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| **An Annotation Scheme The plan for rendering the text** | **Some expressions to be used while rendering the text** |
| *1. The title of the article/ text* | The title of the article (text) is …  The title of the article (text) under consideration is  The text is head-lined…  The head-line of the article I’ve read is …. |
| *2. The author of the article/ text: where and when the article/ text was published* | The author of the article/ text is …  The article/ text is written by …  It is (was) published in …  It is (was) printed in … |
| *3. The main idea of the article/ text* | The main idea of the article/ text is …  The article (text) under consideration is about …  The text is devoted to …  The text deals with …  The article touches upon the problem concerning …  The purpose of the article is to give the reader some information on …  The aim of the article is to provide the reader with some material ( data, facts) on … |
| *4. The contents of the article/ text.* | **At the beginning (of the text)** the author describes …; explains …; analyses …; comments on …; characterizes …; underlines … , introduces …  **The article begins with/ The article opens with …** the description of …; a review of …; the analysis of …; the characterization of …;  **Then/ after that/ further on/ next** the author gives a detailed analysis (description) of…  The author examines …  He considers …  The article gives a detailed analyses of …  The text gives a valuable information on …  It shows the advantages and disadvantages of …  According to the text …  It is reported …  It is specially noted …  Details are given of …  Much attention is given to …  It is expected that …  It is pointed out that …  Research has shown that …  Experiments proved that …  … is/are discussed briefly.  … is/are proposed.  … is/are examined.  … is/are discussed.  **To finish with,** the author describes …  **At the end of the article** the author draws the conclusion that …; sums it all up (by saying…)  In conclusion the author … |
| *5. The audience of readers*  ***or***  *Your opinion* | The article is of great help to …  The article is of interest to …  The information may be of interest to …  I found the article (rather) interesting (important, useful) as / because…  I think / In my opinion the article is (rather) interesting (important, useful) as / because…  I found the article too hard to understand / rather boring as / because… |

Topic “University”

**-the role of higher education today**

Higher education plays an important role in our life today. People with higher education have an extensive knowledge base, thanks to which they can find an interesting and highly paid job for themselves. Also, higher education is our key to development: many scientists and inventors work day after day to make our lives easier and safer. Higher education is very important, because thanks to it we can develop further.

**-higher education in Belarus: levels and length of study, university organisation, cost of study**

Belarus has a three-level system of higher education. It consists of bachelors degree, master’s degree and postgraduate study. Bachelor's degree usually lasts 4 years, master's degree lasts from one to two years, and postgraduate studies last 3 years. All HEIs in Belarus are made up of faculties according to the specialities they provide. The cost of studying in Belarusian universities is lower than the cost of studying in the USA and the UK. Also, everyone will try to enroll in a budget form of education, where they will not have to pay tuition fees, and they will also receive a scholarship for their studies. But after graduation they will have to work out their studies.

**-advantages of getting tertiary education in Belarus**

In the Republic of Belarus, fundamentality is the main feature of higher education. You can acquire deep knowledge in all fields, but the country is mostly known for its strong scientific schools in physics, mathematics, and natural science.

**-BSUIR structure**

BSUIR was founded in 1964 as the Minsk Radio Engineering Institute. Now it is one of the leading IT universities in the country. Today, the structure of the university includes 8 faculties, 32 departments, 49 specialties and the Institute of Information Technology.

**-academic and social life at BSUIR, how to reach balance**

In the first year of study, all specialties have similar subjects, such as social sciences, higher mathematics, analytical geometry and technical drawing. Later the subjects passed in the specialties begin to differ more and more, there are subjects specialized for these specialties.

Also in BSUIR there are a large number of sports sections that a student can go to. For example, football, basketball, volleyball, wrestling, swimming, bodybuilding and many others. The university also hosts a large number of different creative events, contests, competitions and other extracurricular activities. All these events are organized by the student council, and anyone can become a part of it by passing the selection.

**-personal traits and skills needed for university success**

I believe that in order to study well at the university, you need to have certain skills. Firstly, a person must have motivation, because without motivation he will not see the advantages of higher education and as a result will drop out of university. I think that organization is also one of the important skills, since without it a student will not be able to plan his day correctly and follow this plan, and as a result of which he will not have enough time to complete tasks. I consider adaptability to be an equally important skill, because as a result of studying, a large number of problems and questions will fall on the student and he must be able to adapt quickly and solve these problems so that they do not accumulate. Of course, there are still a large number of skills that a student should ideally possess, but I believe that the skills mentioned above are among the most important, with which a person can study at a university without major problems.

Youth issues:

**-Describe what are the most crucial youth issues in your opinion.**

Our world is changing at a rapid pace. Our society today is completely different from how it was a decade ago. The problems we have today are more influenced by people and social problems than anything else. Also, most of these things are interlinked with each other so there’s always the chance to experience several issues at once.

To my mind, the youth most often face hardships connected with family. Oftentimes, parents live through their children and expect them to achieve everything they wanted but did not have. Expecting the teenager to get good grades, have great friends, excel in extracurricular activities, and be well-behaved, responsible for themselves, and sometimes for their younger siblings is too much. So, parental pressure is one of the most popular youth issue.

I think that cyberbullying is another important issue, because on social networks people can hide their identity, be anonymous, and therefore many use it to insult or humiliate someone.

**What is tech addiction? Is it a real problem?**

Addiction is when you no longer have control over doing, taking, or using something to the point that is causing harm to you or those around you. Tech addiction is a problem when a person either cannot spend time without modern devices, or spends too much time in them. In the modern world, it is a real problem, as more and more people cannot imagine their lives without modern devices. It can be broadly defined as an inability to control one’s technology use due to a dependence developed through emotional, psychological, social, environmental, and biological factors.

**Negative effects of tech addiction**

Addiction has many negative effects. For example, people may develop vision problems, they may start to feel lonely, and it will also be difficult for them to focus on one task. Spending too much time on electronic devices may be preventing young people from in-person activities with their peers, what can lead to depression. They also experience new conditions like "fear of missing out" or FOMO, which further leads to feelings of loneliness and isolation.

**How can we cope with tech addiction?**

There are many ways to cope with technical addiction. For example, you can install special programs that will limit the time of using the device. You can also turn off notifications to pay less attention to the phone. Another way is a special time during which it is forbidden to use the phone. Technical addiction is a real problem, but with enough effort it can be dealt with.

**- Generation gap:**

Generational gap is a problem when the cultural values of the younger generation are very different from the cultural and other values of the older generation. People born in different periods under different conditions have their views based on the circumstances they have been through. The patterns of life have been changing continuously according to time. Everyone wants to live and behave in his way and no one wants to compromise with his or her values and views.

There are five types of generations: traditionalists, baby boomers, Generation X, millennials and Generation Z. Each generation has its own characteristics and values, which is why there is a gap between different generations.

It is always good to have a wide range of ideas, views, and opinions. It indicates how we are developing and advancing but sometimes this becomes worrisome when the views and ideas are not accepted by both generations.

Career Path:

**Being a Successful Specialist.**

Success may be defined by people in different ways, but being a dedicated employee, a strong leader, and an honest person can all make a big difference in making you a successful professional in any career. No matter how you determine your goals, strengthening your skills, building professional relationships, and being a self-motivated specialist can help you to achieve success and satisfaction in your career.

Success can be defined as the size of paycheck or having the corner office. It can be the feeling you get when you know you did a great job or the one you get when you know you helped someone. The one thing all of us have in common is that, given the amount of time we spend at work, we want to at least like what we’re doing every day. Life is either too long or too short to spend time in jobs we hate. Therefore, to become a successful specialist, first of all you need to decide what kind of work brings you pleasure. Your satisfaction with your career is strongly linked to whether you feel you have met your own goals. Soft skills, such as critical thinking, problem solving, communication skills, and hard skills, related to your field of work, will help you with this.

**My Speciality.**

Professional skills in IT are universal and allow a trained specialist to feel like a sought-after employee in any country of the world. I am studying in the specialty "computing machines, systems and networks", where all professional subjects can be divided in the following proportions: 30% - computer hardware, 30% - computer software, 25% - network technologies. The remaining 15% of disciplines are either basic universal subjects, such as "Discrete Mathematics", or highly specialized disciplines. For four years at the university, both low-level - Assembler and high-level - C/C++ Java programming languages have been studied in my specialty. After graduation, specialists can hold positions such as Software engineer, QA Engineer, Infrastructure Engineer, Web Developer and others.

**Professional Development.**

To stay competitive in our careers, we must not only do our jobs well today, but be prepared for how we’ll be doing our jobs well in two, five, ten years from now. There are some important skills and experience. Employees should place more emphasis on being able to deal with conflicts and deliver on strategy to achieve tangible benefits for the business. We can call them soft skills or emotional intelligence – employers are going to seek out this attribute more and more. Because of technological advances, shifts in society, and the many unknowns of the future, employees need to be open to new ideas, flexible to pivot with changing times, and ready to adapt to changes.

Professional development refers to all training, certification, and education that a worker needs to succeed in the career. Even if a worker currently has the necessary skills, he or she may need additional skills in the future. Through professional development, workers can learn these skills to become better, more efficient workers.

Topic 4

**-digital revolution**

The digital era has evolved through four phases, beginning with big, expensive computers and progressing to modern digital world in which small inexpensive digital devices are everywhere.

In the first phase computers were huge, complex and expensive devices. They existed in limited numbers, primarily housed in big corporations and government agencies. The second stage was presented by personal computing which is characterized by small, standalone computers powered by local software. The third phase of the digital revolution materialized as computers became networked and when the Internet was opened to public use. Cloud computing characterized the fourth phase of the digital revolution. Cloud computing provides access to information, applications, communications and storage over the Internet.

**-data processing (data vs information)**

Data refers to the symbols that represent people, events, things, and ideas. In everyday conversation people use the terms data and information interchangeably. Nevertheless, some technology professionals make a distinction between the two terms. They define data as is any raw facts or observations that describe a particular phenomenon that represents people, events, things and ideas. Data becomes information when it is presented in a format that people can understand and use. Data is used by machines, such as computers, information is used by humans. Information is simply data that has a particular meaning within a specific context. Information may be data that has been processed in some way. When we speak of data processing, the input is data, the output is useful information. So, data processing is a series of actions or operations that convert data into useful information.

**-digital devices (types)**

Now commonly used computer categories include personal computers, servers, mainframes and supercomputers. A personal computer is a microprocessor-based computing device designed to meet the computing needs of an individual. It provides access to a wide variety of local and cloud-based applications. The term server has several meanings. It can refer to computer hardware, to a specific type of software, or to a combination of hardware and software. In any case, the purpose of a server is to serve computers on a network by supplying them with data. A mainframe computer is a large and expensive computer capable of processing data for hundreds or thousands of users. Mainframes are generally used by businesses or governments to provide centralized storage, processing and management for large amounts of data. A computer falls into the supercomputer category if it is one of the fastest computers in the world. Because of the speed, supercomputers can tackle complex tasks and compute-intensive problems that just would not be practical for other computers.

**-hardware components (component system, clamshell, slate devices)**

Computer hardware is a collective term used to describe any of the physical components of an analog or digital computer. The term hardware distinguishes the tangible aspects of a computing device from software, which consists of written, machine-readable instructions or programs that tell physical components what to do and when to execute the instructions. Internal components collectively process or store the instructions delivered by the program or operating system (OS). These include the following:

Motherboard. This is a printed circuit board that holds the central processing unit (CPU) and other essential internal hardware and functions as the central hub that all other hardware components run through.

The central processing unit or CPU is the brain of the computer that processes and executes digital instructions from various programs.

RAM is temporary memory storage that makes information immediately accessible to programs; RAM is volatile memory, so stored data is cleared when the computer powers off.

Hard drive. Hard disk drives are physical storage devices that store both permanent and temporary data in different formats, including programs, OSes, device files, photos, etc.

Solid-state drives (SSD) are solid-state storage devices based on NAND flash memory technology; SSDs are non-volatile, so they can safely store data even when the computer is powered down.

**-the Issue of e-waste**

E-waste contains a list of chemicals that are harmful to people and the environment. When electronics are mishandled during disposal, these chemicals end up in our soil, water, and air. Electronic waste is sometimes illegally exported to countries that don’t have laws on handling and disposing of it. Once there, it’s dumped. Sometimes, valuable materials are recovered, but often in unsafe working conditions. An alarming amount of e-waste is shipped to developing countries where villagers, working for pennies a day, are exposed to toxic chemicals as they attempt to reclaim resalable metals from discarded equipment.

We can solve the problem of e-waste by being more mindful about where our e-waste ends up. We can limit how much we produce and the impact it has on the environment. With the flood of e-waste growing around the world, recycling alone will not be enough. In order to reduce e-waste, manufacturers need to design electronics that are safer, and more durable, repairable and recyclable. Most importantly, this means using less toxic materials. Minimizing e-waste is important. We can re-evaluate (maybe we don’t need that new gadget) or extend the life of our electronics.

Software topic:

**1. What is software? How is software categorized? The examples of system and application software**

The term software was once used for all non-hardware components of a computer. Software determines the tasks a digital device can help you accomplish. The instructions that tell a computer how to carry out a task are referred to as a computer program. These programs form the software that prepares a computer to do a specific task, such as document production, virus protection, file management, or Web browsing.

The two main categories are system software and application software. Operating systems are classified as system software. Device drivers, utilities, and programming languages are also system software. Application software categories include music, graphics, mapping, finance, and entertainment. Application software is designed to help people accomplish real-world tasks, whereas system software is designed for computer-centric tasks.

**2. How are applications categorized? What are mobile, web, local applications?**

A Web application (or Web app) is software that is accessed with a Web browser. Instead of running locally, much of the program code for the software runs on a remote computer connected to the Internet or other computer network. Most Web apps require no installation at all on your local computer or handheld device.

A mobile app is designed for a handheld device, such as a smartphone, or tablet computer. Most handheld devices can use both Web apps and mobile apps. The difference between the two is that Web apps run on a remote computer, whereas mobile apps run from the handheld device, so they have to be downloaded and installed. Games and entertainment seem to dominate mobile apps, whereas shopping and social apps dominate the Web apps category.

Local applications are installed on a computer's hard disk. When you install a local application, all of its files are placed in the appropriate folders on your computer's hard disk, and then your computer performs any software or hardware configurations necessary to make sure the program is ready to run.

3**. What is Operating system? What are its main functions?**

An Operating System (OS) is the low-level software that supports a computer's basic functions, such as scheduling tasks and performs all the basic tasks like file management, memory management, process management, handling input and output, and controlling peripheral devices such as disk drives and printers. An Operating System is an interface between a computer user and computer hardware.

**4. What is software piracy? Do you think software piracy is a serious problem?**

Software piracy refers to illegal using, copying and/or distributing a piece of software that’s subject to copyright. The software in question can mean digital goods such as video games, other computer programs or operating systems. According to the Business Software Alliance (BSA), about 36% of all software in current use is stolen. Software piracy has more than 1 form, such as сopying a software program that you purchased legitimately in order to distribute it to other end users like friends, family, or anyone else through online means like torrenting; using a method known as “cracking” to access protected & copyrighted software that you didn’t purchase and others.

**5. What are the main software licenses?**

A copyright is a form of legal protection that grants the author of an original work an exclusive right to copy, distribute, sell, and modify that work. In addition to copyright protection, computer software is often protected by the terms of a software license. A software license, or license agreement, is a legal contract that defines the ways in which you may use a computer program. Based on licensing rights, proprietary software is distributed as commercial software, demoware, shareware, freeware, and open source software.