

Reading Lesson

A2 Services: Coffee, Tea, or ... Movie

Reading

Read the text about entertainment during airplane flights. How have airline entertainment options changed over the years? Underline the entertainment improvements mentioned in each paragraph.

Coffee, Tea, or ... Movie

There is one problem with flying a long distance. It takes a long time, and that means that passengers can get bored. They might take a book to read or talk to other passengers, but they also need “in-flight entertainment.” When people began to travel in large numbers in the 1960s and '70s, airlines offered services during the flight. The cabin crew gave the passengers food and showed a movie during the flight. There was no choice of movie, but it was better than doing nothing.



In the mid-'80s, some airlines started to offer an audio service. Passengers could wear headphones and listen to different music channels. For the first time, passengers could choose their entertainment. However, movies still appeared on TV screens above the passengers. The cabin crew could play different movies using video cassettes, but all passengers watched the same movie at the same time.

In the '90s, screens started to appear in the backs of seats. Each passenger had their own screen and a hand-held controller. Over the next 20 years, they became more common, and today most large passenger planes have entertainment systems with many movies and TV shows to choose from. Many of them provide the ability to play simple video games, often with passengers sitting in other parts of the plane. You can also send text messages and emails to people on the ground.

An internet connection in the air is also becoming more common. Passengers can communicate with people and read or watch things online, although it is too slow to play online games. The internet connection can also disappear when the plane flies over the ocean.

It isn't clear what is going to happen in the future. Perhaps airlines are going to provide more exciting forms of entertainment, such as virtual reality. Or perhaps in-flight entertainment is no longer important since we all carry our own devices everywhere.

Vocabulary

Choose the correct option.

- An ... is a company that flies people to different places.

| | | |
|-----------|------------|-----------|
| a airship | b aircraft | c airline |
|-----------|------------|-----------|
- The ... takes care of the people traveling on an airplane.

| | | |
|---------------|---------------|--------------|
| a plane staff | b air workers | c cabin crew |
|---------------|---------------|--------------|

Reading Lesson

3. All the ... showed their passports to get on the plane.
- a passengers b customers c clients
4. You need an internet ... to look at a website.
- a position b relationship c connection
5. When we fly over the ocean, the internet connection may ...
- a disappear. b remove. c throw away.

Comprehension

Choose the correct word or phrase.

1. Before the '80s, passengers **had** / **didn't have** a lot of choice of entertainment.
2. The first kind of entertainment passengers could choose was **music** / **video**.
3. In the '90s, entertainment systems with many movies **first appeared** / **were common**.
4. Today passengers can play video games with people on the **ground** / **plane**.
5. In-flight entertainment may be **more** / **less** important in the future because we all carry devices.

Thinking

What do you think is going to happen in the future of in-flight entertainment?