**Língua inglesa – Inglês Técnico**

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| **Objectives:**  To encourage students to use English-English Internet dictionaries. To reinforce the habit of using a monolingual dictionary. To help learners be more autonomous in their learning.  To encourage students to search the internet as part of their work. To read intensively to get a more detailed understanding of a topic. To clearly communicate ideas and produce well-structured arguments. |

EXERCÍCIOS

**Look at the dictionaries (links below) to help you answer to the questions:**

<https://www.collinsdictionary.com/dictionary/english/>

<https://www.dictionary.com/>

<https://www.merriam-webster.com/>

**Group work**

Read the text and do the activities.

**What is Web & Mobile Development?**

Web & Mobile Development refers to the process of **creating** applications that people can use on websites, computers, smartphones, and tablets. These applications help users **interact** with content, services, and other people. **Whether** it's a website for **booking** flights, an online store, or a mobile app for social media, **developers** build the tools that make these services work.

In web development, there are two main areas: front-end and back-end. The **front-end** is what users see and interact with, like buttons, text, and images on a website. The **back-end** involves the server, **database**, and other systems that store and manage data, making sure everything works behind the scenes.

Mobile development focuses on creating applications **specifically** for smartphones and tablets. These apps are designed to provide an **interactive** experience by **fitting** smaller screens and using mobile **features** like GPS, cameras, and notifications. Developers use different tools and **programming** languages, like Swift for iOS or Kotlin for Android, to build these apps.

**Why is Web & Mobile Development Important?**

Web and mobile applications are essential in today’s digital world. They help businesses reach customers, improve communication, and provide services more **easily**. From online shopping to **chatting** with friends, these applications are a big part of **everyday** life. Web and mobile development **encompasses** many skills, from **coding** and design to **understanding** how people interact with technology. Developers need to ensure that their applications provide a smooth and useful **interaction** for all users.

***Activity 1*** - The function of a word in a sentence is determined by its position and its relationship with other words. Please go to your favourite online dictionary and, for each underlined word, identify its part of speech, meaning, and pronunciation. Then, write an example sentence using each underlined word.

| **vocabulary item** | | **Part of speech** | **meaning** | **pronunciation** | **example sentence** |
| --- | --- | --- | --- | --- | --- |
| ***1*** | creating | Gerund or verbal noun | The process of bringing something into existence. | /kriːˈeɪtɪŋ/ | **As a Subject:** ***Creating*** innovative mobile applications can be challenging but highly rewarding for developers.  **As the Object of a preposition:**  She is passionate about ***creating*** innovative mobile applications. |
| ***2*** | Interact | Verb | Communicate with others person | /ˌɪn.təˈrækt/ | They interact with others people |
| ***3*** | Whether | Conjunction | Choice between alternatives | /ˈweð.ər/ | He can whether to choose a pizza or hamburger |
| ***4*** | booking | Gerund or noun | Make reservation | /ˈbʊkɪŋ/ | He made reservation for his flight |
| ***5*** | developers | Noun | Someone create app or website | /dɪˈvɛləpərz/ | The developers are still working on the mobile app |
| ***6*** | front-end | Adjective | Its part of technology that users interact with it | /ˈfrʌntˌɛnd/ | The front end of the application focuses on UX/UI |
| ***7*** | back-end | Adjective | It part of technology connect with database | /ˈbækˌɛnd/ | The back end manage the database and ensure security |
| ***8*** | database | Noun | it storage with many data | /ˈdeɪtəˌbeɪs/ | The database stores has users' information. |
| ***9*** | specifically | Adverb | In a detailed | |  | | --- | | /spəˈsɪfɪkli/ |  |  | | --- | |  | | She knows about specifically technology |
| ***10*** | interactive | Adjective | When user can interact with it | /ˌɪntərˈæktɪv/ | The baby can user interactive tablet |
| ***11*** | fitting | Adjective | Suitable for a particular situation | /ˈfɪtɪŋ/ | A minimalist design would be fitting for the clean aesthetic of the mobile app. |
| ***12*** | features | Noun | Distinctive attributes of something, especially software. | /ˈfiːtʃərz/ | The app has several new features |
| ***13*** | programming | Noun | The process of writing computer code to create software | /ˈproʊˌɡræmɪŋ/ | Learning programming languages like Python |
| ***14*** | easily | Adverb | Without difficulty in an effortless manner. | /ˈiːzɪli/ | The app new update allows users to easily navigate |
| ***15*** | chatting | noun | Chatting with other person | /ˈtʃætɪŋ/ | He spent many hours chatting with his friends |
| ***16*** | Everyday | Adjective | Make something everyday | /ˈɛvrideɪ/ | I try my best everyday at work |
| ***17*** | Encompasses | Verb | Includes something completely covering various aspects. | /ɪnˈkʌmpəsɪz/ | The course encompasses all the fundamentals of front-end and back-end development. |
| ***18*** | Coding | Gerund/verbal | The process of writing computer programs | /ˈkoʊdɪŋ/ | Im coding requires both logical thinking and problem-solving skills. |
| ***19*** | Understanding | Gerund/verbal | knowledge of something. | /ˌʌndərˈstændɪŋ/ | A deep understanding of programming principles is crucial for any software developer. |
| ***20*** | interaction | Noun | The process by which two or more people. | /ˌɪntərˈækʃən/ | The app encourages more user interaction through its social features. |

***Activity 2*** - Choose at least six of the vocabulary items listed above and create a cohesive and coherent text on Web & Mobile Development.

In the context of web and mobile development, we have several projects in progress. One of them is related to **front-end**, where we use various technologies and need to do the **coding** for the software. In one of the projects handed to us, we had to **create** a website for a travel agency, using HTML, CSS, Bootstrap, and JavaScript. Other colleagues used different technologies, and now we are learning others like PHP and Kotlin, as well as design tools like Figma, which is very interesting for creating prototypes. These prototypes are delivered to users for feedback before the final project, making it easier to adjust features and improve **interaction**. **Understanding** this process is essential so that the final result meets everyone’s expectations.

**Activity 3: Group Research and Presentation – Web & Mobile Development**

Each group will research a specific topic related to web and mobile development. After completing your research, your group will present its findings to the class. The goal is to keep the information clear, simple, and easy to understand. You should avoid getting bogged down in technical details or covering too much ground.

**Instructions:**

**Assignment of Topics**

Each group will be assigned one of the following topics. Your task is to explore this topic in depth, but remember to keep your research focused on the key points.

**Group 1 - Responsive Design**

Focus on the basic idea of responsive design. Explain how websites and apps adjust to different screen sizes and why this is important for user experience. Keep it simple by focusing on a few techniques.

**Group 2 - Cross-Platform Development**

Explore how developers build apps that work on multiple platforms, like iOS and Android, using one codebase. Focus on one popular tool and explain why cross-platform development saves time and resources.

**Group 3 - API Integration**

Explain what an API is and how it allows apps to communicate with other services. Focus on one or two examples of commonly used APIs to illustrate how they make apps more powerful.

**Group 4 - UI/UX Design**

Look at what makes a good user interface (UI) and user experience (UX). Focus on how simple designs and easy navigation help users interact with apps or websites more effectively. Choose one or two key design principles.

**Group 5 - Progressive Web Apps (PWAs)**

Explain what PWAs are and how they combine the best features of websites and mobile apps. Keep your focus on what makes PWAs fast and reliable, and give one or two examples of popular PWAs that people use.

**Group 6 - Cloud Computing in Mobile Development**

Look at how cloud computing helps store data and power mobile apps. Focus on one or two examples, such as how cloud storage is used in apps to save photos or documents, and explain why this makes apps more efficient.

**Research**

When researching your topic, focus on these key questions:

1. **What is it?** – Define the term clearly and simply.
2. **Why is it important?** – Explain why it matters in web and mobile development.
3. **How is it used?** – Give one or two real-world examples that show how it’s applied.

Keep your research simple and clear. Avoid too much technical detail and focus on the most important points.

**Presentation**

Prepare a presentation to share your findings with the class. Your presentation should include:

* A clear explanation of the topic in simple language.
* Visual aids such as slides or diagrams to help illustrate your points.
* One or two examples that show how this topic is used in real apps or websites.

**Duration**

Each group will have 10/12 minutes to present, followed by a 3/5-minute question and answer session.

**Evaluation Criteria**

1. **Group's Performance Leading Up to the Presentation**

**Communication:** How well the group shares information and communicates within the team.

**Collaboration:** How effectively the group works together and supports each other’s contributions.

**Task Delegation:** How tasks are assigned within the group to ensure everyone has a role.

**Research:** The thoroughness and depth of the group's research on the topic.

**Information Gathering:** How effectively the group collects necessary data and resources.

**Critical Thinking:** The ability to analyse information and form reasoned conclusions.

**Problem Solving:** How the group addresses and resolves any challenges that arise.

**Time Management:** The group's ability to use time wisely throughout the project preparation.

**Meeting Deadlines:** How well the group adheres to deadlines set for tasks and milestones.

**Presentation Planning:** The process of organising and structuring the presentation content.

**Preparation:** The readiness of the group for the presentation, including rehearsal and material preparation.

**Group Dynamics:** The interaction and relationship dynamics within the group.

1. **Aspects of the Presentation**

**Introducing the Topic:**

**Clarity:** The introduction should be clear and easy to understand.

**Engagement:** The opening should capture the audience's attention effectively.

**Conciseness:** The opening statement should be brief and to the point.

**Overview of Presentation:**

**Organisation:** The presentation should have a clear structure.

**Explanation:** Clearly explain what will be covered in the presentation.

**Transitions:** Move smoothly from one section to another.

**Beginning a New Section:**

**Introduction:** Each new section should start clearly and engagingly.

**Guidance:** Use signposts to help the audience follow along.

**Finishing a Section:**

**Wrap-up:** Each section should end with a clear summary of key points.

**Transition:** Shift smoothly to the next section or topic.

**Analysing Points and Offering Recommendations:**

**Depth:** Show a deep understanding of the topic in your analysis.

**Recommendations:** Provide thoughtful and actionable suggestions.

**Communication:** Explain complex ideas in a clear and straightforward way.

**Giving Examples:**

**Relevance:** Use examples that clearly relate to and illustrate your points.

**Clarity:** Explain how each example supports the topic.

**Engagement:** Choose interesting and engaging examples.

**Paraphrasing and Clarifying:**

**Rephrasing:** Effectively simplify and clarify complex ideas.

**Conciseness:** Keep explanations brief and to the point.

**Summarising and Drawing Conclusions:**

**Summarising:** Clearly recap the main points at the end of the presentation.

**Conclusions:** Present final thoughts clearly and concisely.

**Relevance:** Ensure the summary and conclusions are directly related to the topic.

**Inviting Questions/Discussion:**

**Openness:** Be welcoming to questions and discussions from the audience.

**Encouragement:** Actively encourage audience interaction.

**Responsiveness:** Address audience questions and feedback effectively and clearly.