REVISION

- a. Complete the sentences with the words in the chart. (Cada palabra se puede repetir una o más veces)
- b. Match the sentences to the pictures.

Subject pronouns	Verb Be	Possessive adjectives
1	am/ 'm	my
he	is / 's	his
they	are / 're	her
we		its
		their
		our

- a. Software development ¹ the process of designing, coding, testing and maintaining software. ² stages are: research, planning and design, execution, testing and maintenance and support.
- b. There 3 many types of software developers. \rightarrow there is y there are = hay (singular o plural)
- c. Leo and Sam' ⁴ front-end developers. ⁵ job' ⁶ to design the user interface.
- d. Hello! ⁷ 'm Julia. I' ⁸ a back-end developer. ⁹ job is about server-side logic and databases.
- e. This ¹⁰ Amir. ¹¹'s a software tester. ¹² job is to check the code.
- f. Diana. ¹³ a UX designer. ¹⁴ responsibility ¹⁵ to optimize the user-software interaction.
- g. Carlos and I ¹⁶ software engineers. ¹⁷ are the web applications team leaders.











c.1 Read the team introduction and correct the wrong verbs, subject pronouns or possessive adjectives. Be careful, two words are correct.



Hi! I're¹ Diego and I'm a computer programmer. My² job is to write and test code for websites. This is Elena. He³ designs user interfaces and makes them easy to use. And this is⁴ Lucas. He's in the system maintenance team and your⁵ job is to debug programs and fix errors. Finally, there's Mia and Sam. Our⁶ job is to manage databases and keep

all the information secure. We all work for Soft Solutions, a software company in Canada. **Their**⁷ offices **is**⁸ in Montreal.

1<u>'m</u> 2...√... 3... 4... 5... 6... 7... 8...

d. Read the game art team introduction and match the questions with their answers



Hi! <u>I'm Marco¹</u>, the <u>sound art team leader²</u> and this is John, María and Juan. We are all sound artists. <u>John and María³</u> are sound engineers and they are in <u>the FX area⁴</u>. <u>Juan</u> is <u>a music expert⁵</u> and his area is music.

We work for <u>E-Games Studio</u>, <u>a small game</u> development company⁶ in Melbourne, Australia⁷.

- a. Who is he?
- b. What's his job?
- c. Are they 3D artists?
- d. Are they sound artists?
- e. Who are the sound engineers?
- f. What's their area?(The area of the sound engineers)
- g. Is Juan a sound engineer?
- h. Where is their company?

- 1. Yes, they are
- 2. No, he isn't.
- 3. He's Marco.
- 4. He's the sound art team leader.
- 5. It's in Melbourne, Australia.
- 6. Their area is FX.
- 7. No, they aren't

Tom?

8. John and María are.

e.	Make	quest	ions	tor t	hese	answ	ers:
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1. Who?
The IT team members are Sylvia, Isabell, Andrew, Carla and
2. Are?
Yes, they are.
3?
Yes, she is.
4. What?
Her area is data analysis.
5. Who?
Andrew is.
6 Whore

Hi! My name's Sylvia. I'm the IT team leader, and this is Isabelle, Andrew, Carla and Tom. We' re all IT professionals. Isabelle's a database administrator and she's in the data analysis area. Andrew's an IT support officer and his area is technical support. Carla and Tom are data analysts, their area is data processing. We work for an IT services company in Northern Ireland. Our offices are in Belfast.

They are in Belfast, Northern Ireland.

f. Make questions for the answers below

a.	
	He's from Canada.
b.	
	My name's Laura.
b.	
	Their company is in Australia.
c.	
	They are web designers.
d.	

g. You are at the reception desk of a software developers conference in Berlin¹:

The English class is on Monday.* (*on Monday: los lunes)



- 1. Invent an identity: name, job, company, phone number.
- 2. Write a conversation between you and the receptionist asking and giving personal information. Use the following dialogue as a model²:

MODEL:

- R: Good morning. What's your name, please?
- L: Hi. My name's Schultz.
- R: Can you spell that?
- L: Yes. S-C-H-U-L-T-Z: Shultz.
- R: What's your first name?
- L: Liam: L-I-A-M.
- R: Thank you. What's your job?
- L: I'm a photographer. I'm from Today magazine.
- R: OK. Sign here, please³.
- L: OK. Thanks. Bye.
- R: Goodbye
- R = Receptionist L = Liam

YOUR CONVERSATION:

D٠	Good	morning.	\M/hat's \	vour	name	nlasca?
ĸ.	Good	morning.	vvnats	your	name,	pieaser

¹ Estás en la recepción de una conferencia internacional de desarrolladores de software. 1. Inventá una identidad: nombre, trabajo, empresa, N° de teléfono. 2. Escribí una conversación entre vos y la recepcionista pidiendo y dando información personal. Usá el siguiente diálogo como modelo:

² Usá el siguiente diálogo como modelo

³ 'Firme acá por favor.'