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### Level 4

# **Hotel opens in Taiwan just for gamers**

23rd September, 2017

http://www.breakingnewsenglish.com/1709/170923-gamers-4.html

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Please try Levels 5 and 6. They are (a little) harder.

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THE READING

From <a href="http://www.breakingnewsenglish.com/1709/170923-gamers-4.html">http://www.breakingnewsenglish.com/1709/170923-gamers-4.html</a>

A hotel in Taiwan has opened for gamers. People who want to

play their favourite games while travelling can go to the iHotel,

near Taipei. Every room has two computers with 32-inch

screens, gaming chairs, and soft lighting to create the perfect

mood. The computers are next to each other. The rooms also

have a 46-inch TV so guests can relax after gaming. The

hotel's lobby also has a large gaming area for bigger groups.

Putting gaming consoles in hotel rooms may be beneficial. A

study of 12,000 high school students showed that those who

played online games almost every day scored above average

grades in school tests. A university study showed that 6-to-11-

year-old gamers increased their intellect and school grades.

Critics warn of the harmful effects of gaming because there is

violence, sexual scenes, drugs and bad language.

Sources: http://mashable.com/2017/09/20/gaming-hotel-taiwan

http://gearsofbiz.com/this-hotel-has-gaming-rigs-inside-rooms/75404

https://en.wikipedia.org/wiki/Video\_game

2

### PHRASE MATCHING

From http://www.breakingnewsenglish.com/1709/170923-gamers-4.html

#### **PARAGRAPH ONE:**

- 1. People who want to play their
- 2. Every room
- 3. soft
- 4. The computers are next
- 5. The rooms also have
- 6. quests can relax
- 7. The hotel's lobby also has a
- 8. for bigger

- a. lighting
- b. large gaming area
- c. a 46-inch TV
- d. groups
- e. favourite games
- f. has two
- g. after gaming
- h. to each other

#### **PARAGRAPH TWO:**

- 1. Putting gaming consoles
- 2. those who played
- 3. above average
- 4. 6-to-11-year-old
- 5. increased their intellect
- 6. Critics warn of the harmful effects
- 7. because they contain
- 8. drugs and bad

- a. violence
- b. grades
- c. language
- d. and school grades
- e. in hotel rooms
- f. online games
- g. gamers
- h. of gaming

# **LISTEN AND FILL IN THE GAPS**

From http://www.breakingnewsenglish.com/1709/170923-gamers-4.html

A hotel in Taiwan (1)	gamers. People who want to
play their favourite games (2)	go to the iHotel, near
Taipei. Every room has two computers (3)	screens,
gaming chairs, and (4)	_ to create the perfect mood.
The computers are next (5)	The rooms also have a
46-inch TV so guests (6)	gaming. The hotel's lobby
also has a large gaming area for bigger groups	
Putting gaming consoles in hotel rooms (7)	A study
of 12,000 high school students showed (8) _	played
online games almost every day scored above	(9) in
school tests. A university (10)	6-to-11-year-old
gamers increased their (11)	grades. Critics warn of
the harmful effects of gaming because there	e is violence, sexual scenes,
drugs (12)	

# PUT A SLASH ( / )WHERE THE SPACES ARE

From http://www.breakingnewsenglish.com/1709/170923-gamers-4.html

Ahotelin Taiwanhasopened for gamers. People who want to play their fav ouritegameswhiletravellingcangototheiHotel,nearTaipei.Everyroo mhastwocomputerswith32-inchscreens,gamingchairs,andsoftlig htingtocreatetheperfectmood. The computers are next to each other. T heroomsalsohavea46-inchTVsoguestscanrelaxaftergaming.Thehot el'slobbyalsohasalargegamingareaforbiggergroups. Puttinggamingc onsolesinhotelroomsmaybebeneficial. Astudyof 12,000 highschoolst udentsshowedthatthosewhoplayedonlinegamesalmosteverydaysco redaboveaveragegradesinschooltests. Auniversitystudyshowedthat 6-to-11-year-oldgamersincreasedtheirintellectandschoolgrades.Cri ticswarnoftheharmfuleffectsofgamingbecausethereisviolence, sexu alscenes, drugsandbadlanguage.

### **GAMING SURVEY**

From http://www.breakingnewsenglish.com/1709/170923-gamers-4.html

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

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

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

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

# WRITE QUESTIONS & ASK YOUR PARTNER(S)

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

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# **WRITING**

From <a href="http://www.breakingnewsenglish.com/1709/170923-gamers-4.html">http://www.breakingnewsenglish.com/1709/170923-gamers-4.html</a>

Write about <b>gaming</b> for 10 minutes. Read and talk about your partner's paper.				