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Level 5

'World of Warcraft' loses 2 million players 29th July, 2013

http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-5.html

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Please try Level 4 (easier) and the 26-page Level 6 (harder).

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THE READING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-5.html

"World of Warcraft", a very popular online game, is losing subscribers. Over 600,000 have left in the past three months and almost two million in 2013. At the start of the year, Activision Blizzard, owners of the game, had 9.6 million subscribers. That figure is now 7.7 million. However, it is still easily the world's most popular massively multiplayer online role-playing game (MMORPG). Analysts are saying the drop is due to fierce competition from popular multiplayer online battle arena (MOBA) games like "League" of Legends," which has 12 million active daily players.

Despite this downturn, Activision is pushing ahead to get greater independence. CEO Bobby Kotick is spearheading an \$8.2billion buyout to be the biggest shareholder again. He wants to buy 429 million shares back from French telecoms and entertainment giant Vivendi, which holds a 61 per cent stake in Activision. This would fall to 12 per cent if the acquisition is successful. Mr Kotick has been CEO since 1991. He believes in the future of online subscriptions. He oversaw the success of "World of Warcraft" and another Activision smash hit, "Call Of Duty".

http://www. ft.com/intl/cms/s/0/23640708-f59e-11e2-94e9-00144 feabdc0.html #axzz2a Eovkd Kmloren School (1998) and the substitution of the suSources:

http://news.sky.com/story/1120865/world-of-warcraft-loses-600000-subscribers

http://www.ibtimes.com/wow-world-warcraft-subscribers-down-77-million-could-league-legends-

dota-2-be-blame-1361025

MATCHING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-5.html

PARAGRAPH ONE:

1. losing a. have left

2 Over 600,000 b. players

3. owners c. playing game (MMORPG)

4. it is still easily the d. subscribers

5. massively multiplayer online role- e. (MOBA) games

6. due to fierce f. of the game

7. multiplayer online battle arena g. competition

8. 12 million active daily h. world's most popular

PARAGRAPH TWO:

1. Despite a. an \$8.2billion buyout

2 pushing b. giant

3. get greater c. this downturn

4. spearheading d. is successful

5. telecoms and entertainment e. ahead

6. a 61 per cent f. hit

7. if the acquisition g. independence

8. smash h. stake

LISTEN AND FILL IN THE GAPS

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-5.html

"World of Warcraft", a very popula	r online game, (1)
Over 600,000 (2)	three months and almost two
million in 2013. At the start of th	e year, Activision Blizzard, owners of the
game, had (3)	That figure is now 7.7 million.
However, it is still easily the world	d's (4) multiplayer
online role-playing game (MMORPG	G). Analysts are (5)
to fierce competition from popular	r multiplayer online battle arena (MOBA)
games like "League of Legends," w	hich has 12 (6)
Despite this downturn, Activision i	s (7) get greater
independence. CEO Bobby Kotick	(8) \$8.2billion
buyout to be (9)	again. He wants to buy 429 million
shares back from French telecoms	s and entertainment giant Vivendi, which
holds (10)	Activision. This would fall to 12 per cent
if the (11)	. Mr Kotick has been CEO since 1991. He
believes in the future of online su	ubscriptions. (12)
"World of Warcraft" and another Ac	tivision smash hit. "Call Of Duty".

ONLINE GAMING SURVEY

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-5.html

Write five GOOD questions about online gaming in the table. Do this in pairs. Each student must write the questions on his / her own paper.

When you have finished, interview other students. Write down their answers.

	STUDENT 1	STUDENT 2	STUDENT 3
Q.1.			
Q.2.			
Q.3.			
Q.4.			
Q.5.			

- Now return to your original partner and share and talk about what you found out. Change partners often.
- Make mini-presentations to other groups on your findings.

WRITE QUESTIONS & ASK YOUR PARTNER(S)

Stude	ent A: Do not show these to your speaking partner(s).
a)	
b)	
c)	
d)	
e)	
f)	
g)	
h)	
	'World of Warcraft' loses 2 million players – 29th July, 2013 More free lessons at www.BreakingNewsEnglish.com
	ITE QUESTIONS & ASK YOUR PARTNER(S) ent B: Do not show these to your speaking partner(s).
a)	
b)	
c)	
d)	
e)	
f)	
g)	
h)	

FREE WRITING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-5.html

Vrite about online gaming for 10 minutes. Comment on your partner's paper.					