

SMART JUNIORS 1

Leisure 2.0: The Future of Leisure Activities

Lesson 15 Read For Detail



- Listen and review the essay.

Leisure 2.0: The Future of Leisure Activities

- ▶ Leisure activities are things that people do in their free time for fun or relaxation. In the future, leisure activities will become more exciting thanks to new technologies such as virtual reality and artificial intelligence.
- ▶ One of the most exciting leisure activities of the future will be virtual travel. With VR technology, we can visit any place in the world without leaving our homes. We can explore different countries, cultures, and even historical events just on our sofa! The advantages of this are obvious – we can see things that we never met before and broaden our understanding of the outside world. However, one disadvantage is that it may not provide the same sensation as actual travel does.



- ▶ Another exciting thing is, in the future, AI assistants can help design leisure activities for us. They could recommend TV shows, movies, or music for us according to what we like. The advantage is it could save time and introduce us to new things. However, if we only rely on these recommendations for discovering things we like, it might limit us to different ideas or interests and cause division between people with different beliefs.



LISTEN AND REVIEW

- ▶ Furthermore, gaming in 3D holograms will make video games far more immersive than what they are now. Users could find themselves totally lost in another world as they play games like never before! The good thing is this could make the game more like a real experience, and the players will enjoy their favorite games even more. However, it could also lead to longer playing hours, which might cause health problems.
- ▶ In conclusion, new technology will be leading us to many fun activities in the future. But it can also cause problems because of spending too much time in virtual worlds. So, we must therefore find a balance to use technology wisely and try not to let it cause any harm to our lives.



Leisure 2.0: The Future of Leisure Activities

| Paragraph 1

Leisure activities are things that people do in their free time for fun or relaxation. In the future, leisure activities will become more exciting thanks to new technologies such as virtual reality and artificial intelligence.

Detail in Paragraphs

- **Read and complete the sentences.**

In the future, leisure activities will become more exciting because of new technology such as _____ and _____.

Words & Expressions

In the future, leisure activities will become more exciting **thanks to** new technologies such as...



Leisure 2.0: The Future of Leisure Activities

| Paragraph 2

One of the most exciting leisure activities of the future will be virtual travel. With VR technology, we can visit any place in the world without leaving our homes. We can explore different countries, cultures, and even historical events just on our sofa! The advantages of this are obvious – we can see things that we never met before and broaden our understanding of the outside world. However, one disadvantage is that it may not provide the same sensation as actual travel does.

■ Which of the following things **CAN'T** you do in virtual travel?

- A** visit every country in the world
- B** explore a vast desert
- C** eat different foods from different places

Words & Expressions

However, one disadvantage is that it may not provide **the same sensation as actual travel does.**



Leisure 2.0: The Future of Leisure Activities

| Paragraph 3

Another exciting thing is, in the future, AI assistants can help design leisure activities for us. They could analyze our preferences and recommend TV shows, movies, or music tailored just for us! The advantage is it could save time and introduce us to new things. However, if we only rely on these recommendations for discovering things we like, it might limit our exposure to different ideas or interests and cause division between people with different beliefs.

■ Write True or False on the blank..

- _____ AI in the future can tell what we like and recommend leisure activities for us.
- _____ It could bring us convenience and there is no disadvantage.
- _____ The disadvantage is that it will keep us staying in our own world without knowing about others.

Words & Expressions

...it might **limit our exposure to different ideas or interests and cause division between people with different beliefs.**



READ FOR DETAIL

Leisure 2.0: The Future of Leisure Activities

| Paragraph 4

Furthermore, gaming in 3D holograms will make video games far more immersive than what they are now. Users could find themselves totally lost in another world as they play games like never before! The good thing is this could make the game more like a real experience, and the players will enjoy their favorite games even more. However, it could also lead to longer playing hours, which might cause health problems.

- Read Paragraph 4 and fill in the table.

Topic: 3D Hologram Video Games	
Advantage	Advantage
It could make the game more like a real experience, and the players will _____ more.	It could also lead to _____ _____ and cause _____.

Words & Expressions

Users could find themselves totally lost in another world as they play games **like never before!**



Leisure 2.0: The Future of Leisure Activities
| Paragraph 5

In conclusion, new technology will be leading us to many fun activities in the future. But it can also cause problems because of spending too much time in virtual worlds. So, we must therefore find a balance to use technology wisely and try not to let it cause any harm to our lives.

■ **What do we need to do since there are both advantages and disadvantages of future leisure activities?**

- A** We should look on the bright side.
- B** We should find a balance.
- C** We should stick to old leisure activities.

Words & Expressions

So, we must therefore **find a balance** to use technology wisely and try not to let it cause any harm to our lives.



Leisure 2.0: The Future of Leisure Activities

| Paragraph 2

One of the most exciting leisure activities of the future will be virtual travel. With VR technology, we can visit any place in the world without leaving our homes. We can explore different countries, cultures, and even historical events just on our sofa! The advantages of this are obvious – we can see things that we never met before and broaden our understanding of the outside world. However, one disadvantage is that it may not provide the same sensation as actual travel does.

Working Out Meaning

- Find a sentence in the text that shares the same meaning as the following one:

“A disadvantage is that you may not feel the same way as you do in the actual travel.”

Leisure 2.0: The Future of Leisure Activities

| Paragraph 4

Furthermore, gaming in 3D holograms will make video games far more immersive than what they are now. Users could find themselves totally lost in another world as they play games like never before! The good thing is this could make the game more like a real experience, and the players will enjoy their favorite games even more. However, it could also lead to longer playing hours, which might cause health problems.

Making Inferences

- **Based on Paragraph 3, tick the possible things that may happen in the future:**
 - People won't go outside and play anymore.
 - There might be fewer diseases caused by video games.
 - People might find the real world less interesting than the world in the game.



Discuss with your teacher.

How do we find a balance?

Facing the advantages and disadvantages of future video games, what do you think we can do to find a balance?





- **Complete the summary of the essay.**

The essay discusses how new technologies such as **(virtual reality/ virtual world)** and artificial intelligence will lead to more **(exciting/ excited)** leisure activities in the future. It talks about three examples: virtual travel, AI assistants, and **(3D printing/ 3D hologram games)**. These technologies will offer a lot of benefits, but they also come with **(advantages/ disadvantages)** like not providing the same sensation as **(reality / actual)** experience, limiting **(contact/ exposure)** to different ideas, and causing health problems. The essay **(concludes/ continues)** that we need to find a balance to use technology wisely without causing harm to our lives.





WHAT'S

NEXT...

In the next lesson, we're going to learn a critical thinking skill: "analyzing advantages and disadvantages."

See you next time!