SMART JUNIORS 1

Leisure 2.0: The Future of Leisure Activities

Lesson 14
Read For Main Idea

Academic Vocabulary

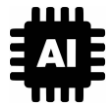**Read the definitions and complete the sentences.**

leisure

n. the time when you are free from work and can relax

virtual reality

n. a set of images and sounds produced by a computer that seems like a real world

artificial intelligence

n. the study of how to produce computers that have some of the qualities of the human mind

Have a try!

01 _____ is not the real world, we can't spend too much time in it.

02 _____ time is important for relaxing and refreshing ourselves.

03 _____ can assist us to finish tasks more efficiently.

PREPARE TO READ

Academic Vocabulary — Read the definitions and complete the sentences.

broaden

v. to make something become wider

immersive

adj. an immersive feeling means as if you're truly part of what's happening around you

advantage

n. a condition that is good and gives you a greater chance of success

disadvantage

n. a condition that is not good and may cause problems

Have a try!

01 This video game will provide you an _____ experience that makes you feel like you're truly in the story!

02 Traveling can _____ our knowledge of the outside world.

03 The _____ of online hopping is convenience, but the _____ of it is a lack of customer service support.

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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 our exposure to different ideas or interests and cause division between people with different beliefs.

Furthermore, gaming in 3D holograms will make video games far more immersive than they currently are. 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.

Predict From the Title

- **We're going to read an essay together. Look at the title of the essay and answer.**

1. **What is the essay's title?**

2. **According to the title, what do you think we can know from the essay?**

   A different leisure activities that people like to do

   B what the leisure activities will be like in the future

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- **Listen and read the essay. Think about the main idea of the essay.**

Leisure 2.0: The Future of Leisure Activities

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▶ 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.

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The Main Idea

- **What do you think is the main idea of the essay?**

A Leisure activities will be very fun in the future.

B Virtual reality and AI are going to be widely used.

C Leisure activities in the future will bring us both advantages and disadvantages.

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.

Main Idea for Paragraphs

- **Skim Paragraph 1 and underline the sentence that tells the main idea.**

SKILL

The **last sentence of the first paragraph** usually tells the main idea and leads to the body of the essay.

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.

■ **Skim Paragraph 2 and choose the main idea.**

A One of the most exciting leisure activities of the future will be virtual travel.

B It talks about virtual travel and its advantage and disadvantage.

SKILL

The first sentence helps us get the main idea. Sometimes it doesn't tell the whole story. We need to double-check.

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.

■ **Skim Paragraph 3 and choose the main idea.**

A Another exciting thing is, in the future, AI assistants can help design leisure activities for us.

B It talks about AI assistants and their advantages and disadvantages.

SKILL

When the word **"however"** appears, it usually means that it will talk about **another opposite aspect.**

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.

Skim Paragraph 4 and choose the main idea.

A Furthermore, gaming in 3D holograms will make video games far more immersive than what they are now.

B It talks about 3D holograms and its advantages and disadvantages.

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.

- **Skim Paragraph 5 and underline the sentence that tells the main idea of the paragraph.**

SKILL

The phrase **"in conclusion"** usually is a sign of the main idea. But we need to be careful of the word **"but"**.
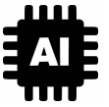
SUMMARY

Academic Vocabulary

leisure

virtual reality

artificial intelligence

broaden

immersive

advantage

disadvantage

Read for Main Idea

SKILLS

1. The **last sentence of the first paragraph** usually tells the **main idea** and leads to the body of the essay.

2. The first sentence helps us get the main idea. **Sometimes it doesn't tell the whole story. We need to double-check.**

3. When the word **"however"** appears, it usually means that it will talk about **another opposite aspect.**

4. The phrase **"in conclusion"** usually is a sign of the **main idea.** But we need to be careful of the word **"but".**

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WHAT'S NEXT...

In the next lesson, we're going to read the essay

"Leisure 2.0: The Future of Leisure Activities" in detail.

See you next time!