

PROJETO DE RECUPERAÇÃO PARALELA 2º Trimestre - 2018



Disciplina: Língua Inglesa

Série: 1 ^a série do Ensino Médio

Professor(a):Wagner Borges Jr.

Objetivo: Rever vocabulário aprendido ao longo do trimestre, interpretar textos e rever conteúdo gramatical.

1. CONTEÚDO

Interpretação de texto, simple present, preposições, pronomes, conjunções.

2. ROTEIRO DE ESTUDO

Interpretar textos e responder as perguntas propostas. Uso de dicionário sempre que necessário. Anotar as palavras desconhecidas. Rever conteúdo gramatical e vocabulário do livro.

3. FORMA DE AVALIAÇÃO:

- Durante o período de recuperação o aluno realizará uma lista com exercícios de revisão que terá o valor máximo de 2,0. A lista deverá ser realizada e entregue no dia da prova de REC para o aplicador;

- Os alunos participarão de plantões de dúvidas agendados pela coordenação, se necessário.

- Realização de Prova escrita com o valor de 8,0 agendada pela coordenação.

4. Lista de exercícios:





No	N10	Data	, ,	1
	N°	Data:	_//_	

1. Match the sentences halves:

a) Mark studies	() the bus to go to school every m	norning
	``	, 5	

- b) My sister wakes up () Chemistry at USP.
- c) My friends and I take () early every day.
- d) In the afternoon, I have () a sandwich.
- 2. Write *at, in* or *on* in the gaps.
- a) Billy Joe wakes up _____ 6 am every day.
- b) _____ the evening, Mary studies in the library.
- c) _____ Monday morning, Zeca has Math classes.
- d) I usually play golf _____ the afternoon.
- e) Brenda always has lunch _____ 12 am.

3. Read the text and circle the correct forms of the verbs.

Mariana *is / are* a student from France. She *haves / has* one sister and one brother. They *live / lives* in Nice, a very nice city. She *study / studies* a lot every day. Her parents *miss / misses* her very much.

Overweight kids can slim down using video games

(adaptado) JULY 31, 2018

(Reuters Health) - Obese kids may be able to drop weight with the help of an unlikely aid: video games.

Special exercise video games helped overweight children drop pounds - and improve their cholesterol and blood pressure - while they were having fun, in a study reported in Pediatric Obesity.

It makes more sense to co-opt kids' favorite pastime than to fight it, said the study's lead author Amanda Staiano of the Pennington Biomedical Research Center at Louisiana State University.

"Kids are really interested in this and spend hours a week playing," Staiano said. "So, rather than blame the games and technology, it made sense to see how they could help."

Staiano and her colleagues felt it was critical to find ways to reach overweight kids. In Louisiana, more than one in three children (35.3 percent) between the ages of 10 and 17 are overweight and more than one in five (21.1 percent) are obese.

The video games funnel kids' competitive urges into various kinds of exercise. "Your body becomes input into the game through an infrared sensor," she explained. "It's constantly reading what your body is doing. And you make points controlling the player on the screen with your own body."

To make a more effective program, weekly talks with a coach via the internet were included. "That helped keep them accountable for physical activity goals," Staiano said. "Other groups have given kids games at home only to find that kids stopped playing after a few weeks."

Staiano and her colleagues tested their program, dubbed GameSquad, with the help of 46 families, each of which had a child between 10 and 12 who was overweight or obese. The intervention was designed to last six months.

Most of the families - 22 out of 23 - in the gaming group completed the six-month program. By the end of the study, the kids in this group had reduced their body mass index by about three percent, **while** kids in the control group had increased their BMIs by one percent. Similarly, cholesterol levels went down in the gaming group, while they rose in the control group.

And although family members weren't monitored as part of the study, "anecdotally we heard from parents who also lost weight," Staiano said.

The findings show that "harnessing modern technology along with appealing to a child's interest in gaming can help achieve an increase in physical activity," said Van Horn, who was not involved in the new research. "Everybody is more interested in reducing exposure to screens. This study took advantage of the fact kids like to look at screens and applied it in such a way that the kids were motivated to exercise. This could have a new meaning for adapting screens to a favorable outcome."

4. O que foi descoberto pelo estudo feito e reportado pela revista Pediatric Obesity?

5. O termo "rather than" em destaque no texto indica:

a) contrariedade

b) exemplificação

c) finalidade

d) propósito

e) contraste

6. Explique o funcionamento do jogo.

7.Conversas semanais com um instrutor foram realizadas com o intuito de tornar o estudo mais eficaz. Segundo a autora Amanda Staiano isso foi importante, por quê?

8. O estudo teve duração de seis meses. Compare os resultados obtidos entre os dois grupos.

9. No trecho "Most of the families - 22 out of 23 - in the gaming group completed the six-month program. By the end of the study, the kids in this group had reduced **their** body mass index by about three percent..." o pronome possessivo **their** refere-se a:

a) the families

- b) the gaming group
- c) the six-month program
- d) the study
- e) the kids

10. O termo "while" em destaque pode ser substituído sem que haja alteração no sentido da frase por:

a) thus

b) yet

c) whereas

d) though

e) furthermore

11. Qual é o lado positive e o lado negativo na charge abaixo?



12. Ao analisarmos a imagem abaixo que nos traz um dado, percebemos um lado cômico. Explique.



13. Quais são os dois elementos da cadeia alimentar presentes na imagem abaixo? Justifique.



"And now, as a token of my appreciation for the vital role your species plays in the food chain, I'm going to eat you!"

Rising temperatures linked to increased suicide rates

www.theguardian.com Mon 23 Jul 2018 16.00 BST Last modified on Tue 24 Jul 2018

Rising temperatures are linked to increasing rates of suicide, according to a large new study. The researchers warn that the impact of climate change on suicides may be as significant as economic recessions, which are known to increase rates of self-harm.

The links between mental health and global warming have not been widely researched but the new work analysed temperature and suicides across the US and Mexico in recent decades. It found that the rate of suicide rose by 0.7% in the US and by 2.1% in Mexico when the average monthly temperature rose by 1C.

The analysis was done at county level and took into account seasonal variation, levels of poverty and even the news of celebrity suicides that can lead to more deaths. The scientists found that hotter periods resulted in more suicides irrespective of wealth and the usual climate of the area.

"Determining whether or not the rate of suicide responds to climatic conditions is important, as suicide alone causes more deaths globally than all forms of violence combined and is among the top 10 causes of death globally," said Prof Marshall Burke, at Stanford University in the US, and his colleagues, who published their research in the journal Nature Climate Change.

"Even modest changes in suicide rates due to climate change could [lead to] large changes in the associated global health burden, particularly in wealthier countries where current suicide rates are relatively high," the researchers said. Record high temperatures have been recorded around the world in recent weeks and are likely to have been driven by climate change.

This kind of study cannot prove a causal link between rising temperature and more suicides. But the results show "remarkable consistency" over time and in many different places, according to the scientists. It is also supported by recent research that linked climate change to 60,000 suicides in India in the last three decades.

2. A análise foi feita localmente e levou em consideração três aspectos, quais foram eles? O que foi descoberto pelos cientistas?

3. Qual foi a declaração dada pelo professor Marshall Burke?

4. Onde as taxas de suicídio são mais elevadas de acordo com o texto?

5. O que representa o número 60.000 no texto?

7. O pronome pessoal *it* em destaque no 2 parágrafo do texto refere-se a:

a) the link

- b) mental health
- c) global warming
- d) the new work
- e) temperature

8. O termo due to em destaque no texto pode ser substituído sem alteração de sentido na frase por:

- a) rather than
- b) owing to
- c) instead of
- d) yet
- e) despite

(The Guardian) Fasting diets may raise risk of diabetes, researchers warn

Fasting every other day to lose weight could have damaging side effects. That is the conclusion of a group of scientists speaking this weekend at the European Society of Endocrinology's annual meeting.

Their findings suggest that fasting-based diets may impair the action of sugar-regulating hormone insulin, and lead to increased risk of diabetes. Care should be taken before starting such programmes, say researchers.

Ana Bonassa, whose team from the University of São Paulo in Brazil carried out the study, said: "This is the first study to show that, despite weight loss, intermittent fasting diets may actually damage the pancreas and affect insulin function in normal healthy individuals, which could lead to diabetes and serious health issues."

In recent years intermittent fasting diets have gained popularity. Participants fast for two days out of seven, or on alternate days. However, evidence of their success has been contradictory and there is debate among doctors about their potential to trigger harmful long-term effects.

1. Qual é o alerta dado pelos pesquisadores no texto acima?

2. A pesquisa foi realizada na USP e foi conduzida por Ana Bonassa. Qual foi sua declaração sobre o estudo?

3. No último parágrafo do texto é demonstrado que essa dieta é polêmica entre os médicos. Qual é a preocupação dos médicos?

4. Qual é o desejo do homem abaixo?

