Maturitní okruhy z předmětu **ANGLICKÝ JAZYK**

Školní rok 2025/2026

Obor: Informační technologie

1. The Czech Republic and Prague

1.a Google maps, Mapy.cz, Traveling with IT.

● GPS, finding the location. Triangulation. Planning the route with Google Maps or Mapy.cz. Real-time traffic updates and navigation.

2. Great Britain and London

2.a Smart Payments.

● Smart payments, contactless payment. Apple pay, Google pay, NFC, token, digital wallet. Smartphone, smartwatch, ring. Pros and cons. Wireless technology

3. Mass media and communication

3.a Social media.

● Social media platforms (cloud, database, backend), Positives and negatives, communication medium.

4. My Hometown

4.a Smart Technologies in towns and cities.

● Smart cities, IoT. Smart city systems (smart public transport, smart street lightning, smart waste management, smart parking systems, smart city communication with citizens). Smart decision making. Cons and pros.

5. Housing and living

5.a Smart home - kitchen and living room.

● Smart home technology. Smart devices, automation, Wi-Fi, Bluetooth, router. Smart devices in the kitchen and living room. Smart security systems. Control (app, voice assistant). Benefits and risks.

6. Health and diseases, healthy lifestyle

6.a Healthy or unhealthy lifestyle and IT.

● Fitness trackers, health apps, smartwatches. Screen time. Positives of IT for a Healthy Lifestyle. Negatives of IT for a Healthy Lifestyle.

7. Society and problems of today's world

7.a The impact of Social Media on our daily lives.

● Effect of the SM on our behaviour and time. How social media uses our data. Basic risks. Positives of Social Media. Negatives of Social Media.

8. Internet, role, benefits, vlogging and social media

8.a Comparing the positive and negative impact of Social Media.

● Good and bad effects of social media. Examples. Positive Impact of Social Media. Negative Impact of Social Media.

9. Shopping

9.a Shopping and IT.

● Online shopping. Data use and AI for ads. VPN. Pros and cons of online shopping.

10. Traveling and transport, holiday, accommodation

10.a IT in traveling.

● Booking.com and similar platforms. E-tickets and QR codes. Pros of online booking.

11. Arts and culture

11.a Social Media as a part of young people´s culture and life.

● Trends and language in SM era. Memes, viral, influencers, and online identity. Positives and risks. Social media as a daily part of life for most young people. OTT Platforms.

12. Eating habits in the Czech Republic and the UK or the USA

12.a Eating habits, meals, ordering meals using IT.

● Positives and negatives of online ordering. Food tracking or nutrition apps.

13. Jobs and my future career

13.a The ergonomics in the workplace.

● The meaning of ergonomics. The 90-degree rule. Ergonomic equipment. Health problems from bad ergonomics.

14. Looking for a Job, Cover Letter, CV

14.a Working in IT.

● What are typical positions in IT? What education, certificates and exams are applicable for IT positions? Internships - benefits for students and employers. Career planning. Job interview specifics. Competitive gaming and e-sports as a “real career”.

15. Sports and games

15.a Gaming - right or wrong?

● Benefits and problems of gaming. How games help skills. Risks. Why Gaming Can Be Good. Competitive gaming or eSports. Social connections. Communities. Why Gaming Can Be a Problem. Physical health problems. Mental health problems. Time. Money.

16. Festivals and celebrations

16.a Buying tickets online.

● The process of buying a ticket online. QR codes. Pros and cons . Process of buying a ticket online.

17. Schools and education in the Czech Republic and the UK

17.a IT in education.

● Examples of digital tools in education. Benefits for students and teachers. Applications. Wireless communication. Online courses. Online education, e-learning and traditional teaching - cons and pros.

18. Hobbies and Free time activities

18.a Gaming as a part of family life.

● Families can enjoy gaming together. Positives and risks. Benefits and problems of gaming. How games help skills. Risks. Why Gaming Can Be Good. Competitive gaming or eSports. Social connections. Communities. Why Gaming Can Be a Problem. Physical health problems. Mental health problems. Time. Money.

19. Family and Personal Description

19.a Family and IT.

● How families use IT at home. Shared apps or activities. Smart Watches and Fitness Tech. Gaming. Streaming. Video Calls and Messaging. Smart Homes. Online Shopping. Planning a vacation. Learning Together.

20. Weather, Climate, Environment

20.a Wireless communication.

● Wireless communication. How devices connect without cables. Types of wireless connections and wireless devices. Pros and cons (risks) of wireless tech.

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