.
- B.** To completely surround and absorb.
- C.** To watch from a distance.
- D.** To touch gently.

**Answer:** **B.** To completely surround and absorb.

**Q2: Revolutionizing**

- A.** Making something worse.
- B.** Changing something dramatically.
- C.** Ignoring old ideas.
- D.** Keeping something the same.

**Answer:** **B.** Changing something dramatically.

**Q3: Simulations**

- A.** Real-life experiences.
- B.** Models of real or imaginary situations.
- C.** Temporary games.
- D.** False statements.

**Answer:** **B.** Models of real or imaginary situations.



**Q4: Customized**

- A.** Made to be the same for everyone.
- B.** Altered to fit a specific need or requirement.
- C.** Made without any specific plans.
- D.** Left unchanged.

**Answer:** **B.** Altered to fit a specific need or requirement.

**Q5: Accessible**

- A.** Difficult to reach or use.
- B.** Easy to approach or reach.
- C.** Impossible to understand.
- D.** Available only to certain people.

**Answer:** **B.** Easy to approach or reach.

**Part 2: Answer the following questions based on the passage.**

**Q6: How does VR technology immerse users in a different environment?**

VR technology immerses users by placing them in a computer-generated environment where they can interact with 3D worlds, making them feel as though they are physically present in a different location.

**Q7: What are two industries that have already integrated VR technology?**

Two industries that have already integrated VR technology are gaming and education.

**Q8: How could VR be beneficial in the healthcare field?**

VR could be beneficial in healthcare by allowing doctors to practice surgeries in virtual environments before performing them on patients, reducing the risk of mistakes.

**Q9: In what way can VR make education more engaging for students?**

VR can make education more engaging by allowing students to interact with educational content in immersive ways, such as walking through ancient Rome or exploring the human body, making learning more interesting and memorable.

**Q10:** What are two challenges that could affect the widespread use of VR in the future?

Two challenges that could affect the widespread use of VR are making the technology affordable and accessible to everyone, and ensuring that VR content is safe and appropriate, especially for younger users.