

英国媒体监管机构英国通信管理局（Ofcom）的一份报告显示，2019年，英国半数的十岁儿童拥有自己的智能手机。九至十岁的低龄机主人数量翻了一番，该年龄段被英国通信管理局称为“数码自主的年龄”。

For the first time, half of Britain's 10-year-olds now own a smartphone. But the **nature** of innovation on the web means it is getting harder for parents to keep up with them. Compared to even a year ago, the **range** of **platforms** and apps being used has grown sharply, with a particularly **striking rise** in use of WhatsApp, Tik Tok and Twitch – less so Instagram, and Facebook is so 2018!

英国十岁儿童中半数拥有智能手机，这是史无前例的。但网络创新的本质意味着家长们越来越难以跟上孩子们的步伐。仅与一年前相比，人们使用的网络平台和移动应用程序种类已大幅增长。其中，瓦次普（WhatsApp）、抖音（Tik Tok）和“Twitch”（游戏直播平台）的使用量增长尤为明显。照片墙（Instagram）的涨势相对较弱，而脸书（Facebook）已是早在2018年流行的社交平台了。

Two million parents now think the internet does more harm than good. That's despite the growth in online **activism** with older kids more likely to sign petitions or promote **causes**.

现在有两百万名家长认为网络的影响弊大于利。尽管与此同时，网络行动主义有所发展——年龄较大的孩子们更有可能通过网络签署请愿书或推动公益事业。

One of the most striking developments is the growth in **gaming**, particularly among girls. Just under half of five to fifteen-year-old girls play games online, up from 39% in 2018. In short, children are spending much more time online doing a far broader range of things and getting **hooked** on the internet at an ever earlier age.

最引人注目的一大发展是玩电子游戏人数的增长，尤其是在女孩子当中。有将近半数的五至十五岁女生在玩网络游戏，而在 2018 年这一比例是 39%。总之，儿童上网的时间越来越长、做的事情种类更广、沉迷网络的年龄也越来越小。

1. 词汇表

nature	本质
range	种类，范围
platforms	平台
striking rise	显著的增长
activism	行动主义
causes	事业，原则，理想
gaming	玩电子游戏
hooked	入迷的，上瘾的

2. 阅读理解：请在读完上文后，回答下列问题。（答案见下页）

1. Compared to last year, how much more are children using the range of apps and platforms?

2. True or false? *More girls than boys are now gaming.*

3. Who is worried that the internet is doing more harm than good?

4. What is happening to the age of children who are getting hooked on the internet?

3. 答案

1. Compared to last year, how much more are children using the range of apps and platforms?

Compared to even a year ago, the range of platforms and apps being used has grown sharply – which means they are being used much more than even a year ago.

2. True or false? *More girls than boys are now gaming.*

False. This is not said, but the research has found that there is a growth in gaming, particularly among girls.

3. Who is worried that the internet is doing more harm than good?

Two million parents now think the internet does more harm than good.

4. What is happening to the age of children who are getting hooked on the internet?

Children are getting hooked on the internet at an ever earlier age.