

ASIGNATURA	Inglés	NIVEL	Octavo (NB6)
UNIDAD	I: "Information and communication Technologies"	OA N°	<p>OA10: Demostrar comprensión de textos no literarios (como descripciones, artículos de revista, instrucciones, procedimientos, avisos publicitarios, emails, diálogos, páginas webs, biografías, gráficos) al identificar: Propósito o finalidad del texto, ideas generales e información específica y detalles. Relaciones de secuencia, causa-efecto, condición entre ideas y diferencia, hecho-opinión. Palabras y frases clave, expresiones de uso frecuente y vocabulario temático. Conectores (so, then, until, also, maybe y los del año anterior) y palabras derivadas de otras por medio de los sufijos -er en comparaciones y terminación -ion.</p> <p>OA15: Escribir para informar, expresar opiniones y narrar, usando: palabras, oraciones y estructuras aprendidas y otras de uso frecuente. Conectores aprendidos. Correcta ortografía de mayoría de palabras aprendidas de uso muy frecuente.</p>
OBJETIVO DE LA GUIA.	<p>Identificar información general y específica en textos no literarios. Reconocer vocabulario específico de la clase.</p>	INDICADORES DE EVALUACION.	<p>Utilizan vocabulario adecuado a las TICs. Identifican información específica relacionada con el entretenimiento y los medios de comunicación. Organizan información en textos informativos de forma cronológica.</p>

INSTRUCCIONES PARA EL DESARROLLO DE LA GUIA.	<ul style="list-style-type: none"> -Lee atentamente cada una de las instrucciones dadas para cada ítem. -Desarrolla las actividades de forma completa siguiendo modelo e instrucciones a seguir. -Apóyate en links y sitios sugeridos para mejorar tu trabajo y aclarar posibles dudas. -Tienes una semana para realizar esta guía, la que será evaluada en el tiempo pertinente. -Los contenidos vistos en esta guía serán considerados como parte de la clase y, por lo tanto, pueden ser incluidos en futuras evaluaciones.
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GUIA N° 02	FECHA: 23-27 de Marzo 2020	NOMBRE DE LA GUIA	"Brief History of Mobile Apps"
<p>Name:</p> <p>Grade:</p> <p>Date:</p>			

Brief History of Mobile Apps

El propósito de esta lectura es mostrar la evolución de los teléfonos móviles, desde los modelos básicos antiguos hasta los actuales desde donde se pueden descargar aplicaciones.

Brief History of Mobile Apps



Mobile applications are an essential part of our lives. We use them to chat with friends, pay taxes, order pizza, take photos of cats, and lots of other stuff. Statistically, we're spending more time with our smartphones than in front of PCs. So today, we'll consider the history of mobile applications, trying to understand how they became the center of our attention in such a short period of time.

The very first mobile phone was equipped with features like word clock, calculator, calendar, and contact book. By the way, do you remember the legendary snake game? The one that made a certain multinational cell phone company extremely popular? At that time, it was the pinnacle of the mobile gaming experience.

The Big Change

The announcement of the first smartphone designed and marketed by the company co-founded by Steve Jobs was a giant leap forward in the evolution of mobile apps. The digital keyboard revolutionized the way people used mobile apps. Many experts believe that it was the beginning of new era for the whole mobile industry. July 2008 is when everything changed: the digital store of this revolutionary brand went online. In one day, a bunch of apps were released for you to download on the company's smartphone. To be more exact, they released about 552 apps, with 135 of them being free to download. In just one week, its users downloaded about 10,000,000 (ten million) apps!

The Bottom Line

Mobile applications are in a process of constant evolution, which is unlikely to stop in the near future. What's even more interesting is that mobile applications have started to affect the design and format of smartphones, as well as our lifestyle. The question is: Do you go for a pizza or do you order a pizza through an app?

Source: Jet Ruby Agency <https://expertise.jetruby.com/brief-history-of-mobile-apps-286fbbf766a9>

Vocabulary

- Brief: breve
- Our : nuestro, nuestra
- Lives: vidas
- Taxes: impuestos
- Stuff: cosas
- Spend(ing): pasar (ando) (tiempo)
- Try(ing): tratar (ando)
- Understand: entender, comprender
- Became: convitió, llegó a ser

- Features: características
- Pinnacle: cumbre, cima.
- Change: cambio
- Leap: salto, brinco.
- Beginning: comienzo
- Bunch: grupo
- Released: liberado
- Download: descargar
- Bottom Line: conclusión
- Unlikely: poco probable

Si aún tiene dudas sobre vocabulario, puede dirigirse a <https://www.wordreference.com/es/>

I. - Read the text. Match (with a line), the column with numbers (1, 2, 3) and the column with letters (a, b, c) with the same meaning. (06 pts.)

1 At that time, it was the pinnacle of the mobile gaming experience.

2 The announcement of the first smartphone from the company co-founded by Steve Jobs was a giant leap towards the evolution of mobile apps.

3 In one day, this revolutionary company released a bunch of apps...

A In a single day a cellphone company published a lot of applications.

B In those days, you could not find a more advanced cell phone game.

C The proclamation of the first cellphone of its kind was a huge advance in the development of mobile applications.

II. - Put the events in chronological order. Follow the example. (08 pts.)

- a. - Users of this brand, whose symbol is a fruit, downloaded a lot of apps. ()
- b. - The new era for mobile industry began. ()
- c. - Apps transformed smartphones and lives. ()
- d. - The multinational cellphone brand was very popular. (1)
- e.- The first smartphone designed and marketed by the company co-founded by Steve Jobs was announced. ()

III.- Answer the questions with information from the text (Brief History of Mobile Apps). Follow the example. (12 pts)

Example:

- a. - Why are mobile applications an essential part of our life? : ***Because we use them to chat with friends, pay taxes, order pizza, take photos of cats, and lots of other stuff.***

b. - What features was the first mobile phone equipped with? :

c. - Why was the snake game so important?

d. - What did begin a new era for the mobile industry?

e. - What is the future of mobile applications?

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