

独立写作语料库

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1. Society

o Moral

- o Manners
 - Good manners
 - Good understanding of the qualities of a respectful person
 - Conscious of good manners
- o Trust
 - Establish trust
 - Win trust
 - Moral integrity

o Work

- complete work efficiently
- Advanced practices and tools in industry
- Productive relationship
- in work or social **contexts**
- healthy and productive workforce

o Relationship

- communication
 - Convey ideas openly
- make a favorable impression
- friendship
 - enlarge the circle of friends
 - derive pleasure from helping others
 - empathize with others
 - keen to give a helping hand
 - garner support from others
 - sense of community
 - increase community cohesion

o Bad

- Motivated by self-interest

2. Government

o Economic

- o develop
 - Economic development/growth/progress/expansion
 - rich, economically developed, prosperous
 - create job
 - generate employment
 - infrastructure investment
 - Wealth gap, disparity
 - redistribute wealth
 - improve standard living of the public
- o policy
 - financial incentive
 - reduce economic cost
 - financial concession

o politics

- o sense of identity

o Infrastructure

- o eliminate social inequality
- o benefits system
- o medical service
 - improve healthy
 - receive treatment
 - enhance health level
 - low expenses in healthcare

o Environment

- o ecological assets
- o alleviate pollution
- o mitigate environmental problems
- o eco-friendly equipment
- o purchase green product

o Security

- o law
 - Maintain order of society
 - Teach the public
 - enforce, formulate policies
 - enforce, enact laws
 - self-restraint
 - Obey/comply with/observe laws
 - Legal and ethically good
 - Impart a code of conduct
 - Follow behavioral norms
 - maintain a basic standard of living
 - curb such behavior
 - external restriction
- o crime
 - commit crime
 - anti-social behavior
 - deter crime
 - a deterrent effect
 - petty crimes
 - juvenile delinquency
 - foster a sense of responsibility
 - security cameras
 - visibility of police officer
 - reoffend

o Culture

- o education
 - Wider access to education
 - Receive an education
 - sharpen job skills
 - improve employability

1 > Education

i. Teacher

ii. Attention

- 1) Take one's mind off
- 2) Engage one's attention
- 3) Grab attention
- 4) Generate interest
- 5) Fuel enthusiasm for
- 6) Arouse interest

iii. Teaching

- 1) Repetitive learning tasks
- 2) Conventional methods
- 3) Teaching aids
 - a) stimulating content
 - b) High-tech teaching aids
- 4) Focus on students
 - a) Individualized teaching
 - b) Diversify students' skills
 - c) Tailor courses to students' levels and needs

1) School

i. Educating

- 1) Exam factories
- 2) Well-rounded education

ii. Activity

- 1) Extracurricular activities
- 2) Require resources and facilities

2) Children

i. Interest

- 1) Avid reader
- 2) Have the motivation to

ii. Intellectual

- 1) Increase brain activity

iii. Family

- 1) Financial situations
- 2) Socio-economic status

iv. Parents

- 1) Interact with children

1. People

1. Health

o Mental

- Manage emotion
- Cope with stress
- Live up to expectation
- Challenging and stressful
- High expectations
- lose temper
- lighten one's mood
- alleviate boredom

o Physical

- Nourishing food
- Nutritionally balanced diet
- Eating habits
- Outdoor activities

2. Entertainment

o Game

- A type of escapism
- Needless to use brain - relatively casual
- **Indulge in** playing games
- Progress to next level

o Music

- stream music

3. Life

o Emotion

- Fresh and energetic

o Relax

- Good way to unwind
- enrich one's life

2. technology

- **Its importance to people's life cannot be overstated.**

- persistent problems

- agriculture

o tech

- cutting-edge technology
- high-yield crops
- increase crop yields
- resistant to pests and droughts
- intensive farming
- indoor farming
- soil-free farming

o impact

- increase the chance of good harvest
- satisfy appetite for food
- bad

- land degradation
- pollute underground water source
- pollutant emission
- toxic substance

- industry

- education
 - Wider access to education
 - Receive an education
 - sharpen job skills
 - improve employability
- impact
 - change society's attitude
 - take the right action
 - break the old routine
 - reshape people's behavior
 - leisure activities
 - generate interest
 - recreational facility

- land degradation
- pollute underground water source
- pollutant emission
- toxic substance

- industry
 - custom-made product
 - create revenue
- People have always been worried about the impact when new technology is introduced. For instance, business people are worried about profits since a new technology can make their company obsolete. **Yet, progress itself is not negative. The positive or negative impact technology results from how it is used.**