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Entertainment

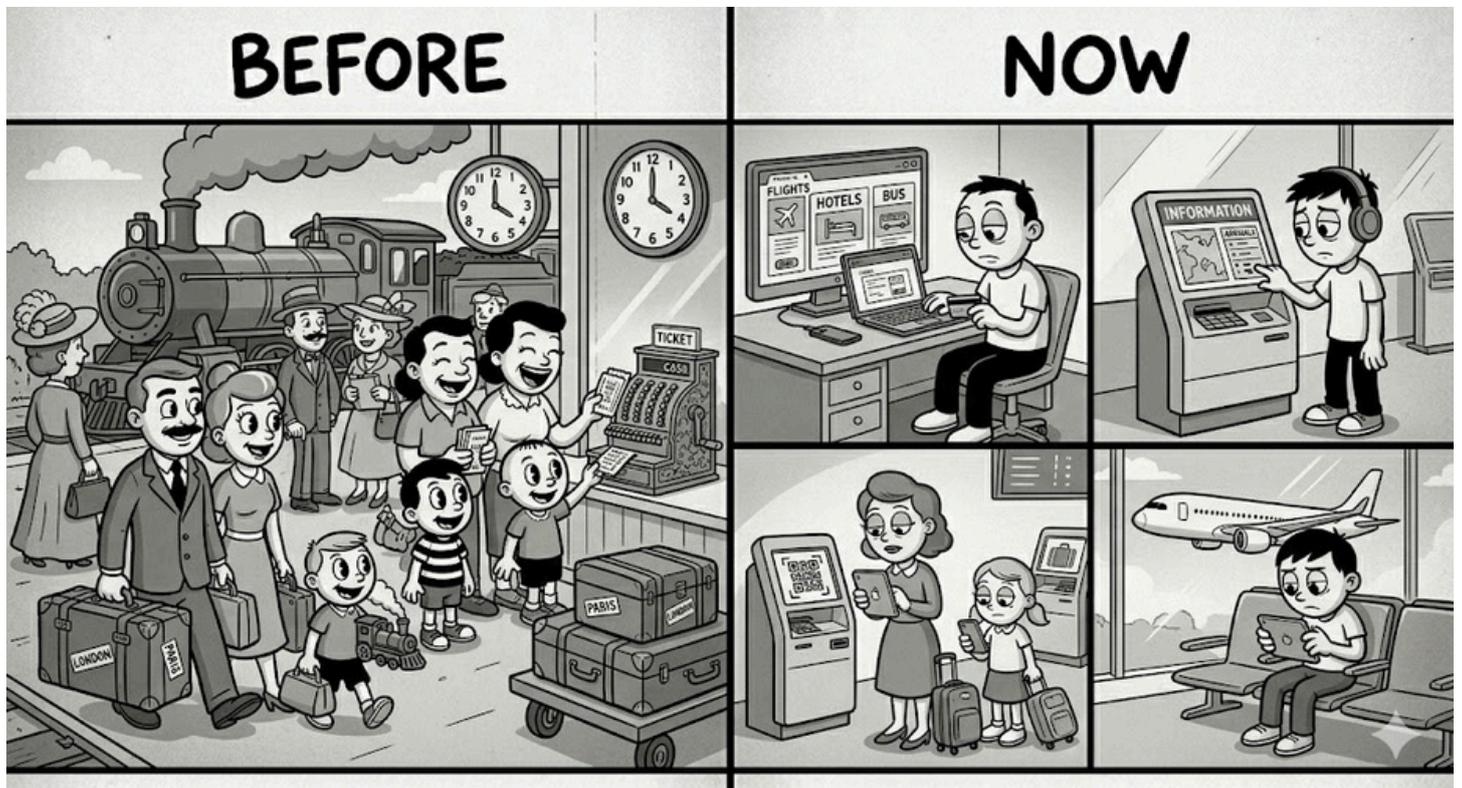
useful vocabulary: live performance , digital queue, social isolation,

First Impressions: Describe the atmosphere in the "Before" panel versus the "Now" panels. Which one looks more "fun" to you, and why?

The Waiting Game: In the past, people queued physically outside venues. Now we use "Queue-it" or Ticketmaster. Is the digital process actually more convenient, or just more stressful?

Recording vs. Experiencing: In the concert panel, everyone is holding up a phone. Why do we feel the need to record everything? Does filming a concert make the memory better or worse?

Human Connection: The "Before" picture shows people dancing together. Do you think technology has made us more lonely, or has it just changed how we socialize?



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Travelling

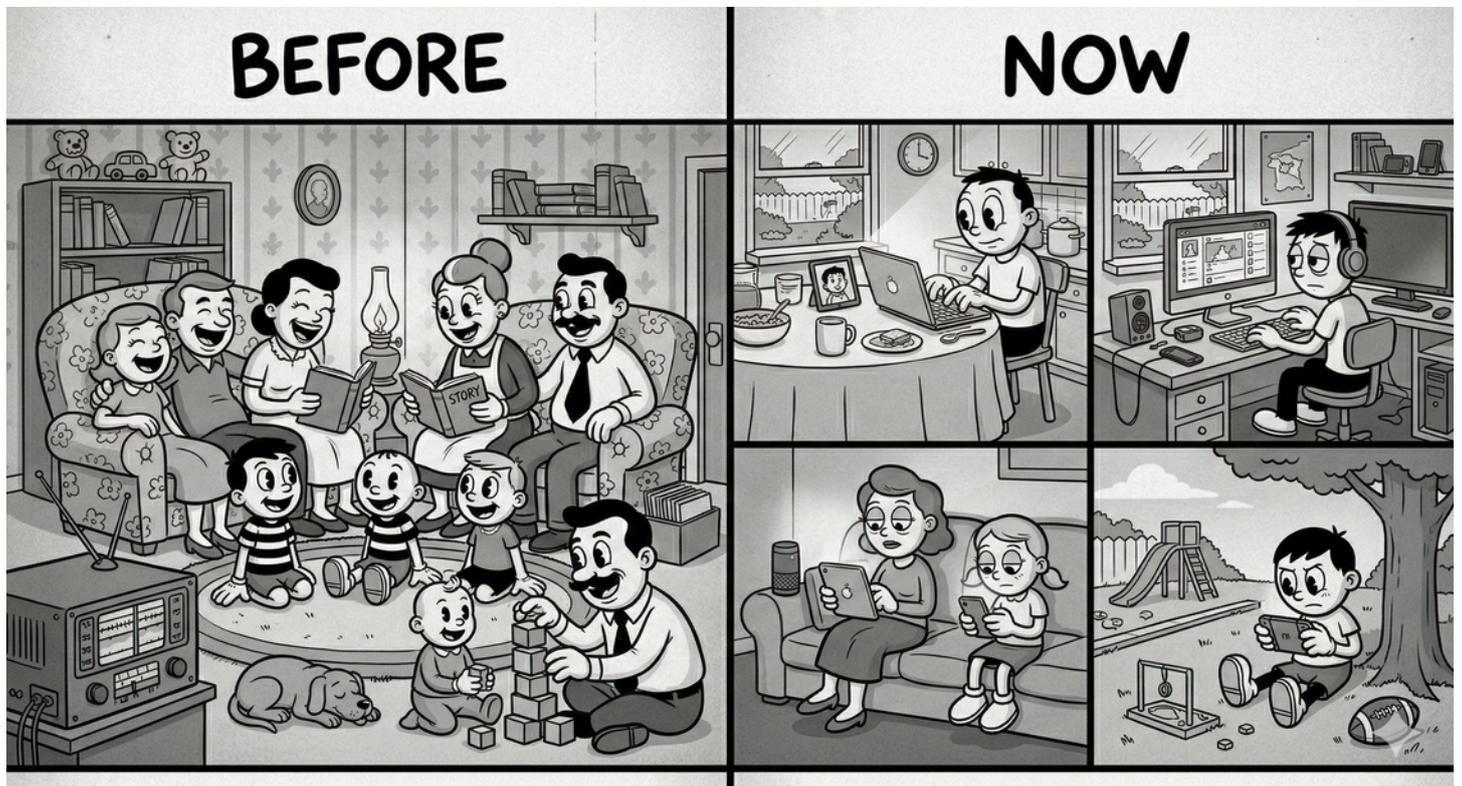
useful vocabulary: To book in advance, Paperless, Luggage / Baggage, Human interaction, Self-service kiosk

Efficiency vs. Experience: Does being able to book everything on a laptop make the holiday start sooner, or does it make the preparation feel like "work"?

The Death of the Ticket Agent: In the "Before" panel, people are talking to a ticket clerk. What are the pros and cons of replacing human staff with **self-service kiosks**?

The "Romance" of Travel: Many people feel that travel used to be an "adventure." Looking at the steam train vs. the airplane, does modern travel feel more like a "transaction" than a journey?

The Verdict: If you could travel back in time, would you prefer the "Before" experience (with the slow trains and physical tickets) or do you value the speed and convenience of "Now" too much?



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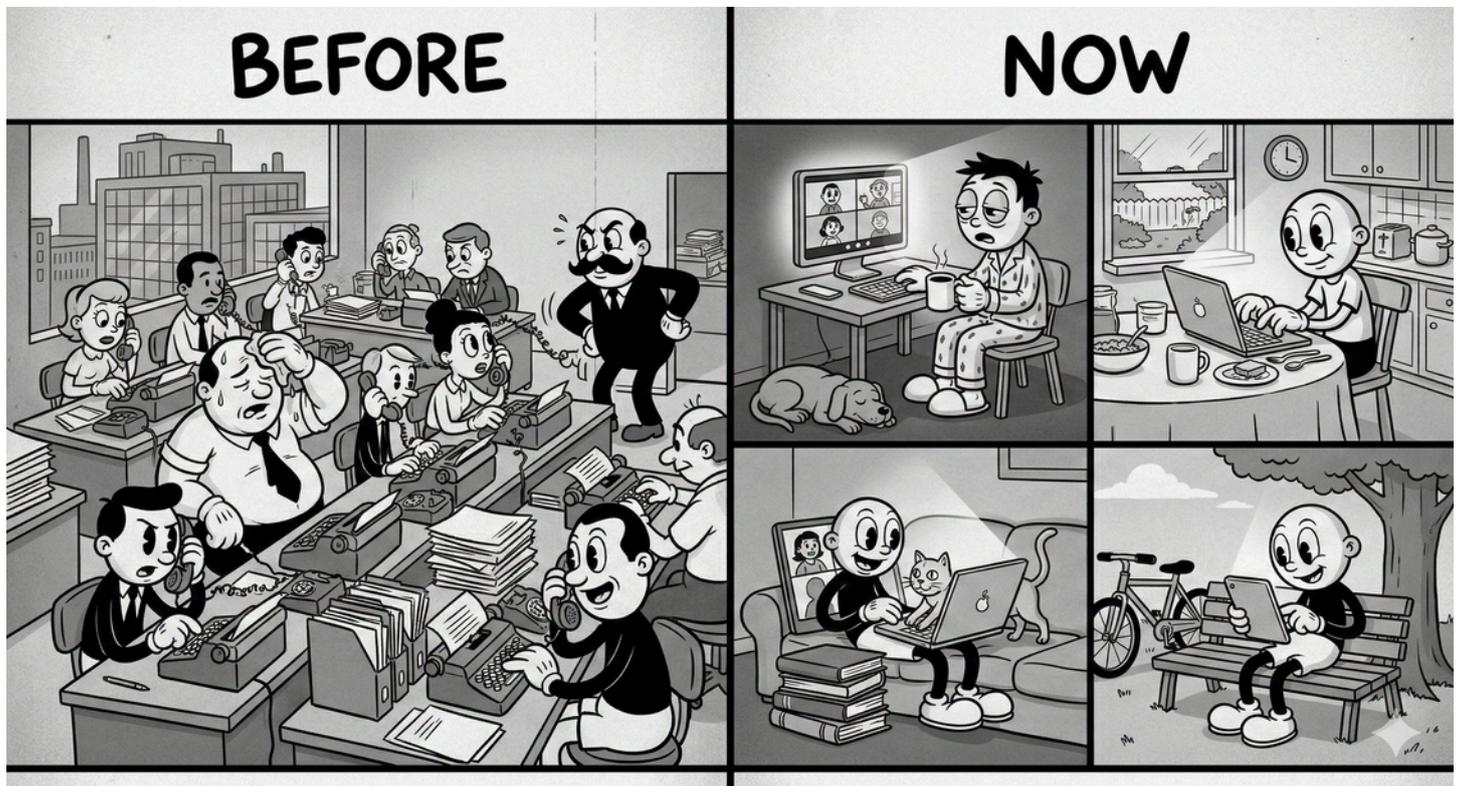
Family Life

useful vocabulary: Spend Quality time, To be "glued to" a screen, Multi-tasking, Digital distraction, Analog vs. Digital, Remote work / Study

The Living Room Shift: In the "Before" picture, the family is gathered around a radio and books. In the "Now" picture, they are in separate rooms or looking at separate screens. Which layout do you think is more common in your country?

Solitary Play: Look at the boy playing a handheld game outside. In the past, children usually played together or with physical toys. Does gaming alone have the same developmental benefits as playing with others?

The "Busy" Parent: We see a parent working at the breakfast table. Has technology made parents more "available" because they work from home, or *less* available because they are always working?



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Work

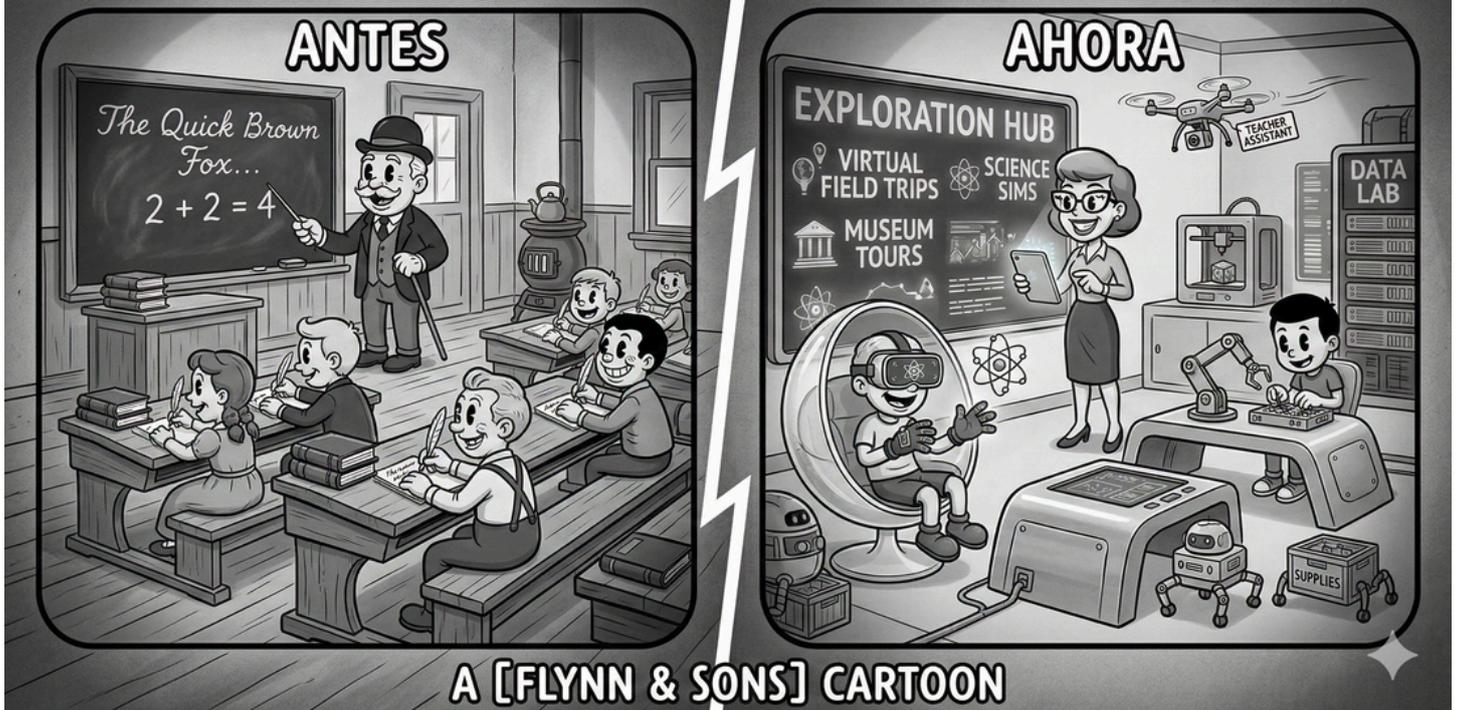
Useful vocabulary: Remote work / Telecommuting, Remote work / Telecommuting, Flexibility, Video conferencing.

Social Connection: The "Before" office is crowded and stressful, but people are physically together. The "Now" worker is alone with a dog or cat. Do you think remote workers feel lonely?

The "Always On" Culture: Looking at the person working on the sofa and at the park, is it a good thing that we can work anywhere, or does it mean we never truly stop working?

The Verdict: Many companies are now forcing employees to return to the office. Looking at these pictures, would you fight to stay "Now," or do you see the benefits of the "Before" setup?

ANTES Y AHORA: LA EDUCACIÓN EN EL TIEMPO



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Education

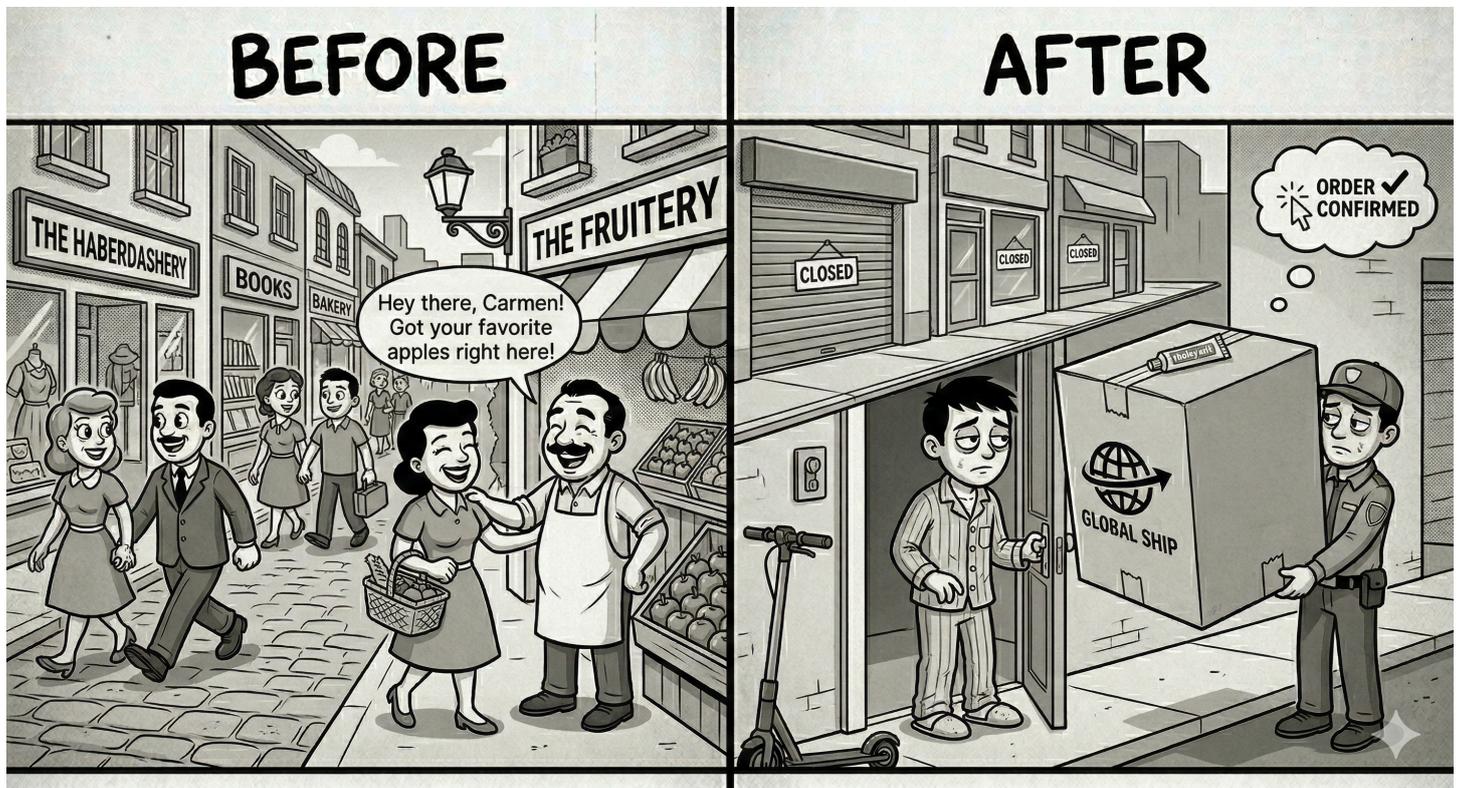
Useful vocabulary: Teacher-led vs. Student-centered, Cutting-edge technology, To engage, Discipline, Artificial Intelligence (AI). personalized learning

The Role of the Teacher: In the "Before" panel, the teacher is at the front with a cane. In the "Now" panel, the teacher is walking around with a tablet. How has the relationship between students and teachers changed?

The "Dumbing Down" Debate: Some argue that technology like "Science Sims" makes learning too easy and that students no longer learn the "basics" (like the $2+2=4$ on the old board). Do you agree?

The Future of Classrooms: Do you think we will eventually replace human teachers with "Teacher Assistant" drones like the one in the picture? Why or why not?

The Verdict: If you were a student, which classroom would you prefer to spend 6 hours a day in? Which one do you think would actually prepare you better for a real job?



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Shopping

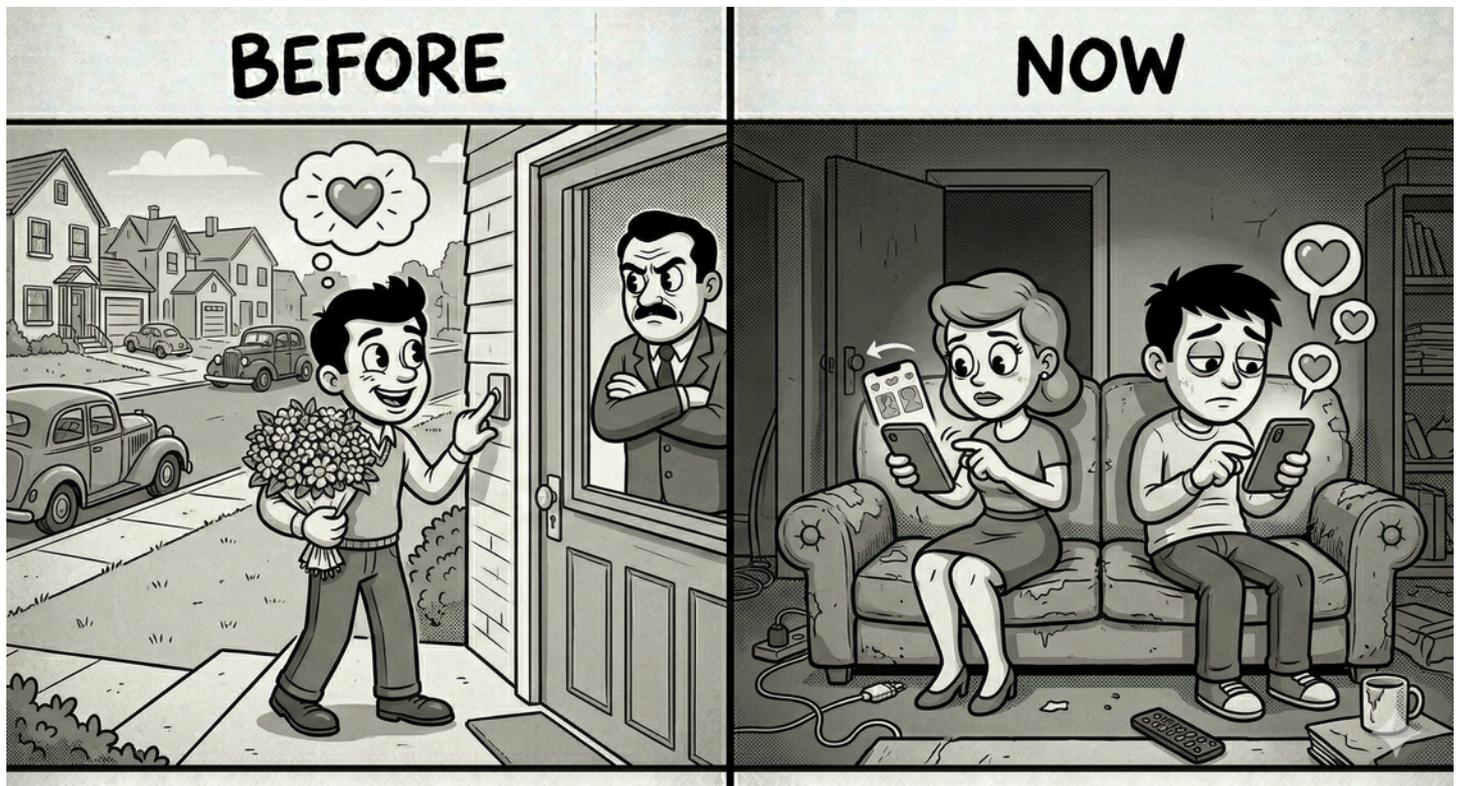
Useful vocabulary: physical shops close down, impersonal, Personalized service, Doorstep delivery

Community Connection: In the "Before" panel, the shopkeeper knows the customer's name (Carmen). Do you think it's important to have a personal relationship with the people you buy from?

The "Ghost Town" Effect: Look at the "After" panel with the shuttered shops. How does it make you feel to see a street where all the local businesses have closed down?

Convenience vs. Experience: Online shopping is clearly faster and easier (you can even do it in your pajamas!). Is that convenience worth the loss of the "shopping experience" shown in the first picture?

The Verdict: If you had to choose, would you prefer a world with only "Before" shopping (limited choice, but high social interaction) or only "After" shopping (infinite choice, but no social interaction)?



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Dating

Useful vocabulary: Dating apps, To make a good impression, Ghosting,

Safety vs. Privacy: Modern dating apps allow you to learn a lot about someone before you meet them. Is this safer than the "Before" method, or does it take away the mystery of getting to know someone?

The Environment: Look at the background of the "Now" panel—the room is messy, and the sofa is torn. Does this suggest that digital dating has made us "lazy" in other areas of our lives?

The Verdict: If you were looking for a long-term partner, which "system" do you think works better? The high-pressure, face-to-face style of the past, or the high-volume, digital style of today?