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Despite being an essential tool for public-awareness, media also poses several threats for public. It is evident from the spread of false information motivated by media's preference of broadcasting controversial content over accurate news - Especially, social media can magnify such controversies making it thrive - Consequently, public cannot distinguish between truth and lie, resulting in confusion - Another problem is the over-simplification of convoluted problems and amplification of the minor ones, giving rise to a divided and extremist public opinion - Moreover, the excessive information results in perplexity in thoughts, leaving no room for critical thinking - Media also creates contradicting social norms, fueling the existing disorientation - Additionally, materialistic motives of media owners damage the essence of society, thus strengthening the existing chaos -

119 WordsTitle: Negative Impacts of Media

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Reading Comprehension

Q1.

Sportsmanship is conceptualized as a relatively stable characteristics in sport & compared to individuals who differ greatly in behavior towards different sports situation.

It is shown as a nearly permanent set of values and norms - Generally, those values include being fair, self-restraint, courageous, consistent and ensuring maintenance of high interpersonal skills -

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Q2-

Four key elements of sportsmanship include good form, determination for victory, equity, and fairness. Yet, the balance is required among all of them - If one of

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them gets out of balance, such as when the ~~will~~ will to win surpasses other values, like fairplay and equity, they become self-centered - This causes an illusion of sportsmanship but is actually defeating its purpose -

Q3.

When a player is too consumed by his will to win, and lacks regard for fairplay and equity, they turn him into a self-centered player. He

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thinks that he is being a good sportsman but in reality, the soul of sportsmanship is destroyed - In this way, the player's will to win contradicts with equity and fairplay.

Q4.

Sore loser and bad winner are the two terminologies describing two different behaviors after a game - A sore loser is the one who loses the game and instead of taking responsibility, he blames other people, circumstances, and other petty issues. He does not accept his defeat and lacks self-reflection on that. On the other hand, bad winners win a game and starts showing-off

his successes and looks down on the losing team - Both of these behaviors impact Sportsmanship in a negative way -

Antonyms

- | | | |
|------------------|--------------|------|
| 1- Awry: | Even ✓ | |
| 2- Brittle: | Pliable ✓ | |
| 3- Castigate: | Punish X | |
| 4- Decrepit: | Sturdy ✓ | |
| 5- Composure: | Unrest ✓ | 8/10 |
| 6- Deify: | Eulogize X | |
| 7- Concurrence: | Discard ✓ | |
| 8- Accomplice: | Foe ✓ | |
| 9- Wanton: | Decent ✓ | |
| 10- Vicissitude: | Stagnation ✓ | |