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Level 6

Card games can help recovery from strokes

30th June, 2016

<http://www.breakingnewsenglish.com/1606/160630-card-games.html>

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Please try Levels 0, 1 and 2 (they are easier).

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THE ARTICLE

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

A new report says that playing simple card games can help stroke patients with their recovery just as much as virtual reality gaming. Canadian researchers conducted a test on 141 patients to determine whether gaming or more traditional games was better at treating stroke sufferers. They found that playing cards, games like dominoes, and even throwing a paper ball into a basket improved patients' motor skills. They said playing bingo or using a Wii games console also aided recovery from a stroke. The researchers reported that if the type of task used for the rehabilitation of motor skills is intensive, repetitive and gets the hands and arms moving, it will help those recovering from a stroke.

A stroke happens when the blood supply to part of the brain is cut off. It can lead to death if not treated quickly. Following a stroke, sufferers can experience a number of physical changes such as drooping face muscles, slurred speech and a loss of strength in the arms and legs. The researchers said it wasn't clear whether virtual reality gaming or traditional games helped sufferers more. Researcher Dr Gustavo Saposnik said: "We all like technology and have the tendency to think that new technology is better than old-fashioned strategies, but sometimes that's not the case. In this study, we found that simple recreational activities that can be implemented anywhere may be as effective as technology."

Sources: <http://www.bbc.com/news/health-36638178>
<http://www.cbc.ca/news/health/stroke-recovery-1.3655273>
http://www.eurekaalert.org/pub_releases/2016-06/smh-alp062316.php

WARM-UPS

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

2. CHAT: In pairs / groups, talk about these topics or words from the article. What will the article say about them? What can you say about these words and your life?

report / card games / patients / recovery / virtual reality / traditional / dominoes / blood supply / treated / sufferers / physical changes / technology / strategies / study

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

3. TRADITIONAL: Students A **strongly** believe traditional games are better than computer games; Students B **strongly** believe computer games are better. Change partners again and talk about your conversations.

4. GAMES: How good are these games for families, learning and fun? Complete this table with your partner(s). Change partners often and share what you wrote.

	Families	Learning	Fun
Card games			
Dominoes			
Computer games			
Board games			
Quiz games			
Outdoor games			

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

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

- Grand Theft Auto
- Minecraft
- Super Mario
- Call of Duty
- World of Warcraft
- Angry Birds
- FIFA 2016
- The Sims

BEFORE READING / LISTENING

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

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

- a. A new report says card games are better than computer games. **T / F**
- b. Researchers conducted a test on over 1,000 patients. **T / F**
- c. Researchers said throwing papers balls was good for stroke victims. **T / F**
- d. Researchers said games on Wii consoles aren't good for stroke victims. **T / F**
- e. Strokes are related to how much blood gets to the brain. **T / F**
- f. A stroke sufferer can have problems with speech. **T / F**
- g. Researchers were clear on what kind of games were the best. **T / F**
- h. Researchers said simple games can be as good as using technology. **T / F**

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

- | | |
|-----------------|------------------|
| 1. help | a. stopped |
| 2. recovery | b. thorough |
| 3. determine | c. result in |
| 4. type | d. convalescence |
| 5. intensive | e. successful |
| 6. cut off | f. aid |
| 7. lead to | g. sagging |
| 8. drooping | h. leisure |
| 9. recreational | i. find out |
| 10. effective | j. kind |

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

- | | |
|--------------------------------|---------------------------|
| 1. just as much | a. if not treated quickly |
| 2. researchers conducted a | b. skills |
| 3. even throwing a paper ball | c. supply |
| 4. the rehabilitation of motor | d. activities |
| 5. help those recovering | e. into a basket |
| 6. blood | f. test on 141 patients |
| 7. It can lead to death | g. speech |
| 8. slurred | h. fashioned strategies |
| 9. old- | i. from a stroke |
| 10. simple recreational | j. as virtual reality |

GAP FILL

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

A new report says that playing (1) _____ card games can help stroke patients with their recovery just as much as (2) _____ reality gaming. Canadian researchers conducted a test on 141 patients to (3) _____ whether gaming or more traditional games was better at (4) _____ stroke sufferers. They found that playing cards, games like dominoes, and even throwing a paper ball into a basket improved patients' (5) _____ skills. They said playing bingo or using a Wii games (6) _____ also aided recovery from a stroke. The researchers reported that if the (7) _____ of task used for the rehabilitation of motor skills is intensive, (8) _____ and gets the hands and arms moving, it will help those recovering from a stroke.

determine
simple
type
motor
repetitive
treating
virtual
console

A stroke happens when the blood (9) _____ to part of the brain is cut off. It can lead to death if not (10) _____ quickly. Following a stroke, sufferers can experience a number of (11) _____ changes such as drooping face muscles, slurred speech and a (12) _____ of strength in the arms and legs. The researchers said it wasn't (13) _____ whether virtual reality gaming or traditional games helped sufferers more. Researcher Dr Gustavo Saposnik said: "We all like (14) _____ and have the tendency to think that new technology is better than old-fashioned (15) _____, but sometimes that's not the case. In this study, we found that simple recreational activities that can be (16) _____ anywhere may be as effective as technology."

loss
treated
technology
supply
implemented
physical
strategies
clear

LISTENING – Guess the answers. Listen to check.

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

- 1) A new report says that playing simple card games can help _____
 - a. stroke patience
 - b. stroke patents
 - c. stroke patient
 - d. stroke patients
- 2) determine whether gaming or more traditional games was better at _____
 - a. treat in stroke sufferers
 - b. treating stroke sufferers
 - c. treats stroke sufferers
 - d. treatment stroke sufferers
- 3) even throwing a paper ball into a basket improved _____
 - a. patients' motors skills
 - b. patients' motor skills
 - c. patients' motoring skills
 - d. patients' motorised skills
- 4) The researchers reported that if the type _____
 - a. off task used
 - b. off-task used
 - c. of task use
 - d. of task used
- 5) the rehabilitation of motor skills is intensive, repetitive and gets the hands _____
 - a. and arms move in
 - b. and arms movie
 - c. and arms moving
 - d. and arms movement
- 6) A stroke happens when the blood supply to part of the _____
 - a. brain is cuts off
 - b. brainy is cut off
 - c. brain is cut of
 - d. brain is cut off
- 7) drooping face muscles, slurred speech and a loss of _____
 - a. strength in the arms
 - b. strength on the arms
 - c. strength in the arm
 - d. strength on the arm
- 8) the tendency to think that new technology is better than old-_____
 - a. fashion strategies
 - b. fashion old strategies
 - c. fashioned strategy
 - d. fashioned strategies
- 9) but sometimes that's _____
 - a. not a case
 - b. not this case
 - c. not the cases
 - d. not the case
- 10) simple recreational activities that can be implemented anywhere _____
 - a. may be was effective
 - b. may be has effective
 - c. may be as effective
 - d. may be is effective

LISTENING – Listen and fill in the gaps

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

A new report says that playing simple card games (1) _____ patients with their recovery just as much as virtual reality gaming. Canadian researchers (2) _____ on 141 patients to determine whether gaming or more traditional games (3) _____ treating stroke sufferers. They found that playing cards, games like dominoes, (4) _____ a paper ball into a basket improved patients' motor skills. They said playing bingo or using a Wii games console also (5) _____ a stroke. The researchers reported that if the type of task used for the rehabilitation of motor skills is intensive, repetitive and gets the hands and arms moving, (6) _____ recovering from a stroke.

A stroke happens when the blood (7) _____ the brain is cut off. It can lead to death if not treated quickly. Following a stroke, sufferers can (8) _____ of physical changes such as drooping face muscles, slurred speech and a (9) _____ the arms and legs. The researchers said it wasn't (10) _____ reality gaming or traditional games helped sufferers more. Researcher Dr Gustavo Saposnik said: "We all like technology and have (11) _____ think that new technology is better than old-fashioned strategies, but sometimes that's not the case. In this study, we found that simple recreational activities that can be implemented anywhere may (12) _____ technology."

COMPREHENSION QUESTIONS

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

1. What can simple card games be as good as for stroke patients?
2. How many participants were in a test conducted by researchers?
3. Where did researchers say stroke patients could throw a paper ball?
4. What kind of skills did the researchers say simple games improved?
5. What did the researchers say would get moving after intensive tasks?
6. What part of the body is deprived of blood when someone has a stroke?
7. What can happen to someone's speech if they have a stroke?
8. Who is Gustavo Saposnik?
9. What do people tend to think about old-fashioned strategies?
10. What did a researcher say may be as effective as technology?

MULTIPLE CHOICE - QUIZ

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

- 1) What can simple card games be as good as for stroke patients?
 - a) virtual reality gaming
 - b) walking
 - c) taking a hot bath
 - d) conducting tests
- 2) How many participants were in a test conducted by researchers?
 - a) 411
 - b) 114
 - c) 141
 - d) 1401
- 3) Where did researchers say stroke patients could throw a paper ball?
 - a) in a park
 - b) into a basket
 - c) out the window
 - d) in the air
- 4) What kind of skills did the researchers say simple games improved?
 - a) throwing skills
 - b) writing skills
 - c) language skills
 - d) motor skills
- 5) What did the researchers say would get moving after intensive tasks?
 - a) hands and arms
 - b) arms and legs
 - c) hands and feet
 - d) legs and feet
- 6) What part of the body is deprived of blood when someone has a stroke?
 - a) the liver
 - b) the arms
 - c) the heart
 - d) the brain
- 7) What can happen to someone's speech if they have a stroke?
 - a) it becomes impossible to understand
 - b) it becomes slurred
 - c) it becomes difficult
 - d) it stops
- 8) Who is Gustavo Saposnik?
 - a) a technologist
 - b) a card game player
 - c) a patient
 - d) a researcher
- 9) What do people tend to think about old-fashioned strategies?
 - a) no one should use them
 - b) they are boring
 - c) that new technology is better
 - d) they are too old to work
- 10) What did a researcher say might be as effective as technology?
 - a) studying
 - b) simple recreational activities
 - c) reading
 - d) crafts

ROLE PLAY

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

Role A – Grand Theft Auto

You think Grand Theft Auto is the best game. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the worst of these (and why): Super Mario, Angry Birds or The Sims.

Role B – Super Mario

You think Super Mario is the best game. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the worst of these (and why): Grand Theft Auto, Angry Birds or The Sims.

Role C – Angry Birds

You think Angry Birds is the best game. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the worst of these (and why): Super Mario, Grand Theft Auto or The Sims.

Role D – The Sims

You think The Sims is the best game. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the worst of these (and why): Super Mario, Angry Birds or Grand Theft Auto.

AFTER READING / LISTENING

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

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

card	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:

<ul style="list-style-type: none">• new• 141• even• using• type• moving	<ul style="list-style-type: none">• blood• number• loss• clear• old• may
--	---

CARD GAMES SURVEY

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

Write five GOOD questions about card 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.

CARD GAMES DISCUSSION

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

1. What did you think when you read the headline?
2. What springs to mind when you hear the word 'stroke'?
3. What do you think about what you read?
4. What do you think of playing cards?
5. What do you think of virtual reality games?
6. Do you prefer traditional or computer games?
7. Do you think traditional or computer games are better for stroke victims?
8. In what way are computer games better than traditional games?
9. What are the good and bad things about Wii consoles?
10. Why do people like playing cards?

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CARD GAMES DISCUSSION

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

11. Did you like reading this article? Why/not?
12. What do you know about strokes?
13. What can we do to prevent strokes?
14. How important are playing cards to you?
15. What are your favourite card games?
16. Are card games better than computer games in social situations?
17. What are your favourite computer games?
18. When is old-fashioned better than technology?
19. What are your favourite recreational activities?
20. What questions would you like to ask the researchers?

DISCUSSION (Write your own questions)

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

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

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DISCUSSION (Write your own questions)

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

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

LANGUAGE - CLOZE

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

A new report says that playing (1) _____ card games can help stroke patients with their recovery just as much as (2) _____ reality gaming. Canadian researchers conducted a test on 141 patients to (3) _____ whether gaming or more traditional games was better at treating stroke sufferers. They found that playing cards, games like dominoes, and (4) _____ throwing a paper ball into a basket improved patients' motor skills. They said playing bingo or using a Wii games console also (5) _____ recovery from a stroke. The researchers reported that if the type of task used for the rehabilitation of motor skills is intensive, repetitive and gets the hands and arms moving, it will help (6) _____ recovering from a stroke.

A stroke happens when the blood supply to part of the brain is (7) _____ off. It can lead to death if not treated quickly. (8) _____ a stroke, sufferers can experience a number of physical changes such as drooping face muscles, (9) _____ speech and a loss (10) _____ strength in the arms and legs. The researchers said it wasn't clear whether virtual reality gaming or traditional games helped sufferers more. Researcher Dr Gustavo Saposnik said: "We all like technology and have the (11) _____ to think that new technology is better than old-fashioned strategies, but sometimes that's not the (12) _____. In this study, we found that simple recreational activities that can be implemented anywhere may be as effective as technology."

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

- | | | | | |
|-----|---------------|----------------|---------------|---------------|
| 1. | (a) simple | (b) simply | (c) simpleton | (d) simplest |
| 2. | (a) virtually | (b) virtue | (c) virtual | (d) virtuoso |
| 3. | (a) deter | (b) determiner | (c) determine | (d) detriment |
| 4. | (a) eventuate | (b) eventually | (c) event | (d) even |
| 5. | (a) aided | (b) addled | (c) added | (d) ailed |
| 6. | (a) them | (b) those | (c) they | (d) thus |
| 7. | (a) snipped | (b) broken | (c) snapped | (d) cut |
| 8. | (a) Followed | (b) Following | (c) Follower | (d) Follows |
| 9. | (a) blurred | (b) burred | (c) slurred | (d) furred |
| 10. | (a) far | (b) from | (c) for | (d) of |
| 11. | (a) emergency | (b) residency | (c) leniency | (d) tendency |
| 12. | (a) box | (b) case | (c) file | (d) bag |

SPELLING

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

Paragraph 1

1. help stroke patients with their eocryver
2. rtliauv reality gaming
3. to nimeerdet whether...
4. treating stroke esfrsefur
5. the abhneatiotiilr of motor skills
6. tietevper and gets the hands and arms moving

Paragraph 2

7. drooping face scmeslu
8. suledrr speech
9. have the ndetncye to think
10. simple neoectrail activities
11. can be mmetieedpln anywhere
12. as evtifeecf as technology

PUT THE TEXT BACK TOGETHER

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

Number these lines in the correct order.

- () whether gaming or more traditional games was better at treating stroke sufferers. They found that playing cards, games
- () A stroke happens when the blood supply to part of the brain is cut off. It can lead to death if not treated
- () like dominoes, and even throwing a paper ball into a basket improved patients' motor
- () that if the type of task used for the rehabilitation of motor skills is intensive, repetitive and gets the
- (**1**) A new report says that playing simple card games can help stroke patients with their recovery just as much as virtual
- () reality gaming. Canadian researchers conducted a test on 141 patients to determine
- () said: "We all like technology and have the tendency to think that new technology is better
- () clear whether virtual reality gaming or traditional games helped sufferers more. Researcher Dr Gustavo Saposnik
- () than old-fashioned strategies, but sometimes that's not the case. In this study, we found that simple recreational
- () activities that can be implemented anywhere may be as effective as technology."
- () skills. They said playing bingo or using a Wii games console also aided recovery from a stroke. The researchers reported
- () muscles, slurred speech and a loss of strength in the arms and legs. The researchers said it wasn't
- () hands and arms moving, it will help those recovering from a stroke.
- () quickly. Following a stroke, sufferers can experience a number of physical changes such as drooping face

PUT THE WORDS IN THE RIGHT ORDER

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

1. help stroke patients Playing simple card games can .
2. researchers Canadian patients 141 on test a conducted .
3. throwing ball basket Even paper a patients a into improved .
4. stroke games aided a Wii also from A console recovery .
5. type of task used for the rehabilitation of motor skills The .
6. to supply blood the When off cut is brain the of part .
7. of can physical experience changes a Stroke number sufferers .
8. arms and of the speech loss in Slurred a strength .
9. new better tendency that is the think technology Have to .
10. implemented be can that activities recreational Simple anywhere .

CIRCLE THE CORRECT WORD (20 PAIRS)

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

A new report says that playing simple *cards / card* games can help stroke patients with their recovery just as much as *virtual / virtually* reality gaming. Canadian researchers *conducting / conducted* a test on 141 patients to determine whether gaming or more *traditionally / traditional* games was better at treating stroke sufferers. They found that playing cards, games like dominoes, and even *throwing / thrown* a paper ball into a basket improved patients' *motor / motoring* skills. They said playing bingo or using a Wii games console also *aided / aiding* recovery from a stroke. The researchers reported that if the type of task used for the *rehabilitate / rehabilitation* of motor skills is intensive, *repeats / repetitive* and gets the hands and arms moving, it will help *those / them* recovering from a stroke.

A stroke happens when the blood supply to part of the brain is *cutting / cut* off. It can lead to *dead / death* if not *treated / treatment* quickly. Following a stroke, sufferers can experience a *figure / number* of physical changes such as *as / has* drooping face muscles, slurred *speak / speech* and a loss of strength in the arms and legs. The researchers said it wasn't clear whether virtual reality gaming or traditional games helped *sufferers / sufferance* more. Researcher Dr Gustavo Saposnik said: "We all like technology and have the *tend / tendency* to think that new technology is better than old-fashioned *strategies / strategy*, but sometimes that's not the case. In this study, we found that simple recreational activities that can be implemented anywhere may be as *effective / affective* as technology."

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)

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

_ n_w r_p_r_t s_y_s th_t pl_y_ng s_mpl_ c_r_d g_m_s c_n
h_lp str_k_ p_t__nts w_th th__r r_c_v_ry j_st _s m_ch
_s v_rt__l r__l_ty g_m_ng. C_n_d__n r_s__rch_rs
c_nd_ct_d _ t_st _n 141 p_t__nts t_ d_t_rm_n_
wh_th_r g_m_ng _r m_r_ tr_d_t__n_l g_m_s w_s b_tt_r
_t tr__t_ng str_k_ s_ff_r_rs. Th_y f__nd th_t pl_y_ng
c_rds, g_m_s l_k_ d_m_n__s, _nd _v_n thr_w_ng _
p_p_r b_ll _nt_ _ b_sk_t _mpr_v_d p_t__nts' m_t_r
sk_lls. Th_y s__d pl_y_ng b_ng__r_s_ng _ W__ g_m_s
c_ns_l_ _ls_ __d_d r_c_v_ry fr_m _ str_k_. Th_
r_s__rch_rs r_p_r_t_d th_t f_th_ typ_ _f t_sk_ s_d fr
th_ r_h_b_l_t_t__n _f m_t_r sk_lls _s _nt_ns_v_,
r_p_t_t_v_ _nd g_ts th_ h_nds _nd _rms m_v_ng, _t
w_ll h_lp th_s_ r_c_v_r_ng fr_m _ str_k_.

_ str_k_ h_pp_ns wh_n th_ bl__d s_pply t_ p_r_t _f th_
br__n _s c_t__ff. _t c_n l__d t_ d__th _f n_t tr__t_d
q__ckly. F_ll_w_ng _ str_k_, s_ff_r_rs c_n _xp_r__nc_
_ n_mb_r _f phys_c_l ch_ng_s s_ch _s dr__p_ng f_c_
m_scl_s, sl_rr_d sp__ch _nd _l_ss _f str_ngh_ _n th_
_rms _nd l_gs. Th_ r_s__rch_rs s__d _t w_sn't cl__r
wh_th_r v_rt__l r__l_ty g_m_ng _r tr_d_t__n_l g_m_s
h_lp_d _s_ff_r_rs m_r_. R_s__rch_r Dr G_st_v_
S_p_sn_k s__d: "W__ll l_k_ t_chn_l_gy _nd h_v_ th_
t_nd_ncy t_ th_nk th_t n_w t_chn_l_gy _s b_tt_r th_n
_ld-f_sh__n_d str_t_g__s, b_t s_m_t_m_s th_t's n_t
th_ c_s_. _n th_s st_dy, w_ f__nd th_t s_mpl_
r_cr__t__n_l _ct_v_t__s th_t c_n b_ _mpl_m_nt_d
_nywh_r m_y b_ _s _ff_ct_v_ _s t_chn_l_gy."

PUNCTUATE THE TEXT AND ADD CAPITALS

From <http://www.BreakingNewsEnglish.com/1606/160630-card-games.html>

a new report says that playing simple card games can help stroke patients with their recovery just as much as virtual reality gaming canadian researchers conducted a test on 141 patients to determine whether gaming or more traditional games was better at treating stroke sufferers they found that playing cards games like dominoes and even throwing a paper ball into a basket improved patients' motor skills they said playing bingo or using a wii games console also aided recovery from a stroke the researchers reported that if the type of task used for the rehabilitation of motor skills is intensive repetitive and gets the hands and arms moving it will help those recovering from a stroke

a stroke happens when the blood supply to part of the brain is cut off it can lead to death if not treated quickly following a stroke sufferers can experience a number of physical changes such as drooping face muscles slurred speech and a loss of strength in the arms and legs the researchers said it wasn't clear whether virtual reality gaming or traditional games helped sufferers more researcher dr gustavo saposnik said "we all like technology and have the tendency to think that new technology is better than old-fashioned strategies but sometimes that's not the case in this study we found that simple recreational activities that can be implemented anywhere may be as effective as technology"

PUT A SLASH (/) WHERE THE SPACES ARE

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A new report says that playing simple card games can help stroke patients with their recovery just as much as virtual reality gaming. Canadian researchers conducted a test on 141 patients to determine whether gaming or more traditional games was better at treating stroke sufferers. They found that playing cards, games like dominoes, and even throwing a paper ball into a basket improved patients' motor skills. They said playing bingo or using a Wii games console also aided recovery from a stroke. The researchers reported that if the type of task used for the rehabilitation of motor skills is intensive, repetitive and gets the hands and arms moving, it will help those recovering from a stroke. A stroke happens when the blood supply to part of the brain is cut off. It can lead to death if not treated quickly. Following a stroke, sufferers can experience a number of physical changes such as drooping face muscles, slurred speech and a loss of strength in the arms and legs. The researchers said it wasn't clear whether virtual reality gaming or traditional games helped sufferers more. Researcher Dr Gustavo Saposnik said: "We all like technology and have the tendency to think that new technology is better than old-fashioned strategies, but sometimes that's not the case. In this study, we found that simple recreational activities that can be implemented anywhere may be as effective as technology."

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 strokes. Share what you discover with your partner(s) in the next lesson.

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

4. TRADITIONAL GAMES: Write a magazine article about traditional games being better than computer games. Include imaginary interviews with people who agree and disagree with this.

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 expert on card games. Ask him/her three questions about card games. Give him/her three of your ideas on how to help people who have suffered a stroke. 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 F e T f T g F h T

SYNONYM MATCH (p.4)

- | | |
|-----------------|------------------|
| 1. help | a. aid |
| 2. recovery | b. convalescence |
| 3. determine | c. find out |
| 4. type | d. kind |
| 5. intensive | e. thorough |
| 6. cut off | f. stopped |
| 7. lead to | g. result in |
| 8. drooping | h. sagging |
| 9. recreational | i. leisure |
| 10. effective | j. successful |

COMPREHENSION QUESTIONS (p.8)

1. Virtual reality gaming
2. 141
3. Into a basket
4. Motor skills
5. Hands and arms
6. The brain
7. It becomes slurred
8. A researcher
9. That new technology is better
10. Simple recreational activities

MULTIPLE CHOICE - QUIZ (p.9)

1. a 2. c 3. b 4. d 5. a 6. d 7. b 8. d 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 ;-)