



Date:June ,17th 2020 Teacher: Jacqueline Herrera

OA1

Indicadores : Leer comprensivamente un texto en inglés, ubicando las ideas explícitas en dicho texto .

Instrucciones:copia en tu cuaderno la fecha, el número de OA ,e indicadores .

Sigue las instrucciones de cada ejercicio .

Actividades :

1.Copia el siguiente vocabulario en tu cuaderno y tradúcelo.

**"Brief-stuff-statistically-spend-features-pinnacle-change-giant-leap-forward-evolution
Keyboard-believe-begin-store-brand-bunch-unlikely-near-through.**

2. Lee atentamente con ayuda de tu vocabulario la página 9 del texto de inglés.

While Reading

3. Read the text below and answer the questions that follow in your notebook.

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-286fbf766a9>

a Why are mobile applications an essential part of our life?

3. Para los siguientes ejercicios y de acuerdo a lo leído elige la respuesta correcta.

1.-The text is about

a)the history of technology. b)the history of mobile apps c) the history of Steve Jobs

2.-We use mobile applications for

a) chat with friends. b)chat with friends,pay ,order pizzas, etc. c) for nothing.

- 3.The first mobile phone had these applications
a)clock,calculator,calendar and contact book b) only calendar c) only calculator.

Preguntas de desarrollo de acuerdo al texto leído “Brief history of mobile apps”
página 9 del texto de inglés.

- 1.Why was the snake game so important?
- 2.What is the future of mobile applications?
- 3.What kind of applications are you using every day?



GREAT JOB

Envía tu tarea a : jacqueline.herrera@corp-lareina.cl ,hasta el martes 23 de junio.