ENGLISH FOR IT ENVIRONMENT



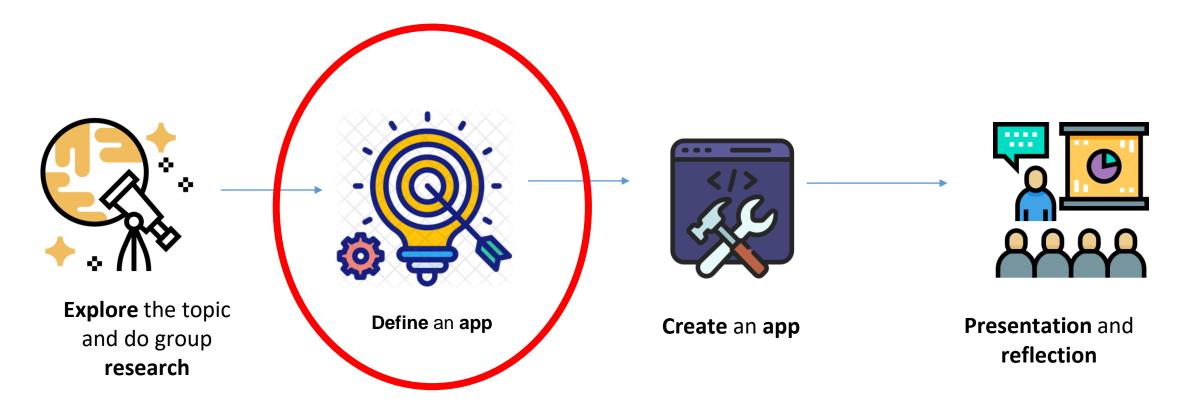


Unit 5 Stages





What are **the steps** for this project?





- ✓ Review vocabulary about Unit 5 (Stages)
- ✓ Develop your reading skill
- **✓** Improve teamwork



Review Vocabulary

Instruction: Fill in a gap with words from the box

A. earn B. socialise C. optional D. ambitious E. supportive

This week, I have many activities planned. Some activities are (1)......, so I can choose to do them if I want. My friends are very (2)...... and always help me with my schoolwork. On Wednesday, I will (3) with my classmates at a picnic. It's a great chance to make new friends and have fun. On the weekend, I will help my parents with chores to (4) some pocket money. I am very (5)because I want to save my money to buy a new bicycle. I know that working hard and staying focused will help me reach my goal.



Reading

Instruction 1: Choose the correct answer

- 1. What is the purpose of budgeting?
- A) Spending money impulsively
- B) Tracking income and expenses
- C) Ignoring financial goals
- 2. Why is saving regularly important?
- A) To increase debt
- B) To build financial security
- C) To spend money on luxuries
- 3. What does investing involve?
- A) Saving money under a mattress
- B) Purchasing assets to grow wealth
- C) Borrowing money from friends

Instruction 2: Choose True or False.

- 1. Regular physical activity is not important for maintaining health.
 - A. True
 - B. False
- 2. Eating a balanced diet that includes a variety of fruits and vegetables helps maintain good health.
 - A. True
 - B. False



Listening

- 1. What is one primary function of an E-learning platform?
 - A) Selling physical textbooks
 - B) Organizing and delivering educational content
 - C) Hosting social media profiles
- 2. Which feature of E-learning platforms allows learners to communicate with their instructors and peers?
 - A) Tracking Progress
 - B) Course Management
 - C) Interaction Tools (forums, messaging, video conferencing)
- 3. What advantage do E-learning platforms provide for learners?
 - A) Limited access to learning materials
 - B) Access to content only during class hours
 - C) Flexibility to access content at their own pace and from anywhere

Instruction 2: Choose True or False.

- 1. E-learning platforms allow learners to access educational content from anywhere with an internet connection.
 - A. True
 - B. False
- 2. E-learning platforms are only used for delivering in-person classroom lectures.
 - A. True
 - B. False



Define an app

- ✓ Work in your group
- ✓ Define an app according to your topic
- ✓ Follow a template given

TO COMPLETE THIS ACTIVITY: 1 Group work (15 mins)

2 Trainer review (10mins)