

WHAT'S NEW?**Communication Objectives:**

- Ss will be able to:
- use expressions for deducing and using uncountable nouns.
 - use vocabulary, phrases and idioms related to using the internet.

Educational Objectives:

Ss will address issues of internet technologies and some evolving reasons for internet use.

Connected Topics:

- | | |
|----------------------------|------------------------------|
| - Languages use on the net | - Gambling online |
| - Computer security | - Hackers |
| - Online gaming | - Computer viruses |
| - Using the internet | - Protecting children online |
| - Internet access rights | - Mobile internet |
| - Online dating | - Spam mail |
| - Webpage design | |

Grammar:

Uncountable nouns

Key Vocabulary:

Anglocentric	hacker	six-figure income
broadband connection	intervene	social engineering
casual	hairdo	spectator sport
Chinese characters	landmark	spyware
console	log on	take off
daring	lose one's head	tax haven
dot-com	lure	texting
epaulette	mecca	the one
execute	netiquette	tunic
face off	packed	venue
frantically	pro	video conference
gambling	prospect	virtual
gauge	roll out	
google	search engine	

The BIG question: ARE WE ALL ONLINE NOW?

Here the students should think about 'we' in the context of the whole world.

VIEWPOINT

Graph: Although the British Council estimates that about half the world population will speak English by 2015, other reports suggest that it will begin to decline by 2050 to be overtaken by Hindi-Urdu and Arabic. Currently, there are 514 million English speakers in the world (as a first or second language). This is second only to Mandarin Chinese with 1,075 million (as a first or second language).

Source:

www.glreach.com/globstats/index.php3

EQ: *Why is English so common on the internet? Does this give English-speaking people or companies an unfair advantage in the world? Do you think English will continue to dominate the internet in the future?*

Facts: The cost includes internet protection (firewalls, anti-virus software), dedicated IT specialists, IT consulting fees, damage and repair of networks after a virus infection, fraud from Trojan software, spyware and social engineering (phishing), equipment theft and denial of service attacks (stop a website from operating).

Source:

Trend Micro, Inc.

EQ: *Name some viruses or worms that you have heard of. What do / did they do? How might they cost people, businesses or the government? Who should pay these costs: businesses, governments, jailed hackers, consumers?*

Quote: This is a play on the old adage: Give a man a fish and you feed him for a day. Teach him to fish and you will feed him for a lifetime.

EQ: *How much of a distraction is the internet? Which is the most common reason to use the internet: education, business work, personal work or entertainment? Why?*

1 WORD POWER

A 1 gets students to discuss common uses of the internet.

2 gets students to practise using uncountable nouns.

B gets students to practise using the deducing phrases from **Language Bank 12**.

1 WORD POWER B

Sample answers

1 I think we can assume that / My conclusion about this would be that / This leads me to believe that hackers are a continuing problem.

2 It's fair to say that / My conclusion about this would be that / This leads me to believe that he is a fairly well-known individual.

3 This would clearly suggest that / My conclusion about this would be that countries that have invested in broadband, like Korea, have an advantage.

ARTICLES

Don't Tell the Kids: Computer Games Can Make You Rich

This article discusses the enormous cultural phenomenon in South Korea and other Asian countries surrounding internet gaming. Massive Multiplayer Online Role-Playing Games (MMORPGs) allow many people to play the same game simultaneously via the internet. As the article states, game consoles used to be very expensive leading to a rise in demand for games that could be played online.

Internationally, online gaming attracts tens of millions of users. Yahoo! Games and MSN Games can have up to 150,000 to 200,000 players at a time, with over half being adult women. The success of online gaming has even spawned the World Cyber Games with more than 700 contestants from over sixty countries. Korea continues to be a leader in the trend; the games market there reached some \$4.3 billion in 2005.

EQ: *Do you think video games are as competitive as sports? Do video games work as a spectator sport? What kind of training do you think these competitors undertake? Why would Samsung or Coca-Cola want to sponsor these online gaming events?*

A Few Emails and She Knew He Was The One

This article deals with the increasing interest in online dating. The largest US internet dating site, Match.com, boasts over 4.5 million users with new users every day. Online dating was in many ways a natural progression from the computer dating craze of the 1980s. It combines the ease of a search engine with the anonymity of the internet. The case discussed in the article also demonstrates the growing acceptability amongst the younger generation compared to older generations.

EQ: *How easy or difficult is it to meet people where you come from? Do you think everyone has a perfect match waiting for them somewhere? Would you or anyone you know try online dating?*

2 READING

A is a skimming activity that will help students with one of the Reading sections of the CAE exam.

2 READING A, B

Answers

A Lim = 1, 4

B (Sample answers) **1-2** Andy / Katrina have fallen in love. **3** Katrina's grandmother doesn't know that Katrina met Andy through a website because Katrina thinks she wouldn't understand. **4** Katrina's grandmother doesn't know anything about Venus. She might not approve of her granddaughter meeting her husband through the internet.

C 1 This question relates to a type of question in the Trinity exam which requires students to speculate and conclude on the unstated feelings of people. You may want to extend the discussion by asking: *Would you want to be a professional gamer? What would be some benefits or drawbacks? Is professional gaming something you could do for the rest of your life?*

2 This question requires students to speculate on the unstated reasons for the past negative impression given to dating services. You should try to get students to look at the deeper issue of finding someone. Does admitting you are lonely mean you

are unwanted or something else? What are the rules of attraction? How does dating / relationships relate to a person's ego / self-confidence?

3 SPEAK YOUR MIND

This section covers the topics of internet use, rights to internet access, online gaming and online dating.

A EQ: *Do the benefits of the internet outweigh any negative aspects? Does the internet unite or divide people?*

B EQ: *Should the internet be free (i.e. cost nothing)? How can we bring the internet to people who don't have it? Why do you think some countries are afraid of total internet access for their citizens? How should the internet be controlled or monitored?*

The United States FBI has a computer program called Carnivore which can monitor and access emails anywhere. What do you think of this?

C EQ: *What is the appeal of playing a character in a virtual world? How similar or different are video games to movies? Why?*

D EQ: *Would you ever date someone you met online? Do you think these relationships last?*



4 LISTEN AND WATCH

DVD

This video clip was produced by the BBC for the weekly computer show *Click Online*. It covers a difficult issue that may actually prove rather explosive. While the American-based Internet Corporation for Assigned Names and Numbers (ICANN) actively seeks an international agenda, there are some logistical problems arising with the idea of incorporating other language scripts into the internet addresses. The main reason is a huge disparity between meanings of a single character across different languages. Unfortunately, this has the potential to eventually lead to a separate internet developing in China.

4 LISTEN AND WATCH B, C, D

Answers

B Many people are unhappy with not having their own language available. They want to use them. Japanese and Korean use Chinese characters with different meaning. There might be a separate Chinese internet.

C (Sample answers) I would hope they could find a compromise. / Or what if we never find a solution that makes everyone happy? / Maybe, the UN could help provide a framework.

D 1 In the early days, it was English-speaking, but now it's multicultural.

2 150,000 and it is growing.

3 Same word, different companies in different countries.

4 More than 100 million.

5 TEAMWORK

This activity is designed to get students to work with authentic material in the form of a web page. This activity should be used to develop the students' impression of what is possible online. It will also give them the chance to think about what goes into web page design. Students should be given the freedom to create whichever type of web page they want. To extend the activity you can ask: *Do you have your own web page? If so, what's it like? If not, why not? Have you ever designed web pages before? How difficult do you think it is? Do you think it is a very creative medium? Is there still information you can't find online?*

Sources:

The Complete Idiot's Guide to Creating a Web Page and Blog, Paul McFedries
www.webstyleguide.com
<http://www.wpdfd.com>

6 CONTROVERSY

Online gambling started in 1994. The island state of Antigua and Barbuda passed the Free Trade and Processing Zone Act which allowed the government the right to issue licences for online gambling. With later developments in securing payments, visual graphics and different gambling software, online gambling spread to dozens of countries. In 2004, online gamblers lost \$237 billion to gambling companies worldwide, with 12 million online users. Some countries have recently passed laws to ban online gambling. Although politicians often claim that they are only worried about a lack of regulation, many critics believe the actions are simply an attempt to regain lost tax revenue, however, even the

critics admit that there remains the same problem – gambling addiction. Many governments supportive of online casinos are often reluctant to discuss the negative aspects of gambling.

Sources:

The Complete Idiot's Guide to Online Gambling, Mark Balestra

www.gamblingonlinemagazine.com

www.onlinegambling.com/online-gambling-news.htm

EQ: *How common is gambling in your country? Do you ever gamble? What can be some problems associated with gambling? Should gambling be made illegal? What kind of help is available to addicted gamblers? Do you think of lotteries or contests as gambling? Why / Why not?*

7 PORTFOLIO WRITING

See the Introduction to the Teacher's Guide.

A Sources:

Online Dating: The Early Years, Cosmo Fox

The Rules for Online Dating, Ellen Fein

www.pearmatch.co.uk/personals/online-dating.html

B Sources:

Futurenet: the Past, Present and Future of the Internet as Told by its Creators and Visionaries, Sally Richards

Networks and Netwars: The Future of Terror, Crime and Militancy, John Arquilla

Future Active: Media Activism and the Internet, Graham Meikle

www.elon.edu/predictions/RecentSubmissions.aspx

8 INFORMATION TECHNOLOGY in English [CLIL]

Further examples of hackers and what they do.

Some Cracking Techniques

- Buffer overflow: Too much data sent to a site can leave a hole for the hacker to enter.
- Sniffing: Software that monitors information passed between networked computers.
- Vulnerability scanning: Checking for holes in the firewall or computer programs.
- Spoofing: Forging a computer authentication source address; tricks a server into allowing access.
- Cracking open wireless networks using 'wardriving' (scanning neighbourhoods for open wireless networks).

Famous Hackers / Crackers

1988: Robert Morris sends out first worm, nearly shuts down the internet. Fined US \$10,000 and 3 months probation.

1988: Kevin Mitnick stole equipment and access codes to make long-distance phone calls (A year in prison.)

1993: Kevin 'Dark Dante' Poulsen and friends rig phone lines to win a radio call-in contest. (Three years in prison.)

1994: Matthew Bevan and Richard Pryce crack US military. Bevan is cleared. Pryce gets €1,200 fine.

1994: Vladimir Levin steals \$400,000 from Citibank. (Three years in prison and a US \$240,015 fine.)

1998: Hao Jinglong and Hao Jingwen (twin brothers) hack into a Chinese bank and stole 720,000 yuan (\$87,000). They were sentenced to death.

2000: Russians Alexei V. Ivanov and Vasilii Gorshkov extort money from US companies by threatening to shut down their sites. (Three years in a US prison and fine of \$700,000.)

2003: Lynn 'Danny-boy' Htun breaks into US computer security companies' websites. Arrested at London's InfoSecurity Fair.

EQ: *How big of a problem are hackers in your country? Why do hackers want to break into computers? Have there been any examples of hacking into business or government computers in your country? Hackers are often portrayed as heroes in literature and movies. Do you see them that way? Why / Why not? Why would someone want to write a computer virus? Do you think hackers and virus writers are punished strongly enough? Should governments / businesses hire or pay known hackers to help protect their secure networks?*

Sources:

A Complete Hacker's Handbook, Dr. K

The Art of Computer Virus Research and Defense, Peter Szor

www.2600.com

www.defcon.org

www.vmyths.com

9 FURTHER DISCUSSION

This section covers favourite web pages, surfing the net safely, mobile internet access, and political hacking.

A Try to get students to think about concrete examples.

EQ: *What do you consider are effective web page designs? Give examples of different web pages. Do you prefer lots of graphics or just text? What are the five pages you visit most? Why? What are the most innovative features available on web pages today?*

B Try to get students to think about dangers that might exist online for children or teenagers, such as viewing pornography; the case of the German cannibal Armin Meiwes, who found his willing victim online, or sexual predators.

EQ: *Is it possible to prevent children from viewing pornography? Do you trust people are who they say they are online? Why / Why not? Do you think the police and politicians are doing enough? What recommendations would you make to parents about this issue?*

C Try to get students to think about how mobile internet access might be helpful.

EQ: *How might mobile internet access help with: getting directions, transport, shopping, finance, personal safety or entertainment? Would you be willing to pay money to watch TV, play games or download music on your mobile phone?*

D Try to get students to think about which governments have been unpopular in recent years.

EQ: *Why are some countries targeted for political hacking? Think of different important websites, what could happen if some of these sites are hacked into? Can anything be done to stop this? Is hacking a legitimate form of protest? Some hackers are now hacking for profit, that is, pay us or we crash your site. What do you think about this development?*

10 **Your answer:** ARE WE ALL ONLINE NOW?

This question tries to get students to consider the reality of the internet. In many respects, the net remains the domain of wealthy, industrialised nations, creating a digital divide between them and developing countries. However, the net also provides many opportunities for developing countries, for example outsourced call centres and software development in India to hardware manufacturing in China.

What if the net wasn't there tomorrow? As many businesses rely so heavily on the net and computers, any stoppage to the net would in effect shut down the world economy. It is one reason why many are worried about the amount of spam online. See the Workbook section.

EQ: *What would happen if the internet stopped working tomorrow? Do you think everyone gets fair access to the internet? What advantages would an internet user (in the developed world) have over a non-internet user (in the developing world)?*

WORKBOOK

1 WORD POWER

This activity will get students to practise using new vocabulary from the unit and the deducing phrases from **Language Bank 12**.

1 WORD POWER			Answers
1 googled	2 broadband	3 downloading	
4 hackers	5 chat rooms	6 surfing	
<p>1 I googled / <i>used the Google search engine</i> for all my research info. This would clearly suggest that a lot of students use it for their research.</p> <p>2 Korean <i>broadband connections</i> are so good, you can watch TV online. It's fair to say that many countries will probably follow South Korea's lead.</p> <p>3 A lot of people don't consider <i>downloading / using the internet to get music</i> without paying is a criminal activity. My conclusion about this would be that people don't see the crime affecting other people. Here, it only seems to hurt companies.</p> <p>4 Many companies produce special software to protect computer networks against <i>hackers</i>. It's fair to say that this should help with the problem.</p> <p>5 <i>Chat rooms</i> can be fun, but also a bit risky. This leads me to believe that people are so curious they will take risks sometimes.</p> <p>6 In my spare time I spend hours <i>surfing</i> the internet / <i>looking at websites on</i> the internet. My conclusion about this would be that / This would clearly would suggest that you don't get enough exercise.</p>			

2 USE OF LANGUAGE**Answers**

This activity introduces the problem of spam mail. The activity is based on an authentic test activity used by the University of Cambridge Local Examinations Syndicate in the CAE and CPE.

2 USE OF LANGUAGE**Answers**

1 research 2 productivity 3 equipment
4 junk 5 progress 6 excitement
7 help 8 money 9 mail

Note: Other uncountable (or sometimes uncountable) nouns in the text: email, news, history, hope, postage.

Other uncountables in the text show in bold italics: A growing amount of (0) *traffic* on the internet is now caused by spam. A type of (1) ___ suggests that spam accounts for over 40 per cent of all emails globally. If you consider that annually each employee receives about 2,100 junk emails and each takes about 6 seconds to delete, you can understand just how much (2) ___ is lost. In the same way, if corporate servers need to hold that much extra *email*, this means companies are buying a lot of extra (3) ___ just to store a lot of useless (4) ___. There has been some (5) ___, with spam filters keeping out some spam. So what else can be done? Well, there was plenty of (6) ___ about the *news* that a lot of (7) ___ is on the way and spam will be soon be *history*. Although several solutions are being explored, a lot of (8)___ and *hope* is being placed on exploring the idea which gives each email an identifiable 'postage' stamp. If the email is returned as spam, the sender will have to pay a few cents for *postage*. A lot of returned (9) ___, say ten million, would indeed make spamming very expensive.

3 WRITING**A Sources:**

The Rough Guide to the Internet 2005, Peter Buckley
<http://netforbeginners.about.com/od/internet101>
www.internet101.org

B Sources:

Designing Virtual Worlds, Richard Bartle
Game Design Workshop, Tracy Fullerton

www.vancouver.wsu.edu/fac/peabody/game-book/Coverpage.html
www.gamedev.net/reference

4 IDIOMS

See the Introduction to the Teacher's Guide.

4 IDIOMS**Answers**

1 d 2 f 3 e 4 a 5 b 6 c

1 to go haywire = to go crazy, be out of control
2 to bring to a standstill = to make something stop
3 to be a lone wolf = to live or act on your own
4 Sparks will fly = there will be trouble / an argument
5 to start from scratch = to start from the very beginning
6 to be a bit of an unknown quantity = to be something / someone that people don't know about

Ask students to use the idioms when answering these questions orally. This can be done as pair work or as a class.

- *What can be done about spam mail?*
 - I'm not sure, but if they can't do something it might eventually *bring* the internet *to a standstill*.
 - That's *a bit of an unknown quantity*.
 - It will make *sparks fly* if they don't do something soon.
- *Why do hackers do what they do?*
 - I think he's just *a lone wolf*. He has something to prove.
 - I think knowing they can make computers *go haywire* is just a power trip.
 - I think it's *a bit of an unknown quantity*.
- *How would a problem with the internet affect your city or country?*
 - Business would *go haywire* trying to rely on ordinary mail.
 - I think many basic services would be *brought to a standstill*.
 - It's *a bit of an unknown quantity*.