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**Level 2 – 31st December, 2019**

**Fortnite most influential video game of the decade**

**FREE online quizzes, mp3 listening and more for this lesson here:**

<https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-2.html>

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**Please try Levels 0, 1 and 3. They are (a little) harder.**

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# THE READING

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-2.html>

The website wired.com released its list of the most influential video games of the decade. The game that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is a game that got millions of gamers to start gaming - Minecraft. Other games in the top five include Gone Home and The Legend of Zelda. Many people argue games like Super Mario Galaxy 2 and Pokemon Go should be in the top five. Pokemon Go was the first major game to use Augmented Reality (AR). Millions of gamers ran around the world's streets in search of mythical, cute Pokemon creatures.

Wired.com said there were so many creative games in the 2010s. Many of them "reshaped the entire video game landscape". Wired.com included "just those [games] that made the most sizable, culture-shifting impact". Fortnite was top "because it's one of the only games of the decade to truly [enter] pop culture". Fortnite is now more popular than many sports. The annual Fortnite World Cup takes place in New York at the home of the US tennis Open. A total of \$30 million went to the winners in 2019. Wired said: "Its influence is just starting to show its true scope."

Sources: <https://metro.co.uk/2019/12/29/metro-gamecentral-best-video-games-decade-11945661/?ito=cbshare>  
<https://www.joe.ie/gaming/ten-most-important-games-2010s-687020>  
<https://www.wired.com/story/most-influential-games-decade/>

# PHRASE MATCHING

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-2.html>

## PARAGRAPH ONE:

- |                                  |                        |
|----------------------------------|------------------------|
| 1. the biggest impact on         | a. top five            |
| 2. In second                     | b. Augmented Reality   |
| 3. got millions of gamers        | c. creatures           |
| 4. Other games in the            | d. place               |
| 5. Pokemon Go should be          | e. the world's streets |
| 6. the first major game to use   | f. the gaming industry |
| 7. Millions of gamers ran around | g. to start gaming     |
| 8. cute Pokemon                  | h. in the top five     |

## PARAGRAPH TWO:

- |  |                      |
|--|----------------------|
| 1. reshaped the entire video game      | a. culture           |
| 2. the most sizable, culture-          | b. just starting     |
| 3. pop                                 | c. US tennis Open    |
| 4. The annual Fortnite World Cup takes | d. scope             |
| 5. at the home of the                  | e. landscape         |
| 6. A total of \$30 million went        | f. shifting impact   |
| 7. Its influence is                    | g. place in New York |
| 8. show its true                       | h. to the winners    |

# LISTEN AND FILL IN THE GAPS

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-2.html>

The website wired.com (1) \_\_\_\_\_ of the most influential video games (2) \_\_\_\_\_. The game that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is a game that (3) \_\_\_\_\_ gamers to start gaming - Minecraft. Other games in the top five include Gone Home and The Legend of Zelda. Many people (4) \_\_\_\_\_ Super Mario Galaxy 2 and Pokemon Go should be in the top five. Pokemon Go was (5) \_\_\_\_\_ game to use Augmented Reality (AR). Millions of gamers ran around the world's streets in search of mythical, (6) \_\_\_\_\_.

Wired.com said there were (7) \_\_\_\_\_ games in the 2010s. Many of them "(8) \_\_\_\_\_ video game landscape". Wired.com included "just those [games] that made the (9) \_\_\_\_\_-shifting impact". Fortnite was top "because it's one of the only games of the decade to truly [enter] pop culture". Fortnite is (10) \_\_\_\_\_ than many sports. The annual Fortnite World Cup (11) \_\_\_\_\_ New York at the home of the US tennis Open. A total of \$30 million went to the winners in 2019. Wired said: "Its influence is just starting to show (12) \_\_\_\_\_."

# PUT A SLASH ( / ) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-2.html>

The website wired.com released its list of the most influential video game of the decade. The game that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is a game that got millions of gamers to start gaming - Minecraft. Other games in the top five include Grand Theft Auto V and The Legend of Zelda: Breath of the Wild. Many people argue games like Super Mario Galaxy 2 and Pokémon Go should be in the top five. Pokémon Go was the first major game to use Augmented Reality (AR). Millions of gamers ran around the world's streets in search of mythical, cute Pokémon creatures. Wired.com said there were so many creative games in the 2010s. Many of them "reshaped the entire video game landscape". Wired.com included "just those [games] that made the most sizeable, culture-shifting impact". Fortnite was top "because it's one of the only games of the decade to truly [enter] pop culture". Fortnite is now more popular than many sports. The annual Fortnite World Cup takes place in New York at the home of the US Open. A total of \$30 million went to the winners in 2019. Wired said: "Its influence is just starting to show its true scope."

# VIDEO GAMES SURVEY

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-4.html>

Write five GOOD questions about video 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.

## WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student A: Do not show these to your speaking partner(s).

a) \_\_\_\_\_

b) \_\_\_\_\_

c) \_\_\_\_\_

d) \_\_\_\_\_

e) \_\_\_\_\_

f) \_\_\_\_\_

*Fortnite most influential video game of the decade – 31st December, 2019*  
More free lessons at [breakingnewsenglish.com](http://breakingnewsenglish.com)

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## WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student B: Do not show these to your speaking partner(s).

a) \_\_\_\_\_

b) \_\_\_\_\_

c) \_\_\_\_\_

d) \_\_\_\_\_

e) \_\_\_\_\_

f) \_\_\_\_\_

