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Summary

The main purpose of the article is to show the importance of creativity and invention in the life of a kid, and how this impacts in his or her behavior years later. When a person has less to start off with, his or her brain is designed to come up with different ways to solve the problem, and even solve other people's problems and issues. Giving a toy to a kid, or giving the tools to make his or her own toys make a big difference in later kid's development. The former always want a quick solution for everything, given by others, with the less effort; the latter understand how to build a solution, all the time and effort that this solution implies, and the meaning of the solution for themselves and for others. On the other side, The **FOMO (Fear of Missing Out)** is a phenomenon that happen in people addicted to be online, chatting and posting every single day, all the time. All the seconds or minutes that implies just briefly check the phone, if you add it, represent a huge amount of time in the long term. Really minimizing your distractions can make you use your time most effectively, and it is really important. The last message of the presentation is the next time you pick up the phone, think of all the possibilities off your phone and not on it.

In my opinion, I think that give a kid an easy childhood, giving him or her all that he or she wants, with any effort involved, make the kid lazy and gives him or her a distortional version of the world. If you respond to a **tantrum** with a toy, the kid will learn that all he or she needs could be obtained that way, and that representation of the world will be with him or her all his or her life.