

Mobile Satellite Communications may be used where other wireless (6) \_\_\_\_\_ are unavailable, for example, in (7) \_\_\_\_\_ locations. Satellite communications are important for transportation, aviation, maritime and military (военный) use.

**4** Combine the sentences using non-defining relative clauses using *which*, *who* (see p. 278, SB). Write the sentences in your exercise-book.

1. Mobile phone is one of the best-known examples of wireless technology. It is also known as a cellular phone.  
*Mobile phone, which is also known as a cellular phone, is one of the best-known examples of wireless technology.*
2. Wireless phones use radio waves. They help their users to make phone calls from many locations worldwide.
3. David E. Hughes transmitted radio signals in 1879. He was a British scientist and musician.
4. Thomas Edison received a patent for wireless telegraphy in 1885. He held hundreds of patents.
5. James Maxwell and Michael Faraday predicted the theory of electromagnetic waves. James Maxwell was a Scottish physicist and mathematician. Michael Faraday was a British scientist.
6. Guglielmo Marconi and Karl Braun contributed a lot to wireless telegraphy. They were awarded the 1909 Nobel Prize for physics.

## Lesson 4

# TELEVISION AND TEENAGERS — FRIENDS OR FOES?

**1a** Read the notes of a student who is preparing for a debate. Unscramble the words to complete the sentences.

### Computer games: for and against

Points against

- Computer games are (1) *ggssneiaro-gnitomorp* \_\_\_\_\_.
- Young and (2) *iruamnte* \_\_\_\_\_ people may have trouble making the difference between what is real and what is a game. Thus, aggression-promoting computer games can become a (3) *eseours* \_\_\_\_\_ of aggressive behaviour in real life.
- People are greatly (4) *edffatce* \_\_\_\_\_ by what they see and hear. This could make them believe that (5) *cneivlone* \_\_\_\_\_ is OK.
- If people often play violent computer games, they can become indifferent (безразличный) to human suffering.
- Violent video games may be more dangerous than violent television or films because they are interactive, and the player gets the role of an aggressive character.
- Psychologist Dr Craig Anderson, from Iowa State University of Science and Technology tested 227 college students and found that violent video games give a chance for learning and practising aggressive solutions (решения) to conflict situations.