I) TOPICAL VOCABULARY

(Hiền Anh)

- Media /ˈmidiə/ (n)

All the various communications you use to get your news — magazines, websites, radio, and TV, among others.

e.g:

- Electronic /ˌel.ekˈtrɒn.ɪk/ (adj)

Using, based on, or used in a system of operation that involves the control of electric current by various devices.

e.g: electronic games

A lot of children are addicted on electronic games.

- Video game /ˈvɪd.i.əʊ ˌɡeɪm/ (n)

A game in which the player controls moving pictures on a screen by pressing buttons.

e.g: Video game also brings about several advantages.

- Survey /ˈsɜː.veɪ/

(n): An examination of opinions, behaviour, etc., made by asking people questions

- Development /dɪˈvel.əp.mənt/ (n)

The process in which someone or something grows or changes and becomes more advance.

e.g: Social development  
His inventions have enormously contributed in social development.

(Vũ Hoàng)

- Intellectual /ˌɪn.təlˈek.tʃu.əl/ (adj)

Relating to your ability to think and understand things, especially complicated ideas.

e.g: Intellectual development  
I like detective stories and romances - nothing too intellectual.  
High quality parent-child interactions are thought to facilitate intellectual development.

- Study /ˈstʌd.i/ (n):

The activity of examining a subject in detail in order to discover new information.

e.g: Some studies have suggested a link between certain types of artificial sweetener and cancer.

- Critics /ˈkrɪt.ɪk/ (n)

Someone whose job is to give their opinion about something, especially films, books, music, etc.

e.g: The play has been well received by the critics.

- Antisocial /ˌæn.tiˈsəʊ.ʃəl/ (adj)

Often avoiding spending time with other people or harmful to society.

e.g: Almost overnight, that sweet little child had turned into an antisocial monster.

- Aggressive /əˈɡres.ɪv/ (n)

Showing anger and a willingness to attack other people

e.g: If I criticize him, he gets aggressive and starts shouting.

(Minh Tâm)

- Violent /ˈvaɪə.lənt/ (adj)

Involves physical force or emotional intensity.

e.g: The protests later turned violent and a number of vehicles were damaged.

- Attention span /əˈten·ʃən ˌspæn/ (n)

The period during which you can stay interested or listen carefully to something.

e.g: The participants noted a decline in the attention span, as with that required to read a book.

- Problem-solving /ˈprɒb.ləm sɒl.vɪŋ/ (n)

The process of finding solutions to problems.

e.g: The programme offers training in basic problem-solving strategies and is suitable for all levels.

- Interactive /ˌɪn.təˈræk.tɪv/ (adj)

Involving communication between people.

e.g: Teachers often supplement class discussions with interactive software.

- Concentration /ˌkɒn.sənˈtreɪ.ʃən/ (n)

The ability to think carefully about something you are doing and nothing else.

e.g: Heart surgery exacts tremendous skill and concentration.