

Transkrypcje nagrań

Zad. 1.

tekst 1 Smartphone Review

Host: Welcome to Tech Talk! Today, we're reviewing the TechNova X20. This phone has a sleek, all-glass body with an aluminum frame and a vibrant 6.7-inch OLED display. It's powered by the Snapdragon 888 processor with 8GB of RAM, ensuring smooth performance.

The X20 features a triple-camera system with a 64MP main sensor, a 12MP ultra-wide lens, and an 8MP telephoto lens. The front camera is 32MP. It also has a 4500mAh battery that supports fast charging. One drawback is the slippery glass back, so a case is recommended to protect it.

Thanks for tuning in to Tech Talk!

tekst 2 How Virtual Reality Works

Host: Welcome to Tech Talk! Today, we're exploring virtual reality, or VR. VR creates a simulated environment using computer technology. When you put on a VR headset, like the Oculus Quest, it tracks your head movements and adjusts the display, making you feel inside the virtual world.

The headset has two small screens, one for each eye, creating a 3D effect. Hand controllers or gloves track your hand movements, letting you interact with virtual objects. Sound is important too—headsets have built-in headphones for 3D audio, enhancing realism.

That's how VR combines visual, auditory, and motion tracking for an immersive experience.

Tekst 3 Teen YouTuber Interview

Host: Welcome to Tech Talk! Today, we're talking with Alex, a 15-year-old who started a successful YouTube channel, "Teen Tech Guru." Hi Alex!

Alex: Hi! Thanks for having me.

Host: How did you start your channel?

Alex: I love tech and started making videos with my smartphone and a basic editing app. I posted weekly videos about tech news and reviews, engaging with viewers through comments.

Host: What advice do you have for other teens?

Alex: Be consistent and passionate. Interact with your audience, and keep learning new skills like video editing.

Host: Thanks, Alex! Good luck with your channel.

Alex: Thank you!

Tekst 4 Social Media and Teen Communication

Host: Welcome to Tech Talk! Today, we report on how social media affects teen communication. Social media helps teens stay connected with friends and share experiences. However, it can also lead to less face-to-face interaction and more online conflicts. Many teens feel pressure to appear perfect online, which can affect their self-esteem.

Tekst 5 Using the StudyBuddy App

Host: Welcome to Tech Talk! Today, we'll learn how to use the StudyBuddy app for schoolwork. First, download and open the app.

Create an account with your email. Next, enter your subjects and deadlines. The app will create a personalized study schedule. You can set reminders for homework and tests. StudyBuddy also has a feature to join study groups and share notes with classmates. It's a great tool to stay organized and improve your grades.

Zad. 2. Discussion on Smartwatches

Wypowiedź 1

Boy: I think smartwatches are really convenient. You can quickly check messages and notifications without taking out your phone. It's great for staying informed, especially during classes or meetings.

Wypowiedź 2

Girl: Sometimes smartwatches can be distracting. It's hard to concentrate when your wrist keeps buzzing with alerts. Also, people might feel compelled to respond immediately.

Wypowiedź 3

Boy: Another advantage of smartwatches is the health features. They can track your steps, monitor your heart rate, and even remind you to move if you've been sitting too long. It aids in maintaining a healthy lifestyle.

Wypowiedź 4

Girl: The battery life can be a problem. If you forget to charge it, the smartwatch becomes useless. Plus, some models are quite pricey, which can be a disadvantage for students.

Zad. 3.

Welcome to my podcast Tech Teen! Today, let's dive into the fascinating history of video games and see how they've evolved over the years.

Hey gamers!

Ever wondered how video games started and what they looked like in the beginning? Let's go back to the 1970s, when it all began with simple arcade games like Pong. These early games were pretty basic, with super simple graphics and straightforward gameplay.

Jump to the 1980s, and home consoles like the Atari 2600 started to take off. This meant you could play video games at home, which was a game-changer (pun intended)!

The 1990s brought a massive leap in tech with the introduction of 3D graphics. Remember games like Super Mario 64? They set the standard for what was possible. This decade also gave us legendary consoles like the PlayStation and Nintendo 64.

In the 2000s, things got even more exciting with the rise of online gaming. Games like World of Warcraft became super popular. Fast forward to today, and we have games with lifelike graphics, complex storylines, and immersive virtual worlds that you can play on consoles, PCs, and even mobile devices.

Zad. 4. Opinions About the Future of Technology in Education

Wypowiedź 1

Personalized learning through technology will revolutionise education.

Wypowiedź 2

Over-reliance on technology might harm interpersonal skills.

Wypowiedź 3

Virtual reality in classrooms will make learning more engaging.

Wypowiedź 4

Equal access to technology is vital to prevent a digital divide.