

# Essential English


## General instruction




- Work in this book will not be marked.

# Stimulus 1


## Context

This is a post on a website where people share ideas and information.

 **Share Q&A**

 [follow](#)  


## How have science and technology affected everyday life?



**Taylor**, University student ♦ [Follow](#)

In every way possible! The fact you're using something other than pen and paper — a quill and parchment! — to ask this question shows how science and technology have supercharged society. Once we would've stood on a street corner handing out leaflets. Now, we're tapping on keyboards and sending ideas through cyberspace. Not so long ago, one computer filled an entire room; now, we've got 2-millimetre microchips operating as computer brains. We mightn't recognise the world in 20 years, let alone 40 years from now. 😊

[Reply](#)




**Jamie**, Research analyst ♦ [Follow](#)

And that's exactly why science and technology need to be managed, rather than let loose on society. Change should be controlled, otherwise science and tech will control us. Seems to me that people tend to think of them as having ALL the answers to ALL our problems, but if we're not careful, 'advances' might rob us ALL of our individuality. That's why artificial intelligence — especially — needs to be watched.

[Reply](#)

---



**Sam**, Student ♦ [Follow](#)

For me, science and tech are the triggers of imagination. They're a life force working together, making our lives better. They 'make the impossible possible'. Which is kind of cool, I think. Anyway, one day, I'm hoping we'll have:

- time travel (hello Ancient Greece, good to see you!)
- teleporting
- life spans of 180 years
- anti-gravity suits for personal flight (imagine being in air traffic control!?!?!?).

One day ...

[Reply](#)



**Daney, Consultant** ♦ [Follow](#)

That's a big question! Science and tech affect every aspect of life in many parts of the world, but as the benefits aren't in every country for everyone to enjoy, science and tech have more work to do. Dreaming about time travel and teleporting doesn't matter in places where your next meal is the priority.

Reply



**Tommi, Professor** ♦ [Follow](#)

You have to understand that all our progress requires lots of electricity. And producing electricity comes at an environmental cost.

I'm no fool, but the hands of science and technology make everything evolve too quickly, tossing us around like leaves in the wind. Is anyone else bothered by the fact that simple maths is now done using a calculator instead of our own brain? Or bothered by predictive text shaping our ability to communicate? Such 'advancements' actually short-circuit human intelligence.

There's also our heavy dependence on smartphones, smartwatches, tablets, laptops. People are almost surgically attached to their 'devices' these days. Please explain how that can be good.

Time to hit pause. Time to breathe ... independent of machines.

Reply



**Jay, Engineer** ♦ [Follow](#)

There are those who embrace change and those who prefer to keep their head in the sand like an ostrich.

Think about electricity! Think medicine! Think of everything science and technology have given us:

- a neverending web of information
- access to cultures across continents and oceans by trains and planes
- amazing communication tools
- remote controls for everything.

Bring on the future — pocket-sized DNA fingerprinting devices, vitamins we can take to increase our discipline, pillows with built-in alarm clocks, levitating desk lamps — I'm a fan!

Reply

## Stimulus 2

### Context

This infographic is on a poster in a school classroom.





**THIS PAGE IS INTENTIONALLY BLANK**

**THIS PAGE IS INTENTIONALLY BLANK**

**THIS PAGE IS INTENTIONALLY BLANK**

## References

### Stimulus 2

Brain image by kjpargeter on Freepik

[https://www.freepik.com/free-photo/3d-render-glowing-brain-with-abstract-programming-code\\_1126312.htm#query=brain%20network&position=3&from\\_view=search&track=sph](https://www.freepik.com/free-photo/3d-render-glowing-brain-with-abstract-programming-code_1126312.htm#query=brain%20network&position=3&from_view=search&track=sph)

Microchip by Kostiuk B on Unsplash.com

<https://unsplash.com/photos/person-holding-computer-cell-processor-S4jSvcHYcOs>

Circuit board background by zhengdacool on vecteezy

<https://www.vecteezy.com/vector-art/286638-printed-circuit-board-vector-illustration>



© State of Queensland (QCAA) 2023

Licence: <https://creativecommons.org/licenses/by/4.0> | Copyright notice: [www.qcaa.qld.edu.au/copyright](http://www.qcaa.qld.edu.au/copyright) — lists the full terms and conditions, which specify certain exceptions to the licence. Third-party materials referenced above are excluded from this licence. | Attribution: © State of Queensland (QCAA) 2023