**Module II. *Youth and Society***

**Lesson 1. Youth Issues**

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| academy worry *col* adolescent *n*  affect smth *v*  affordable housing *col*  amass *v*  anxiety *n*  at a rapid pace *col*  bar from *v*  be blamed (for sth) *col* behavioural problem *col* body image *col* brainstorm *n, v*  bullying *n*  burn (out) *v* carry out a research *col*  complicate *v*  crucial *adj* counselor *n*  deal with *v* depict *v* depression *n* destructive *adj* disability *n* disorder *n* disrupt *v*  dissatisfaction *n*  drop out *v* embrace *v* empathy *n* envy *n, v* exaggerate *v* expectation *n* expose *v*  face (a problem) *v*  hardship (challenge) *n*  failure *n*  feel empowered *col*  gory *adj*  identify *v* | insult (=offend) *v*  integrity *n* instance *n* intervention *n*  lay off *v*  lack of money *col*  live up to standards *col*  loneliness *n*  mindset *n*  materialism *n* maturity *n*  obesity *n*  outsource *v*  parental pressure *col*  passion *n*  prominent *adj*  racism *n* rampant *adj* respect *n, v*  self-absorption *n*  slap a stereotypeon smb *col*  smoothly *adv* stereotyping *n* substance abuse *col*  suffer from *col*  succeed in *col*  threaten *v*  thrive *v* tolerance *n* tough *adj*  treat *n, v*  trouble *n, v*  violence *n*  uplift=cheer up *v*  witness *v*  mortgage *n*  solution to a problem *col*  vulnerable to *adj* |

**Lesson 2. Tech Addiction**

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| acknowledge *v* addiction *n*  addictive technology *col*  addicted person *col*  to be addicted to *col* assign *v*  allocate *v*  attention span *col* attribute *n, v* betting *n* cognitive *adj* compulsive *adj* conscious *adj* consequence *n*  contemporary *adj*  cyber relationship *col* deliberately *adv* digital detox *col* dopamine *n*  elicit *v* equate *v* evidence *n* excessive *adj*  footage addiction *col*  foster *v*  grapple with *v* | gravitate *v*  harm *n* immersive *adj* impact *n, v* inability *n*  keep one’s word *col* manualisation *n* medicalise *v*  mental health *col* narrow band *col* nomophobia *n* notification *n*  online gambling *col*  outcome *n*  overuse *v* overwhelming *adj* ridiculous *adj* restrain *v*  reward *n, v*  roam *v*  screen addiction *col*  online shopping addiction *col*  online gambling addiction *col*  video gaming addiction *col*  TV addiction *col*  social media addiction *col*  take advantage of *col*  trading stocks *col, pl*  trivialise *v*  urge *n*  to eat up a problem *col* |