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Ready-to-Use English Lessons by Sean Banville

Level 6
Online gaming may improve school test scores

13th August, 2016

http://www.breakingnewsenglish.com/1608/160813-online-gaming.html

Contents

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

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THE ARTICLE

Maybe kids playing online video games is not such a bad thing after all. A new study shows that teenagers who regularly played games online improved their test scores at school. However, the same study found that social media use was damaging to exam results. The study was conducted by professor Alberto Posso at Australia's RMIT University. Researchers analysed data on the online activities of more than 12,000 15-year-olds across the globe. It looked at their maths, reading and science scores. Professor Posso concluded that: "It is possible that a number of skills associated with online gaming correlate positively with general knowledge and skills tests in maths, reading, and science."

Critics of the study suggest the findings may not be relevant today as the games are now outdated. Education expert Nicola Johnson said: "I think technology practices move so quickly, even within a year….While [this study] should make headlines, you have to say it's not really a reflection of current practice." However, she did admit that children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving, goal setting and regular practice in order to obtain more skills. That kind of mindset would of course seemingly correspond with achievement and learning." Conversely, the study found that students who used social media a lot scored 20 points lower on maths tests.

Sources: http://**mashable.com**/2016/08/08/online-gaming-school-scores
http://www.**ctvnews.ca**/sci-tech/teens-who-play-online-games-perform-better-in-school-study-says-1.3022325
http://www.**scienceworldreport.com**/articles/45276/20160810/study-online-gaming-boosts-science-math-grades-facebook-no-academic-advantage.htm

WARM-UPS

1. ONLINE GAMING: Students walk around the class and talk to other students about online gaming. 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?

> video games / bad / teenagers / social media / exam results / globe / science / findings / relevant / technology / reflection / problem solving / goal setting / mindset

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

3. CURRICULUM: Students A **strongly** believe online gaming should be part of a school's curriculum; Students B **strongly** believe this is silly. Change partners again and talk about your conversations.

4. IMPROVEMENTS: How could online gaming improve these skills? Complete this table with your partner(s). Change partners often and share what you wrote.

	How online gaming could improve these skills
Maths	
Cooking	
Cycling	
Drawing	
Debating	
Gardening	

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

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

- video games
- board games
- chess
- quiz games

- card games
- hide and seek games
- party games
- sports games

BEFORE READING / LISTENING

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

a. The article says kids playing video games is a bad thing.   **T / F**

b. The article said social media also helps kids increase test scores.   **T / F**

c. The study looked at over 12,000 teenagers worldwide.   **T / F**

d. A professor said online gaming helped kids in history and English tests.   **T / F**

e. Critics of the study said the findings were out of date.   **T / F**

f. An education expert said the study's findings should make headlines.   **T / F**

g. The expert said children could learn useful skills while gaming.   **T / F**

h. Kids who used social media a lot failed all the exams they took.   **T / F**

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

1. regularly
2. damaging
3. analysed
4. globe
5. correlate
6. critics
7. relevant
8. reflection
9. obtain
10. seemingly

a. world
b. pertinent
c. correspond
d. examined
e. get
f. frequently
g. indication
h. apparently
i. harmful
j. commentators

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

1. not such a
2. teenagers who regularly
3. 12,000 15-year-olds
4. correlate
5. general
6. the findings may not be
7. this study should make
8. it's not really a reflection
9. goal
10. in order

a. across the globe
b. headlines
c. knowledge
d. relevant today
e. setting
f. bad thing after all
g. to obtain more skills
h. positively
i. of current practice
j. played games

GAP FILL

Maybe kids playing online video games is not such a bad (1) _____ after all. A new study shows that teenagers who (2) _____ played games online improved their test scores at school. However, the same study found that social media use was (3) _____ to exam results. The study was (4) _____ by professor Alberto Posso at Australia's RMIT University. Researchers analysed (5) _____ on the online activities of more than 12,000 15-year-olds across the (6) _____. It looked at their maths, reading and science scores. Professor Posso concluded that: "It is possible that a number of skills (7) _____ with online gaming correlate (8) _____ with general knowledge and skills tests in maths, reading, and science."

damaging

associated

thing

data

positively

regularly

globe

conducted

Critics of the study suggest the findings may not be (9) _____ today as the games are now (10) _____. Education expert Nicola Johnson said: "I think technology practices move so quickly, even within a year….While [this study] should make (11) _____, you have to say it's not really a (12) _____ of current practice." However, she did (13) _____ that children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving, goal (14) _____ and regular practice in order to obtain more skills. That kind of (15) _____ would of course seemingly (16) _____ with achievement and learning." Conversely, the study found that students who used social media a lot scored 20 points lower on maths tests.

reflection

setting

outdated

correspond

headlines

mindset

relevant

admit

LISTENING – Guess the answers. Listen to check.

1) Maybe kids playing online video games is not such a bad _____
   a. thing laughter wall
   b. thing after wall
   c. thing after all
   d. thing laughter all

2) teenagers who regularly played games online improved _____
   a. them test scores
   b. they're test scores
   c. their test scores
   d. those test scores

3) the same study found that social media use was damaging _____
   a. to exams results
   b. to exam results
   c. to exam's results
   d. too exam results

4) data on the online activities of more than 12,000 15-year-olds _____
   a. across the globe
   b. across a globe
   c. across the global
   d. across the globes

5) skills associated with online gaming correlate positively with _____
   a. general knowledge
   b. generally knowledge
   c. generate knowledge
   d. generated knowledge

6) Critics of the study suggest the findings may not be _____
   a. irrelevant today
   b. relevantly today
   c. relevance today
   d. relevant today

7) I think technology practices move so quickly, even _____
   a. within a year
   b. without a year
   c. within the year
   d. within the years

8) you have to say it's not really a reflection of _____
   a. current practices
   b. current practice
   c. currant practising
   d. currant practice

9) Many games involve a lot of strategising, problem solving, _____
   a. goal setting in
   b. goal setting
   c. goal set in
   d. goal set thing

10) That kind of mindset would of course seemingly _____ achievement
   a. corresponds with
   b. correspond with
   c. correspond within
   d. correspond without

LISTENING – Listen and fill in the gaps

Maybe kids playing online video games is (1) _____ thing after all. A new study shows that teenagers who regularly played games (2) _____ their test scores at school. However, the same study found that social media use (3) _____ exam results. The study was conducted by professor Alberto Posso at Australia's RMIT University. Researchers analysed data on the online activities of more than 12,000 15-year-olds (4) _____. It looked at their maths, reading and science scores. Professor Posso concluded that: "It is possible that a number of (5) _____ online gaming correlate positively with general knowledge (6) _____ maths, reading, and science."

Critics of the study suggest the findings may (7) _____ today as the games are now outdated. Education expert Nicola Johnson said: "I think technology practices (8) _____, even within a year….While [this study] should make headlines, you have to say it's not (9) _____ of current practice." However, she did admit that children could learn useful (10) _____. She said: "Many games involve a lot of strategising, problem solving, goal setting and regular practice in order to obtain more skills. That (11) _____ would of course (12) _____ with achievement and learning." Conversely, the study found that students who used social media a lot scored 20 points lower on maths tests.

COMPREHENSION QUESTIONS

1. What does the article say might not be a bad thing after all?

2. What was found to be damaging to exam results?

3. How many 15-year-olds' test scores did researchers look at?

4. Where did the 15-year-olds used in the study come from?

5. How do online gaming skills correlate with general knowledge and tests?

6. What do critics say the findings may not be to today?

7. What did an education expert say the study's findings should make?

8. What did the education expert say children could learn while gaming?

9. What does the article say corresponds with achievement and learning?

10. How many points lower were the scores of kids who used social media?

MULTIPLE CHOICE - QUIZ

1) What does the article say might not be a bad thing after all?
a) the Internet
b) test scores
c) kids playing online games
d) teenagers

2) What was found to be damaging to exam results?
a) social media
b) late nights
c) difficult questions
d) online gaming

3) How many 15-year-olds' test scores did researchers look at?
a) over 12,000
b) exactly 12,000
c) just less than 12,000
d) around 12,000

4) Where did the 15-year-olds used in the study come from?
a) the USA
b) all over the world
c) Australia
d) India and China

5) How do online gaming skills correlate with general knowledge and tests?
a) in a round-about way
b) exactly
c) badly
d) positively

6) What do critics say the findings may not be to today?
a) archaic
b) relevant
c) interesting
d) modern

7) What did an education expert say the study's findings should make?
a) headlines
b) bedtime reading
c) more intelligent kids
d) test scores

8) What did the education expert say children could learn while gaming?
a) English
b) shooting skills
c) useful skills
d) geography

9) What does the article say corresponds with achievement and learning?
a) tests
b) science
c) general knowledge
d) a mindset

10) How many points lower were the scores of kids who used social media?
a) 20
b) 12
c) 22
d) 2

ROLE PLAY

Role A – Video games

You think video games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): board games, card games or sports games.

Role B – Board games

You think board games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): video games, card games or sports games.

Role C – Card games

You think card games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): board games, video games or sports games.

Role D – Sports games

You think sports games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): board games, card games or video 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:

• such	• may
• same	• move
• data	• current
• globe	• lot
• number	• kind
• general	• 20

ONLINE GAMING SURVEY

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.

ONLINE GAMING 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 term 'online gaming'?

3. What do you think about what you read?

4. What do you think of online gaming?

5. What would life be like without gaming?

6. Are physical games better than online games?

7. What are the dangers of online games?

8. Should gaming be part of the school curriculum?

9. Which is better – online gaming or social media?

10. What do you think of teens being on social media?

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ONLINE GAMING DISCUSSION

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

11. Did you like reading this article? Why/not?

12. What were games like five years ago?

13. What is the best thing about today's online games?

14. What is your favourite online game, and why?

15. How might online games improve maths scores?

16. How could games be improved to help learning?

17. Why are online games so popular?

18. What do you think games of the future will look like?

19. What do you think of all school work being done through gaming?

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. _____

DISCUSSION (Write your own questions)

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

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

LANGUAGE - CLOZE

Maybe kids playing online video games is not (1) _____ a bad thing after all. A new study shows that teenagers who (2) _____ played games online improved their test scores at school. However, the same study found that social media use was (3) _____ to exam results. The study was conducted by professor Alberto Posso at Australia's RMIT University. Researchers analysed data (4) _____ the online activities of more than 12,000 15-year-olds across the (5) _____. It looked at their maths, reading and science scores. Professor Posso concluded that: "It is possible that a number of skills associated with online gaming correlate positively with general (6) _____ and skills tests in maths, reading, and science."

Critics of the study suggest the findings may not (7) _____ relevant today as the games are (8) _____ outdated. Education expert Nicola Johnson said: "I think technology practices move so quickly, even within a year….While [this study] should (9) _____ headlines, you have to say it's not really a (10) _____ of current practice." However, she did admit that children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving, goal setting and regular practice (11) _____ order to obtain more skills. That kind of mindset would of course seemingly correspond (12) _____ achievement and learning." Conversely, the study found that students who used social media a lot scored 20 points lower on maths tests.

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

1.	(a)	such	(b)	much	(c)	some	(d)	so
2.	(a)	regulars	(b)	regulated	(c)	regularly	(d)	regular
3.	(a)	damaged	(b)	damages	(c)	damaging	(d)	damage
4.	(a)	by	(b)	in	(c)	to	(d)	on
5.	(a)	globally	(b)	globes	(c)	globe	(d)	global
6.	(a)	knowing	(b)	knowledge	(c)	known	(d)	knowledgeable
7.	(a)	have	(b)	be	(c)	do	(d)	find
8.	(a)	know	(b)	now	(c)	knows	(d)	known
9.	(a)	write	(b)	publish	(c)	make	(d)	print
10.	(a)	retention	(b)	refraction	(c)	redaction	(d)	reflection
11.	(a)	at	(b)	of	(c)	on	(d)	in
12.	(a)	up	(b)	above	(c)	over	(d)	with

SPELLING

Paragraph 1

1. teenagers who rrgelauyl played games

2. oipmerdv their test scores

3. Researchers dylaeasn (UK) / aadnyzle (USA) data

4. skills iasadtscoe with online gaming

5. correlate iilteyposv

6. general nkowedelg

Paragraph 2

7. the findings may not be velanter today

8. education txpere

9. not really a cfneroleit of current practice

10. games leviovn a lot of strategising

11. odsorerpnc with achievement

12. nylseCrove, the study found that…

PUT THE TEXT BACK TOGETHER

Number these lines in the correct order.

(   )   played games online improved their test scores at school. However, the same study found that social media

(   )   use was damaging to exam results. The study was conducted by professor Alberto Posso

(   )   a year….While [this study] should make headlines, you have to say it's not really a reflection of current

(**1**   )   Maybe kids playing online video games is not such a bad thing after all. A new study shows that teenagers who regularly

(   )   olds across the globe. It looked at their maths, reading and science scores. Professor Posso concluded

(   )   practice." However, she did admit that children could learn useful skills while gaming. She said: "Many games involve

(   )   a lot of strategising, problem solving, goal setting and regular practice in order to obtain more

(   )   at Australia's RMIT University. Researchers analysed data on the online activities of more than 12,000 15-year-

(   )   outdated. Education expert Nicola Johnson said: "I think technology practices move so quickly, even within

(   )   learning." Conversely, the study found that students who used social media a lot scored 20 points lower on maths tests.

(   )   skills. That kind of mindset would of course seemingly correspond with achievement and

(   )   knowledge and skills tests in maths, reading, and science."

(   )   Critics of the study suggest the findings may not be relevant today as the games are now

(   )   that: "It is possible that a number of skills associated with online gaming correlate positively with general

PUT THE WORDS IN THE RIGHT ORDER

1. online Playing all after thing bad a such not is games video .

2. regularly games improved who played online Teenagers .

3. was use media Social results exam to damaging .

4. the 12,000 globe 15-year Activities of more - than olds across .

5. correlate Skills with gaming positively associated online .

6. of the study suggest the findings may not be relevant Critics .

7. not it's say to have You practice current of reflection a really .

8. skills children while could gaming learn Admit useful that .

9. order in practice Regular skills more obtain to .

10. social media a lot scored 20 points lower Students who used .

CIRCLE THE CORRECT WORD (20 PAIRS)

Maybe kids playing online video games is not such a bad thing *before / after* all. A new study shows that teenagers who *regular / regularly* played games online improved their test scores at school. However, the same study found that social media *use / using* was damaging to exam results. The study was conducted *to / by* professor Alberto Posso at Australia's RMIT University. Researchers analysed data *in / on* the online activities of *more / over* than 12,000 15-year-olds across *the / a* globe. It looked at their maths, reading and science scores. Professor Posso *conclusion / concluded* that: "It is possible that a number of skills associated *on / with* online gaming correlate positively with general *knowledge / knowing* and skills tests in maths, reading, and science."

Critics of the study *suggestive / suggest* the findings may not be *relevant / relevance* today as the games are now outdated. Education *expert / expertise* Nicola Johnson said: "I think technology practices move *such / so* quickly, even within a year….While [this study] should *make / do* headlines, you have to say it's not really a reflection of *currant / current* practice." However, she did admit that children could learn *use / useful* skills while gaming. She said: "Many games involve a lot of strategising, problem solving, goal *set / setting* and regular practice in order to obtain more skills. That kind of mindset would of course *seemingly / seeming* correspond with achievement and learning." *Conversely / Converse*, the study found that students who used social media a lot scored 20 points lower on maths tests.

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)

M_yb_ k_ds pl_y_ng _nl_n_ v_d__ g_m_s _s n_t s_ch _ b_d th_ng _ft_r _ll. _ n_w st_dy sh_ws th_t t__n_g_rs wh_ r_g_l_rly pl_y_d g_m_s _nl_n_ _mpr_v_d th__r t_st sc_r_s _t sch__l. H_w_v_r, th_ s_m_ st_dy f__nd th_t s_c__l m_d__ _s_ w_s d_m_g_ng t_ _x_m r_s_lts. Th_ st_dy w_s c_nd_ct_d by pr_f_ss_r _lb_rt_ P_ss_ _t __str_l__'s RM_T _n_v_rs_ty. R_s__rch_rs _n_lys_d d_t_ _n th_ _nl_n_ _ct_v_t__s _f m_r_ th_n 12,000 15-y__r-_lds _cr_ss th_ gl_b_. _t l__k_d _t th__r m_ths, r__d_ng _nd sc__nc_ sc_r_s. Pr_f_ss_r P_ss_ c_ncl_d_d th_t: "_t _s p_ss_bl_ th_t _ n_mb_r _f sk_lls _ss_c__t_d w_th _nl_n_ g_m_ng c_rr_l_t_ p_s_t_v_ly w_th g_n_r_l kn_wl_dg_ _nd sk_lls t_sts _n m_ths, r__d_ng, _nd sc__nc_."

Cr_t_cs _f th_ st_dy s_gg_st th_ f_nd_ngs m_y n_t b_ r_l_v_nt t_d_y _s th_ g_m_s _r_ n_w __td_t_d. _d_c_t__n _xp_rt N_c_l_ J_hns_n s__d: "_ th_nk t_chn_l_gy pr_ct_c_s m_v_ s_ q__ckly, _v_n w_th_n _ y__r….Wh_l_ [th_s st_dy] sh__ld m_k_ h__dl_n_s, y__ h_v_ t_ s_y _t's n_t r__lly _ r_fl_ct__n _f c_rr_nt pr_ct_c_." H_w_v_r, sh_ d_d _dm_t th_t ch_ldr_n c__ld l__rn _s_f_l sk_lls wh_l_ g_m_ng. Sh_ s__d: "M_ny g_m_s _nv_lv_ _ l_t _f str_t_g_s_ng, pr_bl_m s_lv_ng, g__l s_tt_ng _nd r_g_l_r pr_ct_c_ _n _rd_r t_ _bt__n m_r_ sk_lls. Th_t k_nd _f m_nds_t w__ld _f c__rs_ s__m_ngly c_rr_sp_nd w_th _ch__v_m_nt _nd l__rn_ng." C_nv_rs_ly, th_ st_dy f__nd th_t st_d_nts wh_ _s_d s_c__l m_d__ _ l_t sc_r_d 20 p__nts l_w_r _n m_ths t_sts.

PUNCTUATE THE TEXT AND ADD CAPITALS

maybe kids playing online video games is not such a bad thing after all a new study shows that teenagers who regularly played games online improved their test scores at school however the same study found that social media use was damaging to exam results the study was conducted by professor alberto posso at australia's rmit university researchers analysed data on the online activities of more than 12000 15-year-olds across the globe it looked at their maths reading and science scores professor posso concluded that "it is possible that a number of skills associated with online gaming correlate positively with general knowledge and skills tests in maths reading and science"

critics of the study suggest the findings may not be relevant today as the games are now outdated education expert nicola johnson said "i think technology practices move so quickly even within a year…while [this study] should make headlines you have to say it's not really a reflection of current practice" however she did admit that children could learn useful skills while gaming she said "many games involve a lot of strategising problem solving goal setting and regular practice in order to obtain more skills that kind of mindset would of course seemingly correspond with achievement and learning" conversely the study found that students who used social media a lot scored 20 points lower on maths tests

PUT A SLASH (/) WHERE THE SPACES ARE

Maybekidsplayingonlinevideogamesisnotsuchabadthingafterall.An ewstudyshowsthatteenagerswhoregularlyplayedgamesonlineimpro vedtheirtestscoresatschool.However,thesamestudyfoundthatsocial mediausewasdamagingtoexamresults.Thestudywasconductedbypr ofessorAlbertoPossoatAustralia'sRMITUniversity.Researchersanaly seddataontheonlineactivitiesofmorethan12,00015-year-oldsacro sstheglobe.Itlookedattheirmaths,readingandsciencescores.Profess orPossoconcludedthat:"Itispossiblethatanumberofskillsassociated withonlinegamingcorrelatepositivelywithgeneralknowledgeandskill stestsinmaths,reading,andscience."Criticsofthestudysuggestthefin dingsmaynotberelevanttodayasthegamesarenowoutdated.Educati onexpertNicolaJohnsonsaid:"Ithinktechnologypracticesmovesoquic kly,evenwithinayear….While[thisstudy]shouldmakeheadlines,youh avetosayit'snotreallyareflectionofcurrentpractice."However,shedid admitthatchildrencouldlearnusefulskillswhilegaming.Shesaid:"Man ygamesinvolvealotofstrategising,problemsolving,goalsettingandre gularpracticeinordertoobtainmoreskills.Thatkindofmindsetwouldof courseseeminglycorrespondwithachievementandlearning."Convers ely,thestudyfoundthatstudentswhousedsocialmediaalotscored20po intsloweronmathstests.

FREE WRITING

From http://www.BreakingNewsEnglish.com/1608/160813-online-gaming.html

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

_____

_____

_____

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ACADEMIC WRITING

Online gaming should be part of the school curriculum. 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 online gaming and school tests. Share what you discover with your partner(s) in the next lesson.

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

4. SCHOOL CURRICULUM: Write a magazine article about online gaming being introduced into the school curriculum. 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 expert on online gaming. Ask him/her three questions about its uses in education. Give him/her three of your ideas on how it might be used in schools to improve learning and test scores. 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   T   h   F

SYNONYM MATCH (p.4)

1. regularly
2. damaging
3. analysed
4. globe
5. correlate
6. critics
7. relevant
8. reflection
9. obtain
10. seemingly

a. frequently
b. harmful
c. examined
d. world
e. correspond
f. commentators
g. pertinent
h. indication
i. get
j. apparently

COMPREHENSION QUESTIONS (p.8)

1. Kids playing online games
2. Social media
3. Over 12,000
4. Across the globe
5. Positively
6. Relevant
7. Headlines
8. Useful skills
9. A mindset
10. 20

MULTIPLE CHOICE - QUIZ (p.9)

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

ALL OTHER EXERCISES

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