# www.Breaking News English.com

## Ready-to-Use English Lessons by Sean Banville

## Level 6
## Minecraft video "more popular than Bieber"

### 10th March, 2014

http://www.breakingnewsenglish.com/1403/140310-minecraft.html

## Contents

## Please try Levels 4 and 5 (they are easier).

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# THE ARTICLE

The online game Minecraft can be cause for concern for parents, who see their children spend endless hours immersed in a cyber-world. However, for a 23-year-old English man, the game has made him millions of fans and a good deal of money too. Joseph Garrett makes a full-time living by making YouTube videos about his exploits in Minecraft. He gets up to 30 million hits a week, which is more than the official Justin Bieber and One Direction channels. His uploads might also make him a small fortune, without having to leave his bedroom. He has become a celebrity in the Minecraft gaming community. He told the BBC: "I'm really happy, I'm not going to lie, I think I've got the best job in the world."

Minecraft has over 100 million registered users around the world. Education professionals are saying it could be a very useful tool in the classroom. The website gamepedia.com says: "Minecraft can have huge educational benefits for children; it can help teach numerous subjects both with and without adult involvement." It added that: "Learning in Minecraft can be faster than traditional methods of education, as children are often far more motivated, get more practice, and feel that what they are learning is useful." The site says children naturally pick up skills in reading, writing, maths, geometry, music and science while playing the game. They can also learn social skills and computer coding.

# WARM-UPS

**1. ONLINE GAMES:** Students walk around the class and talk to other students about online games. Change partners often and share your findings.

**2. CHAT:** In pairs / groups, decide which of these topics or words from the article are most interesting and which are most boring.

*online / concern / millions / exploits / official / celebrity / gaming / community / lie / registered / educational / professionals / benefits / involvement / motivated / coding*

Have a chat about the topics you liked. Change topics and partners frequently.

**3. GAMING:** What could online games be useful for? Complete this table with your partner(s). Change partners often and share what you wrote.

|  | How could games help? | Would you play the game? |
|---|---|---|
| School |  |  |
| Job interviews |  |  |
| Relationships |  |  |
| Apologising |  |  |
| Sports |  |  |
| English |  |  |

**4. EDUCATION:** Students A **strongly** believe online learning is best; Students B **strongly** believe books are best. Change partners again and talk about your conversations.

**5. GAMES:** Rank these with your partner. Put the best at the top. Change partners often and share your rankings.

- combat games
- sports games
- fashion games
- sandpit games

- driving games
- fantasy games
- business games
- English games

**6. YOUTUBE:** Spend one minute writing down all of the different words you associate with the word "YouTube". Share your words with your partner(s) and talk about them. Together, put the words into different categories.

# BEFORE READING / LISTENING

**1. TRUE / FALSE:** Read the headline. Guess if a-h below are true (T) or false (F).

| | | |
|---|---|---|
| a. | The article says Minecraft is concerned about parents. | T / F |
| b. | The article says some children spend 23 hours a day playing Minecraft. | T / F |
| c. | A man's Minecraft videos get 30 million hits a week on YouTube. | T / F |
| d. | The man said he has the best job in the world. | T / F |
| e. | There are fewer than 10 million registered Minecraft users worldwide. | T / F |
| f. | Gamepedia.com says it's best for kids to play Minecraft with adults. | T / F |
| g. | Gamepedia said kids can learn quicker when they use Minecraft. | T / F |
| h. | Kids can learn to interact with others socially when playing Minecraft. | T / F |

**2. SYNONYM MATCH:** Match the following synonyms from the article.

| | | | | |
|---|---|---|---|---|
| 1. | cause | | a. | conventional |
| 2 | immersed | | b. | big money |
| 3. | a good deal of | | c. | signed up |
| 4. | a small fortune | | d. | absorbed |
| 5. | community | | e. | driven |
| 6. | registered | | f. | learn |
| 7. | benefits | | g. | reason |
| 8. | traditional | | h. | circle |
| 9. | motivated | | i. | merits |
| 10. | pick up | | j. | lots of |

**3. PHRASE MATCH:** (Sometimes more than one choice is possible.)

| | | | | |
|---|---|---|---|---|
| 1. | cause for | | a. | gaming community |
| 2 | spend endless hours immersed | | b. | users |
| 3. | a good deal | | c. | exploits in Minecraft |
| 4. | making YouTube videos about his | | d. | more motivated |
| 5. | a celebrity in the Minecraft | | e. | numerous subjects |
| 6. | 100 million registered | | f. | concern for parents |
| 7. | a very useful | | g. | up skills in reading |
| 8. | it can help teach | | h. | in a cyber-world |
| 9. | children are often far | | i. | tool in the classroom |
| 10. | children naturally pick | | j. | of money |

# GAP FILL

The online game Minecraft can be (1) _____ for concern for parents, who see their children spend endless hours (2) _____ in a cyber-world. However, for a 23-year-old English man, the game has made him millions of fans and a good (3) _____ of money too. Joseph Garrett makes a full-time (4) _____ by making YouTube videos about his exploits in Minecraft. He gets up to 30 million hits a week, which is more than the (5) _____ Justin Bieber and One Direction channels. His uploads might also make him a small (6) _____, without having to leave his (7) _____. He has become a celebrity in the Minecraft gaming community. He told the BBC: "I'm really happy, I'm not going to (8) _____, I think I've got the best job in the world."

*fortune*

*bedroom*

*living*

*immersed*

*lie*

*cause*

*official*

*deal*

Minecraft has over 100 million registered (9) _____ around the world. Education professionals are saying it could be a very useful (10) _____ in the classroom. The website gamepedia.com says: "Minecraft can have huge educational (11) _____ for children; it can help teach numerous subjects both with and without adult (12) _____." It added that: "Learning in Minecraft can be faster than traditional (13) _____ of education, as children are often far more motivated, get more practice, and (14) _____ that what they are learning is useful." The site says children naturally (15) _____ up skills in reading, writing, maths, geometry, music and science while playing the game. They can also learn social skills and computer (16) _____.

*feel*

*coding*

*tool*

*methods*

*users*

*involvement*

*benefits*

*pick*

# LISTENING – Guess the answers. Listen to check.

1) The online game Minecraft can be cause for _____
   a. concerns for parents
   b. concern for parenting
   c. concern for parentage
   d. concern for parents

2) their children spend endless hours immersed _____
   a. in a cyber-worlds
   b. in the cyborg-world
   c. in a cyber-world
   d. in a side-world

3) the game has made him millions of fans and a good _____ too
   a. deal of money
   b. dealt of money
   c. dole of money
   d. dull of money

4) His uploads might also make him _____
   a. a small fortunate
   b. a small fortunes
   c. a small fortune
   d. a small fortunately

5) He has become a celebrity in the Minecraft _____
   a. game in community
   b. game on community
   c. gaming community
   d. gay mine community

6) Minecraft has over 100 million _____
   a. registered users
   b. registered usages
   c. registered usage
   d. registered user

7) Education professionals are saying it could be a very useful _____
   a. tool in the classroom
   b. fool in the classroom
   c. pool in the classroom
   d. stool in the classroom

8) The website gamepedia.com says: "Minecraft can have _____
   a. huge educationally benefits
   b. huge educational benefits
   c. huge education all benefits
   d. huge educate shall all benefits

9) help teach numerous subjects both with and without _____
   a. adult involve meant
   b. adult involvements
   c. adult evolve meant
   d. adult involvement

10) They can also learn social skills _____
   a. and computer coding
   b. and computer coping
   c. and computer coming
   d. and computer coring

# LISTENING – Listen and fill in the gaps

The online game Minecraft (1) _____ concern for parents, who see their children spend endless (2) _____ a cyber-world. However, for a 23-year-old English man, the game has made him millions of fans (3) _____ money too. Joseph Garrett makes a full-time living by making YouTube videos (4) _____ Minecraft. He gets up to 30 million hits a week, which is more than the official Justin Bieber and One Direction channels. His uploads might also make (5) _____, without having to leave his bedroom. He has become a celebrity in the Minecraft gaming community. He told the BBC: "I'm really happy, (6) _____, I think I've got the best job in the world."

Minecraft has over 100 million (7) _____ the world. Education professionals are saying it could be a very useful tool in the classroom. The website gamepedia.com says: "Minecraft can have huge (8) _____ children; it can help teach numerous subjects both with and without adult involvement." It added that: "Learning in Minecraft can be (9) _____ methods of education, as children are often (10) _____, get more practice, and feel that what they are learning is useful." The site says children (11) _____ in reading, writing, maths, geometry, music and science while playing the game. They can also learn social (12) _____.

# COMPREHENSION QUESTIONS

**1.** Who does Minecraft cause concern for?

**2.** In what kind environment do children immerse themselves in for endless hours?

**3.** How many views per week do Mr Garrett's YouTube videos get?

**4.** Where does Mr Garrett work?

**5.** What does Mr Garrett think about his job?

**6.** How many people around the world have registered with Minecraft?

**7.** What kind of benefits did Gamepedia.com say Minecraft had for children?

**8.** What might Minecraft be faster than?

**9.** What might students feel about learning via Minecraft?

**10.** What computer skill did the article mention at the end?

# MULTIPLE CHOICE - QUIZ

1. Who does Minecraft cause concern for?

   a) website owners

   b) children

   c) robots

   d) parents

2. In what kind environment do children immerse themselves in for endless hours?

   a) a polluted one

   b) a cyber-world

   c) a natural one

   d) a learning environment

3. How many views per week do Mr Garrett's YouTube videos get?

   a) 3.3 million

   b) 300 million

   c) 30,000,000

   d) 300,000

4. Where does Mr Garrett work?

   a) in his bedroom

   b) at Minecraft, London

   c) in a recording studio

   d) YouTube HQ

5. What does Mr Garrett think about his job?

   a) so-so
   b) he wants to change it

   c) it's the best

   d) it's to noisy

6. How many people around the world have registered with Minecraft?

   a) 100

   b) 100,000,000

   c) 100,000

   d) 100,000,000,000

7. What kind of benefits did Gamepedia.com say Minecraft had for children?

   a) environmental ones

   b) financial ones

   c) economic ones

   d) educational ones

8. What might Minecraft be faster than?

   a) traditional education

   b) download speeds

   c) X-Box

   d) Grand Theft Auto 5

9. What might students feel about learning via Minecraft?

   a) textbooks are better

   b) it's not so serious

   c) it's more useful

   d) it's super-cool

10. What computer skill did the article mention at the end?

    a) motherboard design

    b) coding

    c) downloading

    d) browsing

# ROLE PLAY

**Role  A – Combat games**

You think combat games are the most exciting. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the least interesting of these (and why): sports games, driving games or fantasy games.

**Role  B – Sports games**

You think sports games are the most exciting. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the least interesting of these (and why): combat games, driving games or fantasy games.

**Role  C – Driving games**

You think driving games are the most exciting. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the least interesting of these (and why): sports games, combat games or fantasy games.

**Role  D – Fantasy games**

You think fantasy games are the most exciting. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the least interesting of these (and why): sports games, driving games or combat games.

# AFTER READING / LISTENING

**1. WORD SEARCH:** Look in your dictionary / computer to find collocates, other meanings, information, synonyms … for the words 'online' and 'game'.

| online | game |
|--------|------|
|        |      |

- Share your findings with your partners.
- Make questions using the words you found.
- Ask your partner / group your questions.

**2. ARTICLE QUESTIONS:** Look back at the article and write down some questions you would like to ask the class about the text.
- Share your questions with other classmates / groups.
- Ask your partner / group your questions.

**3. GAP FILL:** In pairs / groups, compare your answers to this exercise. Check your answers. Talk about the words from the activity. Were they new, interesting, worth learning…?

**4. VOCABULARY:** Circle any words you do not understand. In groups, pool unknown words and use dictionaries to find their meanings.

**5. TEST EACH OTHER:** Look at the words below. With your partner, try to recall how they were used in the text:

| | |
|---|---|
| • concern | • users |
| • endless | • tool |
| • gets | • huge |
| • small | • methods |
| • leave | • pick |
| • lie | • also |

# ONLINE GAMES SURVEY

Write five GOOD questions about online games 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.

# ONLINE GAMES DISCUSSION

STUDENT A's QUESTIONS (Do not show these to student B)

a)   What did you think when you read the headline?

b)   What springs to mind when you hear the word 'online game'?

c)   What do you know about Minecraft?

d)   What's your favourite online game?

e)   Are online games good or bad for you? Why?

f)   Is it OK to spend endless hours playing online games?

g)   How can parents get kids to study more and play online games less?

h)   What's your favourite YouTube channel and why?

i)   What do you think it's like to be a gaming celebrity?

j)   What is the best job in the world?

*Minecraft video "more popular than Bieber" – 10th March, 2014*
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# ONLINE GAMES DISCUSSION

STUDENT B's QUESTIONS (Do not show these to student A)

a)   Did you like reading this article? Why/not?

b)   Would you like to learn using Minecraft (or other online games)?

c)   How useful do you think games are in the classroom?

d)   How can online games be better than textbooks?

e)   Should schools use online games more in the classroom?

f)   How could online games make children learn more?

g)   Will computers put an end to many traditional methods of learning?

h)   Is it better for students to pick up skills or to learn them in class?

i)   How important is it for children to learn computer coding?

j)   What questions would you like to ask the creator of Minecraft?

# DISCUSSION (Write your own questions)

<u>STUDENT A's QUESTIONS (Do not show these to student B)</u>

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

------------------------------------------------------------------------

# DISCUSSION (Write your own questions)

<u>STUDENT B's QUESTIONS (Do not show these to student A)</u>

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

# LANGUAGE - CLOZE

The online game Minecraft can be (1) _____ for concern for parents, who see their children spend endless hours (2) _____ in a cyber-world. However, for a 23-year-old English man, the game has made him millions of fans and a good deal of money too. Joseph Garrett makes a full-time (3) _____ by making YouTube videos about his exploits in Minecraft. He gets up to 30 million (4) _____ a week, which is more than the official Justin Bieber and One Direction channels. His uploads might also make him a small fortune, without (5) _____ to leave his bedroom. He has become a celebrity in the Minecraft gaming (6) _____. He told the BBC: "I'm really happy, I'm not going to lie, I think I've got the best job in the world."

Minecraft has over 100 million registered (7) _____ around the world. Education professionals are saying it could be a very useful tool in the classroom. The website gamepedia.com says: "Minecraft can have huge educational (8) _____ for children; it can help teach numerous subjects both with and without adult (9) _____." It added that: "Learning in Minecraft can be faster than traditional methods of education, (10) _____ children are often far more motivated, get more practice, and feel that what they are learning is useful." The site says children naturally (11) _____ up skills in reading, writing, maths, geometry, music and science while playing the game. They can also learn social skills and computer (12) _____.

**Put the correct words from the table below in the above article.**

| | | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1. | (a) | cause | (b) | causal | (c) | caustic | (d) | because |
| 2. | (a) | immersion | (b) | immersing | (c) | immersed | (d) | immerses |
| 3. | (a) | working | (b) | breathing | (c) | living | (d) | operating |
| 4. | (a) | punches | (b) | slaps | (c) | smacks | (d) | hits |
| 5. | (a) | having | (b) | being | (c) | doing | (d) | taking |
| 6. | (a) | residents | (b) | community | (c) | clique | (d) | populace |
| 7. | (a) | losers | (b) | abusers | (c) | muses | (d) | users |
| 8. | (a) | homework | (b) | benefits | (c) | studying | (d) | assessments |
| 9. | (a) | compartment | (b) | internment | (c) | involvement | (d) | detriment |
| 10. | (a) | was | (b) | as | (c) | has | (d) | ease |
| 11. | (a) | nick | (b) | rock | (c) | suck | (d) | pick |
| 12. | (a) | digital | (b) | coding | (c) | circuit | (d) | CPU |

# SPELLING

**Paragraph 1**

1.    cause for <u>cncoren</u>

2.    endless hours <u>mmsderei</u> in a cyber-world

3.    making YouTube videos about his <u>elixtpos</u>

4.    make him a small <u>ornufet</u>

5.    He has become a <u>rciltybee</u>

6.    the Minecraft gaming <u>umnoymtci</u>

**Paragraph 2**

7.    100 million <u>eegreidtrs</u> users

8.    Education <u>ifsapnrsoeols</u>

9.    huge educational <u>bneetfsi</u>

10.    it can help teach <u>emusonur</u> subjects

11.    children are often far more <u>tmtiaovde</u>

12.    maths, <u>gtmeryoe</u>, music and science

# PUT THE TEXT BACK TOGETHER

**Number these lines in the correct order.**

(     )     educational benefits for children; it can help teach numerous subjects both with and

(     )     geometry, music and science while playing the game. They can also learn social skills and computer coding.

(     )     happy, I'm not going to lie, I think I've got the best job in the world."

(     )     Minecraft has over 100 million registered users around the world. Education

(     )     hours immersed in a cyber-world. However, for a 23-year-old English man, the game has made him millions

(     )     is useful." The site says children naturally pick up skills in reading, writing, maths,

(     )     of fans and a good deal of money too. Joseph Garrett makes a full-time living by making YouTube videos about his

(     )     methods of education, as children are often far more motivated, get more practice, and feel that what they are learning

(     )     professionals are saying it could be a very useful tool in the classroom. The website gamepedia.com says: "Minecraft can have huge

( **1** )     The online game Minecraft can be cause for concern for parents, who see their children spend endless

(     )     exploits in Minecraft. He gets up to 30 million hits a week, which is more than the official Justin Bieber and One Direction

(     )     channels. His uploads might also make him a small fortune, without having to leave

(     )     his bedroom. He has become a celebrity in the Minecraft gaming community. He told the BBC: "I'm really

(     )     without adult involvement." It added that: "Learning in Minecraft can be faster than traditional

# PUT THE WORDS IN THE RIGHT ORDER

1. for Minecraft concern can for be parents cause.

2. immersed in a cyber - world Children spend endless hours.

3. up million week gets 30 a He to hits.

4. might him fortune uploads make small His also a.

5. the Become Minecraft a gaming celebrity community in.

6. users registered million 100 over has Minecraft.

7. in the classroom It could be a very useful tool.

8. It subjects numerous teach help can

9. naturally pick up skills in reading The site says children.

10. can social computer They learn and also skills coding.

# CIRCLE THE CORRECT WORD (20 PAIRS)

The online game Minecraft can be cause for *concerning / concern* for parents, who see their children spend *ending / endless* hours immersed in a cyber-world. However, for a 23-year-old English man, the game has made him millions of *fans / enthusiasts* and a good *dealing / deal* of money too. Joseph Garrett makes a full-time *living / life* by making YouTube videos about his *exploits / exploitation* in Minecraft. He gets up to 30 million hits a week, which is more than the *officially / official* Justin Bieber and One Direction channels. His uploads might also make him a small *fortune / fortunate*, without having to leave his bedroom. He has become a celebrity in the Minecraft gaming *commune / community*. He told the BBC: "I'm really happy, I'm not going to *lie / liar*, I think I've got the best job in the world."

Minecraft has over 100 million registered *usages / users* around the world. Education professionals are saying it could be a very *useless / useful* tool in the classroom. The website gamepedia.com says: "Minecraft can have huge educational *beneficial / benefits* for children; it can help teach *numerals / numerous* subjects both with and without adult *involvement / involving*." It added that: "Learning in Minecraft can be *fastest / faster* than traditional methods of education, as children are often far more *motivated / motivating*, get more practice, and feel that what they are *learnt / learning* is useful." The site says children naturally pick *up / on* skills in reading, writing, maths, geometry, music and science while playing the game. They can also learn *social / socially* skills and computer coding.

**Talk about the connection between each pair of words in italics, and why the correct word is correct.**

# INSERT THE VOWELS (a, e, i, o, u)

Th_ _nl_n_ g_m_ M_n_cr_ft c_n b_ c__s_ f_r c_nc_rn f_r p_r_nts, wh_ s__ th__r ch_ldr_n sp_nd _ndl_ss h__rs _mm_rs_d _n _ cyb_r-w_rld. H_w_v_r, f_r _ 23-y__r-_ld _ngl_sh m_n, th_ g_m_ h_s m_d_ h_m m_ll__ns _f f_ns _nd _ g__d d__l _f m_n_y t__. J_s_ph G_rr_tt m_k_s _ f_ll-t_m_ l_v_ng by m_k_ng Y__T_b_ v_d__s _b__t h_s _xpl__ts _n M_n_cr_ft. H_ g_ts _p t_ 30 m_ll__n h_ts _ w__k, wh_ch _s m_r_ th_n th_ _ff_c__l J_st_n B__b_r _nd _n_ D_r_ct__n ch_nn_ls. H_s _pl__ds m_ght _ls_ m_k_ h_m _ sm_ll f_rt_n_, w_th__t h_v_ng t_ l__v_ h_s b_dr__m. H_ h_s b_c_m_ _ c_l_br_ty _n th_ M_n_cr_ft g_m_ng c_mm_n_ty. H_ t_ld th_ BBC: "_'m r__lly h_ppy, _'m n_t g__ng t_ l__, _ th_nk _'v_ g_t th_ b_st j_b _n th_ w_rld."

M_n_cr_ft h_s _v_r 100 m_ll__n r_g_st_r_d _s_rs _r__nd th_ w_rld. _d_c_t__n pr_f_ss__n_ls _r_ s_y_ng _t c__ld b_ _ v_ry _s_f_l t__l _n th_ cl_ssr__m. Th_ w_bs_t_ g_m_p_d__.c_m s_ys: "M_n_cr_ft c_n h_v_ h_g_ _d_c_t__n_l b_n_f_ts f_r ch_ldr_n; _t c_n h_lp t__ch n_m_r__s s_bj_cts b_th w_th _nd w_th__t _d_lt _nv_lv_m_nt." _t _dd_d th_t: "L__rn_ng _n M_n_cr_ft c_n b_ f_st_r th_n tr_d_t__n_l m_th_ds _f _d_c_t__n, _s ch_ldr_n _r_ _ft_n f_r m_r_ m_t_v_t_d, g_t m_r_ pr_ct_c_, _nd f__l th_t wh_t th_y _r_ l__rn_ng _s _s_f_l." Th_ s_t_ s_ys ch_ldr_n n_t_r_lly p_ck _p sk_lls _n r__d_ng, wr_t_ng, m_ths, g__m_try, m_s_c _nd sc__nc_ wh_l_ pl_y_ng th_ g_m_. Th_y c_n _ls_ l__rn s_c__l sk_lls _nd c_mp_t_r c_d_ng.

# PUNCTUATE THE TEXT AND ADD CAPITALS

the online game minecraft can be cause for concern for parents who see their children spend endless hours immersed in a cyber-world however for a 23-year-old english man the game has made him millions of fans and a good deal of money too joseph garrett makes a full-time living by making youtube videos about his exploits in minecraft he gets up to 30 million hits a week which is more than the official justin bieber and one direction channels his uploads might also make him a small fortune without having to leave his bedroom he has become a celebrity in the minecraft gaming community he told the bbc "i'm really happy i'm not going to lie i think i've got the best job in the world"

minecraft has over 100 million registered users around the world education professionals are saying it could be a very useful tool in the classroom the website gamepediacom says "minecraft can have huge educational benefits for children it can help teach numerous subjects both with and without adult involvement" it added that "learning in minecraft can be faster than traditional methods of education as children are often far more motivated get more practice and feel that what they are learning is useful" the site says children naturally pick up skills in reading writing maths geometry music and science while playing the game they can also learn social skills and computer coding

# PUT A SLASH ( / ) WHERE THE SPACES ARE

TheonlinegameMinecraftcanbecauseforconcernforparents,whose

etheirchildrenspendendlesshoursimmersedinacyber-world.Ho

wever,fora23-year-oldEnglishman,thegamehasmadehimmilli

onsoffansandagooddealofmoneytoo.JosephGarrettmakesafull-

timelivingbymakingYouTubevideosabouthisexploitsinMinecraft.H

egetsupto30millionhitsaweek,whichismorethantheofficialJustinBi

eberandOneDirectionchannels.Hisuploadsmightalsomakehimas

mallfortune,withouthavingtoleavehisbedroom.Hehasbecomeacel

ebrityintheMinecraftgamingcommunity.HetoldtheBBC:"I'mreally

happy,I'mnotgoingtolie,IthinkI'vegotthebestjobintheworld."Mine

crafthasover100millionregisteredusersaroundtheworld.Educatio

nprofessionalsaresayingitcouldbeaveryusefultoolintheclassroom.

Thewebsitegamepedia.comsays:"Minecraftcanhavehugeeducatio

nalbenefitsforchildren;itcanhelpteachnumeroussubjectsbothwith

andwithoutadultinvolvement."Itaddedthat:"LearninginMinecraftc

anbefasterthantraditionalmethodsofeducation,aschildrenareofte

nfarmoremotivated,getmorepractice,andfeelthatwhattheyarelea

rningisuseful."Thesitesayschildrennaturallypickupskillsinreading,

writing,maths,geometry,musicandsciencewhileplayingthegame.

Theycanalsolearnsocialskillsandcomputercoding.

# FREE WRITING

Write about **online games** for 10 minutes. (Minecraft for Hugo).

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# ACADEMIC WRITING

*Online games like Minecraft can be very useful for teachers to use in class.* Discuss.

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# HOMEWORK

**1. VOCABULARY EXTENSION:** Choose several of the words from the text. Use a dictionary or Google's search field (or another search engine) to build up more associations / collocations of each word.

**2. INTERNET:** Search the Internet and find out more about Minecraft. Share what you discover with your partner(s) in the next lesson.

**3. ONLINE GAMES:** Make a poster about online games. Show your work to your classmates in the next lesson. Did you all have similar things?

**4. MINECCRAFT:** Write a magazine article about using Minecraft in schools. Include imaginary interviews with people who are for and against it.

Read what you wrote to your classmates in the next lesson. Write down any new words and expressions you hear from your partner(s).

**5. WHAT HAPPENED NEXT?** Write a newspaper article about the next stage in this news story. Read what you wrote to your classmates in the next lesson. Give each other feedback on your articles.

**6. LETTER:** Write a letter to an education expert. Ask him/her three questions about online games. Give him/her three ideas to make them useful in the classroom. Read your letter to your partner(s) in your next lesson. Your partner(s) will answer your questions.

# ANSWERS

## TRUE / FALSE (p.4)

a F     b F     c T     d T     e F     f F     g T     h T

## SYNONYM MATCH (p.4)

1.   cause
2    immersed
3.   a good deal of
4.   a small fortune
5.   community
6.   registered
7.   benefits
8.   traditional
9.   motivated
10.  pick up

a.   reason
b.   absorbed
c.   lots of
d.   big money
e.   circle
f.   signed up
g.   merits
h.   conventional
i.   driven
j.   learn

## COMPREHENSION QUESTIONS (p.8)

1.   Parents
2.   Cyber-world
3.   Up to 30 million
4.   In his bedroom
5.   It's the best in the world
6.   100 million
7.   Educational benefits
8.   Traditional education methods
9.   What they learn is more useful
10.  Coding

## MULTIPLE CHOICE - QUIZ (p.9)

1.  d   2.  b   3.  c   4.  a   5.  c   6.  b   7.  d   8.  a   9.  c   10.  b

## ALL OTHER EXERCISES

Please check for yourself by looking at the Article on page 2.
(It's good for your English ;-)