1. Benefits of travelling:
   a. Fun: "A holiday gives one a chance to look backward and forward." - May Sarton
      - To provide some excitement and an escape from the hum drum of 'ordinary' life.
      - To break the ordinary daily routine
      - To get rid of stress due to studies and work
      - To have fun through different activities
      - To recharge your batteries.
   b. Knowledge "The world is a book and those who do not travel read only a page."
      - To attend art shows (give examples: festivals, art galleries, museums…)
      - To broaden your horizons.
      - To see the world beyond your four corners.
      - To experience new cultures and lifestyles.
      - To meet interesting and like-minded people.

2. Recommending a holiday (a letter):
   a. Accommodation: spacious room/ with a picturesque view/ calm and serenity of the place/ full options: air-conditioning/ internet connection/ spa/ gym
   b. Food: luscious & varied as expected/ taste the spicy food…
   c. The residence (hotel, house…) is two-minute walk to the beach/ the city centre not far/ transport available (as advertised)
   d. Staff/ guide/ room maid: friendly, helpful
   e. Enjoyed the scheduled programme (visits/ sightseeing/ festivals/ excursions/ cruise)

3. Complaining about a holiday (a letter):
   a. Accommodation: dirty room/ no view/ noise/ couldn’t sleep/no air-conditioning/ no internet connection (as promised)
   b. Food: disgusting/ rotten/filthy not luscious as expected - had to eat out and pay extra money/ son got sick due to rotten food _ doctor
   c. The residence (hotel, house…) is far away from the beach/ the city centre had to walk in the blistering heat/ no transport available (as advertised)
   d. Staff/ guide/ room maid: not friendly, not helpful, always shouting

4. Space tourism: positive aspects
   a. Personal experience
   b. Satisfying the human desire of adventure
   c. Challenge and making the impossibilities possible.
   d. Live a rare experience of weightlessness
   e. Good for humanity/ part of scientific research
   f. Resolving mysteries that surround the outer space
   g. Discovering an all-new world
   h. Exploring space and discovering the yet undiscovered facts about space
   i. Finding new minerals, new precious materials
   j. Finding new human-like species in the outer space

5. Space tourism: negative aspects
   a. Dangerous: risk of death/ flying in the outer space is still not safe
   b. Costly & expensive: only the well-to-do can enjoy such an experience/ the poor are deprived of the dream
   c. Unfair: the rich are splurging a billions of dollars to satisfy their silly personal whims while millions of children in poor countries are starving to death

6. Education/ learning/ lifelong learning (benefits) ‘to seek knowledge from the cradle to the grave’
   a. Vocational purposes: to enrol and attend school - to study different subjects - to pass exams - to get degree - to have necessary qualifications - to get a white-collar, prestigious, well-paying job - to get promoted at work
   b. Non-vocational: to learn - to get knowledge - to combat illiteracy and ignorance - to be a good citizen - to contribute to the progress of one’s community - to cope with the change ‘Never stop learning; knowledge doubles every fourteen months.’ - Anthony J. D’Angelo

   a. Parents’ responsibilities: to be conscious of the importance of education/ to enrol and keep their children at school/ support them/ encourage them with (as advertised)
   b. Community/ organizations/ governments: provide the basic needs of schooling/ provide tools and equipments at schools/ take care of poor children and provide them with basic life necessities (food, clothes & shelter)

8. Virtual school (pros)
   a. Easy/ flexible/ convenient: learners feel free to study whenever & wherever they like, no more obligation of attendance or travelling/ options are varied
   b. Cheap: just a pc and internet connection/ less expenses for transportation, books…
   c. Information: available, varied, up-to-date, easy access to get
   d. Coping with globalization process: the world is becoming a small village where the notions of time & space are no more restricted behind walls

9. Virtual school (cons)
   a. Not practical/ harder: needs costly equipments (software & hardware) not attainable for the poor/ requires highly-skilled expertise (computer savvy people)
   b. Lack of motivation to learn/ absence of competitiveness/ lazy students are more likely to fail
   c. Anti-pedagogic: necessity of face-to-face interaction/ the role of the teacher is minimized
   d. Anti-social: communication, friendship, community life more aloofness

10. Ability Grouping
    Students are assigned to classes based on their measured ability or their achievements.
    a. PROS:
       - Students are not forced to rush or wait
       - better achievement
       - selecting suitable material, approach, assignment...
       - high achievers excel, progress faster, build self-esteem, avoid boredom, compete more
       - low achievers provided with more individual attention, repetition and review
    b. CONS:
       - Students May Get “Stuck” In a Group (nerdy vs dumb)/ snob
       - superiority vs inferiority
       - excuse to bullying / teasing
       - lose self-esteem/ feel stigmatised
       - additional work for teachers
11. Technology (pros & cons)
a. Means of transport: (e.g. car, plane, rocket) faster / easier/ time-saving/ more comfortable/ ability to explore distant areas and the outer space ≠ deadly accidents, health problems, lack of sport, obesity, pollution . . .
b. Means of communication: (e.g. mobile phone, internet, satellites) easier, cheaper, more practical ≠ health problems, information is no more credible.
c. Means of entertainment: (e.g. electronic games) fun, pastime, safe, develop mental skills, educative games ≠ addiction - health problems/ educational difficulties/ social hardships

12. Play station/ Video games
a. PROS:
   • Increased visual acuity.
   • A great social activity.
   • Can teach people more about life.
   • Games can help improve problem solving and logic skills.
   • To assist in education. Studies have shown that children playing educational games learn more because they do not realize that they are learning/ increases attention span
   • They are fun
b. CONS:
   • become completely addicted
   • not to go to work (or school),
   • not to eat properly/ not to exercise enough.
   • violence/ copying violent video game crimes
   • taking drugs, getting drunk and smoking
   • give people false expectations of real life

13. Brain drain (solutions)
a. Brains’ responsibilities: they have the right to look for better opportunities abroad/ to assume one’s responsibility towards one’s nation/ to contribute to the progress of education and economy at home
b. Governments in developing countries: provide the highly-skilled intellectuals with the necessary tools of scientific research/ to give extra privileges (high salaries)/ encourage them to stay
c. Rich countries: assume their responsibilities towards poor countries/ help & donate/ provide the necessary tools and expertise to boost the educational & economic level/ stop seducing and luring the brains from poor countries via irresistible privileges/ more investment in poor nations

14. Morals & Virtues
   • Moral concepts consist of values, virtues and ethics that help individuals distinguish their actions as being morally right or morally wrong
   • Virtues are a moral concept categorized as intellectual or practical. Practical virtues are broken down into moral or non-moral virtues. The most important moral virtues include courage and honesty, which are generally considered morally right and a positive reflection of an individual’s character
   • Values are a moral concept used in decision-making and conflict situations. A person’s mindset and behaviour are directly connected to a person’s value system, and most religious traditions specify values that should be adhered to.
   • Three important moral values are freedom, love and empathy, and these values are often taught within the home and in schools.
   • Ethics are a set of rules that help determine right from wrong in regards to interpersonal interactions. Responsibility and restraint are two important ethics, which strengthen a person’s character and improve interpersonal interaction when observed.

15. Keep fit/ healthy diet (solutions)
   a. Follow a balanced & healthy diet (eat different types of food) ‘an apple a day keeps the doctor away’
   b. Regular practice of exercises (sit-ups/ press-ups/ walking/ jogging...) ‘if you want to get thinner, diminish your dinner

16. Smoking (ways to quit)
   a. Strong will & determination
   b. Remember the drawbacks
   c. Change lifestyle/ avoid smoking reminders
   d. Find a better alternative (sport)

17. Ecology (solutions)
   a. Individuals’ responsibilities (R.R.R.) / energy saving / eco-driving / economical methods / cleanliness
   b. Governments & organisations: sensitizing people/ pass and implement strict laws / find alternatives (factories, control..)