

ใบงานที่ 1 เรื่อง Gadgets in daily life
หน่วยการเรียนรู้ที่ 8 เรื่อง Inventions
แผนการจัดการเรียนรู้ที่ 56 เรื่อง Gadgets I need
รายวิชา ภาษาอังกฤษ รหัสวิชา อ22102 ภาคเรียนที่ 2 ชั้นมัธยมศึกษาปีที่ 2

A. Direction: Read and fill the word in the blank in each sentence correctly.

| | | |
|----------------|----------------|-------------------|
| 3-D television | Digital camera | Game Boy Nintendo |
| Webcam | Smartphone | GPS |

1. _____ signals are broadcast by Global Positioning System satellites to enable satellite navigation. Receivers on or near the Earth's surface can determine location, time, and velocity using this information.
2. A _____ is a video camera that feeds or streams an image or video in real time to or through a computer network, such as the Internet. Webcams are typically small cameras that sit on a desk, attach to a user's monitor, or are built into the hardware.
3. A _____ is a portable device that combines mobile telephone and computing functions into one unit. They are distinguished from feature phones by their stronger hardware capabilities and extensive mobile operating systems, which facilitate wider software, internet (including web browsing over mobile broadband), and multimedia functionality (including music, video, cameras, and gaming), alongside core phone functions such as voice calls and text messaging.
4. _____ is television that conveys depth perception to the viewer by employing techniques such as stereoscopic display, multi-view display, 2D-plus-depth, or any other form of 3D display.
5. _____ is an 8-bit handheld game console developed and manufactured by Nintendo.
6. _____ is a camera that captures photographs in digital memory.

B. Directions: Fill in the blank with T (True) or F (False) after you finish watching the video.

1. _____ The Robo Master S1 is made to train skills and have users an in- depth understanding of science and math.
2. _____ The Robo Master S1 is a game-changing educational robot built to unlock the potential in every learner.
3. _____ Kano’s goals have always been to make computing more approachable and interesting for adults
4. _____ The Kano PC delivers a software experience that should cover all that kids need in school, at home, and everywhere in between.
5. _____ Winky is not educational and customizable.
6. _____ Winky teaches children to code and understand a robot.
7. _____ Chicco GoFit lets big kids come along for the ride with comfort, convenience, and ease of use.
8. _____ Zumi is not a curious little self-driving car that’s all about learning AI. You can’t teach Zumi to recognize colors, learn gestures, recognize faces, and more! She's programmable in Blockly or Python.
9. _____ Fitbit Ace2 is made for kids and they who own smartphone can see call notifications right on their wrists.
10. _____ Artie 3000 the Coding Robot for kids programming is not the award-winning coding robot that introduces children to real programming languages.

ชื่อ - สกุล ชั้น..... เลขที่.....

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A. **Direction:** Read and fill the word in the blank in each sentence correctly.

| | | |
|----------------|----------------|-------------------|
| 3-D television | Digital camera | Game Boy Nintendo |
| Webcam | Smartphone | GPS |

1. **GPS** signals are broadcast by Global Positioning System satellites to enable satellite navigation. Receivers on or near the Earth's surface can determine location, time, and velocity using this information.
2. A **webcam** is a video camera that feeds or streams an image or video in real time to or through a computer network, such as the Internet. Webcams are typically small cameras that sit on a desk, attach to a user's monitor, or are built into the hardware.
3. A **Smartphone** is a portable device that combines mobile telephone and computing functions into one unit. They are distinguished from feature phones by their stronger hardware capabilities and extensive mobile operating systems, which facilitate wider software, internet (including web browsing over mobile broadband), and multimedia functionality (including music, video, cameras, and gaming), alongside core phone functions such as voice calls and text messaging.
4. **3-D television** is television that conveys depth perception to the viewer by employing techniques such as stereoscopic display, multi-view display, 2D-plus-depth, or any other form of 3D display.
5. **Game Boy Nintendo** is an 8-bit handheld game console developed and manufactured by Nintendo.
6. **Digital camera** is a camera that captures photographs in digital memory.

B. Directions: Fill in the blank with T (True) or F (False) after you finish watching the video.

1. T The Robo Master S1 is made to train skills and have users an in- depth understanding of science and math.
2. T The Robo Master S1 is a game-changing educational robot built to unlock the potential in every learner.
3. F Kano's goals have always been to make computing more approachable and interesting for adults
4. T The Kano PC delivers a software experience that should cover all that kids need
in school, at home, and everywhere in between.
5. F Winky is not educational and customizable.
6. T Winky teaches children to code and understand a robot.
7. T Chicco GoFit lets big kids come along for the ride with comfort, convenience, and ease of use.
8. F Zumi is not a curious little self-driving car that's all about learning AI. You can't teach Zumi to recognize colors, learn gestures, recognize faces, and more!
She's programmable in Blockly or Python.
9. T Fitbit Ace2 is made for kids and they who own smartphone can see call notifications right on their wrists.
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ใบงานที่ 2 เรื่อง What are these gadgets?
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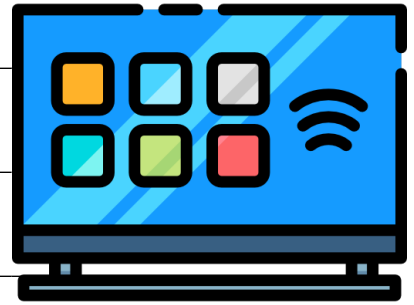
Direction: Look at the pictures. Write the correct answer in each sentence correctly.

1.

1.1) What is it?

1.2) What can we use it to?

1.3) When did we start using it?

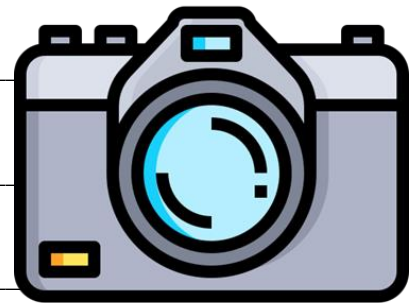


2.

2.1) What is it?

2.2) What can we use it to?

2.3) When did we start using it?



3.

3.1) What is it?

3.2) What can we use it to?

3.3) When did we start using it?



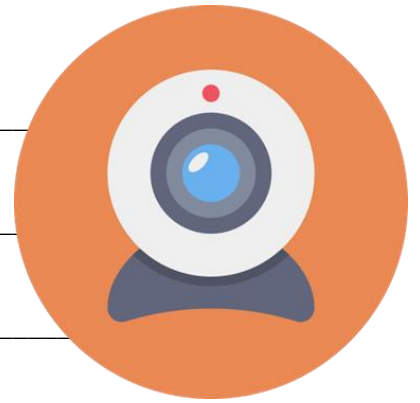
ชื่อ - สกุล ชั้น..... เลขที่.....

4.

4.1) What is it?

4.2) What can we use it to?

4.3) When did we start using it?



5.

5.1) What is it?

5.2) What can we use it to?

5.3) When did we start using it?



6.

6.1) What is it?

6.2) What can we use it to?

6.3) When did we start using it?



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Direction: Look at the pictures. Write the correct answer in each sentence correctly.

1.

1.1) What is it?

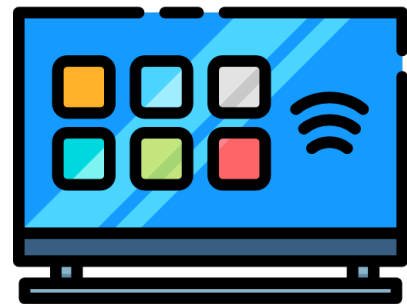
It is a 3-D television. It is in rectangle shaped.

1.2) What can we use it to?

We can use it to watch TV program.

1.3) When did we start using it?

It was invented in 1927.



2.

2.1) What is it?

It is a digital camera.

2.2) What can we use it to?

We can use it to take pictures or record videos.

2.3) When did we start using it?

It was invented in 1975.



3.

3.1) What is it?

It is a Game Boy Nintendo.

3.2) What can we use it to?

We can use it to play games.

3.3) When did we start using it?

It was invented in 1989.



4.

4.1) What is it?

It is a webcam. It is round and small.

4.2) What can we use it to?

We can use it to take pictures or record videos.

4.3) When did we start using it?

It was invented in 1993.



5.

5.1) What is it?

It is a smartphone.

5.2) What can we use it to?

We can use it to make a phone/video call, text messages, surfing internet, and access social network.

5.3) When did we start using it?

It was invented in 1992.



6.

6.1) What is it?

It is a GPS.

6.2) What can we use it to?

We can use it to check the traffic and discover the route.

6.3) When did we start using it?

It was invented in 1978.

