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**Level 3 – 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.html>

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

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# THE ARTICLE

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

The technology website wired.com has released its list of the most influential video games of the decade. Number one on the list of games that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is another game that attracted millions of gamers to take up gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might argue other games should have been on the list. Games on other top-five lists include Super Mario Galaxy 2 and Pokemon Go, which was the first major game to incorporate Augmented Reality (AR). Pokemon Go had millions of gamers running around the world's streets in search of mythical, cute creatures.

Wired.com said so many creative games were released in the 2010s and many of them "reshaped the entire video game landscape". It said: "This list can only contain a limited sample of games, just those that made the most sizable, culture-shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to truly infiltrate broader pop culture". Fortnite is now more popular than many global sports. The annual Fortnite World Cup takes place at the Arthur Ashe Stadium in New York, home of the US tennis Open. A total of \$30 million went to the winners in 2019. Wired said there is more to come from Fortnite. It wrote: "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/>

# WARM-UPS

**1. VIDEO GAMES:** Students walk around the class and talk to other students about video 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?

technology / video games / gaming / argue / top-five / lists / mythical / creatures  
creative / landscape / sample / culture / decade / sports / tennis / winners / influence

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

**3. SPORTS:** Students A **strongly** believe video games are better than sports; Students B **strongly** believe the opposite. Change partners again and talk about your conversations.

**4. BEST OF THE DECADE:** Who or what would top your best of the 2010s list? Complete this table with your partner(s). Change partners often and share what you wrote.

	Who / What?	Why?
Video game		
Song		
Movie		
Person		
TV show		
Sporting moment		

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

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

- Super Mario
- Angry Birds
- Grand Theft Auto
- FIFA Soccer
- Minecraft
- Fortnite
- The Legend of Zelda
- Pokemon Go

# VOCABULARY MATCHING

## Paragraph 1

- |                |   |
|----------------|---|
| 1. released    | a. About folk tales and stories from long ago.  |
| 2. influential | b. A group or number of connected items or names written one below the other on a piece of paper. |
| 3. list        | c. Caused someone or something to come to a place or join in with something.                      |
| 4. impact      | d. Made a movie or recording available for general viewing or purchase.                           |
| 5. attracted   | e. Important, serious, or significant.  |
| 6. major       | f. Having great influence on someone or something.  |
| 7. mythical    | g. The effect or power of one person, thing, or action, on another person, thing or action.       |

## Paragraph 2

- |                |  |
|----------------|--|
| 8. sizable     | h. A small part of something to show what the whole is like.                   |
| 9. reshaped    | i. Made something into a different shape.                                      |
| 10. entire     | j. The opportunity or possibility to do something.                             |
| 11. sample     | k. Fairly big.   |
| 12. infiltrate | l. Become part of something by the action of entering or gaining access to it. |
| 13. annual     | m. With no part left out; whole.   |
| 14. scope      | n. Happening once every year.  |

# BEFORE READING / LISTENING

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

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

- a. A website called wired.com made a list of the decade's best video games. **T / F**
- b. The game Minecraft was in second place and Pokemon Go was third. **T / F**
- c. Many people thought Super Mario Galaxy 2 should have been in the list. **T / F**
- d. Pokemon Go was one of the first big sites to use AR. **T / F**
- e. A website said there were very few creative games in the 2010s. **T / F**
- f. The website said Fortnite was number one for infiltrating pop culture. **T / F**
- g. The article said Fortnite was nearly as popular as many global sports. **T / F**
- h. The winners of the Fortnite World Cup got \$30 million in 2019. **T / F**

**2. SYNONYM MATCH:** (The words in **bold** are from the news article.)

- |                       |              |
|-----------------------|--------------|
| <b>1. released</b>    | a. large     |
| <b>2. influential</b> | b. beasts    |
| <b>3. attracted</b>   | c. get into  |
| <b>4. include</b>     | d. important |
| <b>5. creatures</b>   | e. range     |
| <b>6. entire</b>      | f. issued    |
| <b>7. landscape</b>   | g. contain   |
| <b>8. sizable</b>     | h. scene     |
| <b>9. infiltrate</b>  | i. drew      |
| <b>10. scope</b>      | j. whole     |

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

- |   |                                  |
|---|----------------------------------|
| 1. released its list of the             | a. of gamers                     |
| 2. another game that attracted millions | b. cute creatures                |
| 3. the first major game to              | c. starting to show              |
| 4. millions of gamers running           | d. culture                       |
| 5. in search of mythical,               | e. most influential video games  |
| 6. reshaped the entire video game       | f. went to the winners           |
| 7. those that made the most sizable,    | g. around the world's streets    |
| 8. pop                                  | h. culture-shifting impact       |
| 9. A total of \$30 million              | i. incorporate Augmented Reality |
| 10. Its influence is just               | j. landscape                     |

# GAP FILL

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

The technology website wired.com has released its (1) \_\_\_\_\_ of the most influential video games of the decade. Number one on the list of games that had the biggest (2) \_\_\_\_\_ on the gaming industry in the 2010s is Fortnite. In second (3) \_\_\_\_\_ is another game that attracted millions of gamers to take up gaming - Minecraft. Other games in the (4) \_\_\_\_\_ five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might (5) \_\_\_\_\_ other games should have been on the list. Games on other top-five lists (6) \_\_\_\_\_ Super Mario Galaxy 2 and Pokemon Go, which was the first (7) \_\_\_\_\_ game to incorporate Augmented Reality (AR). Pokemon Go had millions of gamers running around the world's streets in (8) \_\_\_\_\_ of mythical, cute creatures.

*place*  
*include*  
*top*  
*search*  
*list*  
*major*  
*impact*  
*argue*

Wired.com said so many (9) \_\_\_\_\_ games were released in the 2010s and many of them "reshaped the (10) \_\_\_\_\_ video game landscape". It said: "This list can only contain a limited sample of games, just those that made the most (11) \_\_\_\_\_, culture-shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to (12) \_\_\_\_\_ infiltrate broader pop culture". Fortnite is now more (13) \_\_\_\_\_ than many global sports. The annual Fortnite World Cup takes (14) \_\_\_\_\_ at the Arthur Ashe Stadium in New York, (15) \_\_\_\_\_ of the US tennis Open. A total of \$30 million went to the winners in 2019. Wired said there is more to come from Fortnite. It wrote: "Its (16) \_\_\_\_\_ is just starting to show its true scope."

*sizable*  
*popular*  
*entire*  
*home*  
*creative*  
*influence*  
*truly*  
*place*

# LISTENING – Guess the answers. Listen to check.

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

- 1) The technology website wired.com has \_\_\_\_\_
  - a. released its last
  - b. released its lost
  - c. released its list
  - d. released its lisp
- 2) Number one on the list of games that had \_\_\_\_\_
  - a. the biggest compact
  - b. the biggest in pact
  - c. the biggest pact
  - d. the biggest impact
- 3) Fortnite. In second place is another game that \_\_\_\_\_
  - a. attracted millions
  - b. attract it millions
  - c. attracts it millions
  - d. at tract it millions
- 4) include Super Mario Galaxy 2 and Pokemon Go, which was the \_\_\_\_\_
  - a. fast major game
  - b. first majors game
  - c. first major game
  - d. fast majority game
- 5) running around the world's streets in search of \_\_\_\_\_
  - a. mythical, cued creatures
  - b. mythical, cute creatures
  - c. mythical, coat creatures
  - d. mythical, queued creatures
- 6) Wired.com said so many creative games were \_\_\_\_\_ 2010s
  - a. released on the
  - b. released in the
  - c. released of the
  - d. released an the
- 7) It said: "This list can only contain a limited \_\_\_\_\_"
  - a. simple of games
  - b. sampled of games
  - c. simple off games
  - d. sample of games
- 8) because it's one of the only games of the decade to truly infiltrate \_\_\_\_\_
  - a. broad are bop culture
  - b. broader pop culture
  - c. broader pops culture
  - d. broader bop culture
- 9) A total of \$30 million went to the \_\_\_\_\_
  - a. winner is in 2019
  - b. winners on 2019
  - c. win knows in 2019
  - d. winners in 2019
- 10) It wrote: "Its influence is just starting to show \_\_\_\_\_."
  - a. its true scope
  - b. its truth scope
  - c. its through scope
  - d. its chew scope

# LISTENING – Listen and fill in the gaps

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

The technology website wired.com (1) \_\_\_\_\_ list of the most influential video games of the decade. Number one on the list of games that had the (2) \_\_\_\_\_ the gaming industry in the 2010s is Fortnite. In second place is another game that (3) \_\_\_\_\_ gamers to take up gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might argue other games (4) \_\_\_\_\_ on the list. Games on other top-five lists include Super Mario Galaxy 2 and Pokemon Go, which was the (5) \_\_\_\_\_ to incorporate Augmented Reality (AR). Pokemon Go had millions of gamers running around the world's streets in search of (6) \_\_\_\_\_.

Wired.com said (7) \_\_\_\_\_ games were released in the 2010s and many of them "(8) \_\_\_\_\_ video game landscape". It said: "This list can only contain a limited sample of games, just those that made (9) \_\_\_\_\_, culture-shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to truly infiltrate (10) \_\_\_\_\_". Fortnite is now more popular than many global sports. The annual Fortnite World Cup takes place at the Arthur Ashe Stadium in New York, home of the US tennis Open. A total of \$30 million went (11) \_\_\_\_\_ in 2019. Wired said there is more to come from Fortnite. It wrote: "Its influence is just (12) \_\_\_\_\_ its true scope."



# COMPREHENSION QUESTIONS

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

1. What is the name of the website that created the best video game list?
2. What video game was number two on the list?
3. Where was The Legend of Zelda on the list?
4. What game was one of the first to use Augmented Reality?
5. What were millions of gamers searching for in the streets?
6. What did the website say many games reshaped?
7. What did the games on the list shift?
8. What did the website say Fortnite infiltrated?
9. How much was the prize money at the 2019 Fortnite World Cup?
10. What did the website say was just starting to show with Fortnite?

# MULTIPLE CHOICE - QUIZ

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

- 1) What is the name of the website that created the best video game list?
  - a) wired.com
  - b) console.com
  - c) gaming.com
  - d) yaboozle.com
- 2) What video game was number two on the list?
  - a) Dark Souls
  - b) Angry Birds
  - c) Minecraft
  - d) Gone Home
- 3) Where was The Legend of Zelda on the list?
  - a) number three
  - b) number five
  - c) number ten
  - d) number seven
- 4) What game was one of the first to use Augmented Reality?
  - a) Call of Duty
  - b) Grand Theft Auto
  - c) Super Mario Galaxy 2
  - d) Pokemon Go
- 5) What were millions of gamers searching for in the streets?
  - a) mythical cute creatures
  - b) their car keys
  - c) love
  - d) a video game store
- 6) What did the website say many games reshaped?
  - a) family relationships
  - b) our brains
  - c) people's stomachs
  - d) the entire video landscape
- 7) What did the games on the list shift?
  - a) millions of DVDs
  - b) culture
  - c) attitudes
  - d) the sands of time
- 8) What did the website say Fortnite infiltrated?
  - a) computer code
  - b) people's darkest secrets
  - c) the CIA
  - d) pop culture
- 9) How much was the prize money at the 2019 Fortnite World Cup?
  - a) \$40 million
  - b) \$50 million
  - c) \$30 million
  - d) \$100 million
- 10) What did the website say was just starting to show with Fortnite?
  - a) its age
  - b) its influence
  - c) its code
  - d) its secrets

# ROLE PLAY

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

## **Role A – Super Mario**

You think Super Mario is the best video game. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least fun of these (and why): Angry Birds, Pokemon Go or Fortnite.

## **Role B – Angry Birds**

You think Angry Birds is the best video game. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least fun of these (and why): Super Mario, Pokemon Go or Fortnite.

## **Role C – Pokemon Go**

You think Pokemon Go is the best video game. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least fun of these (and why): Angry Birds, Super Mario or Fortnite.

## **Role D – Fortnite**

You think Fortnite is the best video game. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least fun of these (and why): Angry Birds, Pokemon Go or Super Mario.

# AFTER READING / LISTENING

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

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

video	games

- 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"><li>• technology</li><li>• biggest</li><li>• take</li><li>• argue</li><li>• include</li><li>• cute</li></ul>	<ul style="list-style-type: none"><li>• creative</li><li>• contain</li><li>• reason</li><li>• pop</li><li>• home</li><li>• starting</li></ul>
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# VIDEO GAMES SURVEY

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

# VIDEO 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 images are in your mind when you hear the word 'video'?
3. What do you think of video games?
4. What do you think the best video game is?
5. What do you know about Fortnite?
6. How important are video games?
7. Are you surprised the games industry is bigger than the movie industry?
8. Why are video games so popular?
9. What are the bad things about video games?
10. What damage can video games do to our health?

*Fortnite most influential video game of the decade – 31st December, 2019*  
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# VIDEO 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 think of when you hear the word 'game'?
13. What do you think about what you read?
14. What do you think about Fortnite?
15. How creative are you?
16. How have video games changed the world?
17. Which is better - playing video games or playing sports?
18. Would you want your children to spend hours on video games?
19. What will video games look like in the future?
20. What questions would you like to ask a world gaming champion?

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

The technology website wired.com has (1) \_\_\_\_\_ its list of the most influential video games of the decade. Number one (2) \_\_\_\_\_ the list of games that had the biggest impact (3) \_\_\_\_\_ the gaming industry in the 2010s is Fortnite. In second place is another game that attracted millions of gamers to (4) \_\_\_\_\_ up gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might (5) \_\_\_\_\_ other games should have been on the list. Games on other top-five lists include Super Mario Galaxy 2 and Pokemon Go, which was the first major game to incorporate Augmented Reality (AR). Pokemon Go had millions of gamers running around the world's streets in search of (6) \_\_\_\_\_, cute creatures.

Wired.com said so many creative games were released in the 2010s and many of them "reshaped the (7) \_\_\_\_\_ video game landscape". It said: "This list can only contain a (8) \_\_\_\_\_ sample of games, just those that made the most sizable, culture-shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to (9) \_\_\_\_\_ infiltrate broader pop culture". Fortnite is now more popular than many global sports. The (10) \_\_\_\_\_ Fortnite World Cup takes place at the Arthur Ashe Stadium in New York, home of the US tennis Open. A total of \$30 million (11) \_\_\_\_\_ to the winners in 2019. Wired said there is more to come from Fortnite. It wrote: "Its influence is just starting to show its true (12) \_\_\_\_\_."

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

- |     |               |               |              |                |
|-----|---------------|---------------|--------------|----------------|
| 1.  | (a) realized  | (b) reeled    | (c) released | (d) rallies    |
| 2.  | (a) on        | (b) of        | (c) at       | (d) up         |
| 3.  | (a) on        | (b) by        | (c) as       | (d) to         |
| 4.  | (a) take      | (b) make      | (c) fake     | (d) sake       |
| 5.  | (a) argument  | (b) augment   | (c) auger    | (d) argue      |
| 6.  | (a) mothering | (b) methane   | (c) maths    | (d) mythical   |
| 7.  | (a) entire    | (b) all       | (c) every    | (d) major      |
| 8.  | (a) honest    | (b) decorated | (c) shifted  | (d) limited    |
| 9.  | (a) truly     | (b) truth     | (c) true     | (d) truism     |
| 10. | (a) century   | (b) annual    | (c) decade   | (d) millennium |
| 11. | (a) gone      | (b) went      | (c) gamed    | (d) played     |
| 12. | (a) scope     | (b) scrape    | (c) scrimp   | (d) scoop      |



# SPELLING

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

## Paragraph 1

1. games that had the biggest itapmc
2. the gaming iunrdyst
3. tteracdat millions of gamers
4. Many people might argeu
5. tAudengem Reality
6. haiymlct, cute creatures

## Paragraph 2

7. many rcevaite games were released
8. the nirete video game landscape
9. contain a iimetld sample of games
10. truly anitletirf broader pop culture
11. The Inunaa Fortnite World Cup
12. Its fcinneul is just starting to show

# PUT THE TEXT BACK TOGETHER

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

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

- ( ) millions of gamers running around the world's streets in search of mythical, cute creatures.
- ( ) place at the Arthur Ashe Stadium in New York, home of the US tennis Open. A total of
- ( ) from Fortnite. It wrote: "Its influence is just starting to show its true scope."
- ( ) up gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might argue other
- ( ) \$30 million went to the winners in 2019. Wired said there is more to come
- ( **1** ) The technology website wired.com has released its list of the most influential video games
- ( ) Wired.com said so many creative games were released in the 2010s and many of them "reshaped the entire video game
- ( ) the 2010s is Fortnite. In second place is another game that attracted millions of gamers to take
- ( ) and Pokemon Go, which was the first major game to incorporate Augmented Reality (AR). Pokemon Go had
- ( ) culture". Fortnite is now more popular than many global sports. The annual Fortnite World Cup takes
- ( ) of the decade. Number one on the list of games that had the biggest impact on the gaming industry in
- ( ) landscape". It said: "This list can only contain a limited sample of games, just those that made the most sizable, culture-
- ( ) games should have been on the list. Games on other top-five lists include Super Mario Galaxy 2
- ( ) shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to truly infiltrate broader pop

# PUT THE WORDS IN THE RIGHT ORDER

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

1. most of list influential games . the Its video
2. biggest impact The gaming the industry . on
3. take Attracted gamers up of to gaming . millions
4. include Games Pokemon on top-five other Go . lists
5. gamers streets . around world's the of Millions running
6. games were in released creative 2010s . the Many
7. limited contain can list This sample . a only
8. now than many more popular is sports . Fortnite
9. winners . million A \$30 total went to of the
10. starting influence just is show . Its to

# CIRCLE THE CORRECT WORD (20 PAIRS)

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

The technology website wired.com has released its list *of / to* the most influential video games of the decade. Number one *in / on* the list of games that had the biggest *impact / compact* on the gaming industry in the 2010s is Fortnite. In second *pace / place* is another game that attracted millions of gamers to take *down / up* gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might *argue / argument* other games should have been on the list. Games on *another / other* top-five lists include Super Mario Galaxy 2 and Pokemon Go, which was the first major game to *corporate / incorporate* Augmented Reality (AR). Pokemon Go had millions of gamers running *around / abound* the world's streets in search of *myth / mythical*, cute creatures.

Wired.com said so many creative games were released in the 2010s and many of *that / them* "reshaped the *entire / entirety* video game landscape". It said: "This list can only contain a limited *simple / sample* of games, just those that made the most sizable, culture-shifting impact." The *reasonable / reason* Fortnite topped the list is, "because it's one of the only games of the decade to *truth / truly* infiltrate broader pop culture". Fortnite is now more popular than many *global / globe* sports. The annual Fortnite World Cup *takes / gives* place at the Arthur Ashe Stadium in New York, home of the US tennis *Close / Open*. A total of \$30 million went to the *winners / wins* in 2019. Wired said there is more to come from Fortnite. It wrote: "Its influence is just starting to show its true *scope / scoop*."

**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)

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T h \_ t \_ c h n \_ l \_ g y w \_ b s \_ t \_ w \_ r \_ d . c \_ m h \_ s r \_ l \_ \_ s \_ d  
\_ t s l \_ s t \_ f t h \_ m \_ s t \_ n f l \_ \_ n t \_ \_ l v \_ d \_ \_ g \_ m \_ s  
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s \_ c \_ n d p l \_ c \_ \_ s \_ n t h \_ r g \_ m \_ t h \_ t t t r \_ c t \_ d m \_ l  
l \_ \_ n s \_ f g \_ m \_ r s t \_ t \_ k \_ \_ p g \_ m \_ n g - M \_ n \_ c r \_ f t  
. O t h \_ r g \_ m \_ s \_ n t h \_ t \_ p f \_ v \_ \_ r \_ D \_ r k S \_ \_ l s  
, G \_ n \_ H \_ m \_ , \_ n d T h \_ L \_ g \_ n d \_ f Z \_ l \_ d \_ . M \_ n y  
p \_ \_ p l \_ m \_ g h t \_ r g \_ \_ \_ t h \_ r g \_ m \_ s s h \_ \_ l d h \_ v \_  
b \_ \_ n \_ n t h \_ l \_ s t . G \_ m \_ s \_ n t h \_ r t \_ p - f \_ v \_ l \_ s  
t s \_ n c l \_ d \_ S \_ p \_ r M \_ r \_ \_ G \_ l \_ x \_ y 2 \_ n d P \_ k \_ m \_ n  
G \_ , w h \_ c h w \_ s f \_ r s t m \_ j \_ r g \_ m \_ t \_ \_ n c \_ r \_ p \_ r \_ t \_  
A \_ g m \_ n t \_ d R \_ \_ l \_ t \_ y ( A R ) . P \_ k \_ m \_ n G \_ h \_ d m \_ l  
l \_ \_ n s \_ f g \_ m \_ r s r \_ n n \_ n g \_ r \_ \_ n d t h \_ w \_ r l d ' s  
s t r \_ \_ t s \_ n s \_ \_ r c h \_ f m \_ y t h \_ c \_ l , c \_ t \_ c r \_ \_  
t \_ r \_ s .

W \_ r \_ d . c \_ m s \_ \_ d s \_ m \_ n y c r \_ \_ t \_ v \_ g \_ m \_ s w \_ r \_  
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t h \_ \_ n t \_ r \_ v \_ d \_ \_ g \_ m \_ l \_ n d s c \_ p \_ " . I t s \_ \_ d : " T h \_ s  
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j \_ s t t h \_ s \_ t h \_ t m \_ d \_ t h \_ m \_ s t s \_ z \_ b l \_ , c \_ l t \_ r \_ -  
s h \_ f t \_ n g \_ m p \_ c t . " T h \_ r \_ \_ s \_ n F \_ r t n \_ t \_ t \_ p \_ p \_ d  
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c \_ l t \_ r \_ " . F \_ r t n \_ t \_ \_ s n \_ w m \_ r \_ p \_ p \_ l \_ r t h \_ n m \_ n y  
g l \_ b \_ l s p \_ r t s . T h \_ \_ n n \_ \_ l F \_ r t n \_ t \_ W \_ r l d C \_ p  
t \_ k \_ s p l \_ c \_ \_ t t h \_ A r t h \_ r A s h \_ S t \_ d \_ \_ m \_ n N \_ w  
Y \_ r k , h \_ m \_ \_ f t h \_ U S t \_ n n \_ s \_ p \_ n . A t \_ t \_ l \_ f \$ 3 0  
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t h \_ r \_ \_ s m \_ r \_ t \_ c \_ m \_ f r \_ m F \_ r t n \_ t \_ . I t w r \_ t \_ : " I t  
s \_ n f l \_ \_ n c \_ \_ s j \_ s t s t r t \_ n g t \_ s h \_ w \_ t s t  
r \_ \_ s c \_ p \_ . "

# PUNCTUATE THE TEXT AND ADD CAPITALS

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

the technology website wiredcom has released its list of the most influential video games of the decade number one on the list of games that had the biggest impact on the gaming industry in the 2010s is fortnite in second place is another game that attracted millions of gamers to take up gaming minecraft other games in the top five are dark souls gone home and the legend of zelda many people might argue other games should have been on the list games on other topfive lists include super mario galaxy 2 and pokemon go which was the first major game to incorporate augmented reality ar pokemon go had millions of gamers running around the worlds streets in search of mythical cute creatures

wiredcom said so many creative games were released in the 2010s and many of them reshaped the entire video game landscape it said this list can only contain a limited sample of games just those that made the most sizable cultureshifting impact the reason fortnite topped the list is because its one of the only games of the decade to truly infiltrate broader pop culture fortnite is now more popular than many global sports the annual fortnite world cup takes place at the arthur ashe stadium in new york home of the us tennis Open a total of 30 million went to the winners in 2019 wired said there is more to come from fortnite it wrote its influence is just starting to show its true scope

# PUT A SLASH ( / ) WHERE THE SPACES ARE

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The technology website wired.com has released its list of the most influential video games of the decade. Number one on the list of games that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is another game that attracted millions of gamers to take up gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might argue other games should have been on the list. Games on the other top-five lists include Super Mario Galaxy 2 and Pokemon Go, which was the first major game to incorporate Augmented Reality (AR). Pokemon Go had millions of gamers running around the world's streets in search of mythical, cute creatures. Wired.com said so many creative games were released in the 2010s and many of them "reshaped the entire video game landscape". It said: "This list can only contain a limited sample of games, just those that made the most sizeable, culture-shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to truly infiltrate broader pop culture". Fortnite is now more popular than many global sports. The annual Fortnite World Cup takes place at the Arthur Ashe Stadium in New York, home of the US Tennis Open. A total of \$30 million went to the winners in 2019. Wired said there is more to come from Fortnite. It wrote: "Its influence is just starting to show its true scope."







# 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 this news story. Share what you discover with your partner(s) in the next lesson.

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

**4. GAMING:** Write a magazine article about gaming being made a sport and entering the Olympics. Include imaginary interviews with people who are for and against 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 video games. Ask him/her three questions about them. Give him/her three of your opinions on the best three games ever. Read your letter to your partner(s) in your next lesson. Your partner(s) will answer your questions.

# ANSWERS

## VOCABULARY (p.4)

1. d    2. f    3. b    4. g    5. c    6. e    7. a  
8. k    9. i    10. m    11. h    12. l    13. n    14. j

## TRUE / FALSE (p.5)

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

## SYNONYM MATCH (p.5)

1. f	2. d	3. i	4. g	5. b
6. j	7. e	8. a	9. c	10. e

## COMPREHENSION QUESTIONS (p.9)

- wired.com
- Minecraft
- Number five
- Pokemon Go
- Mythical, cute creatures
- The entire video landscape
- Culture
- Broader pop culture
- \$30 million
- Its influence

## WORDS IN THE RIGHT ORDER (p.20)

- Its list of the most influential video games.
- The biggest impact on the gaming industry.
- Attracted millions of gamers to take up gaming.
- Games on other top-five lists include Pokemon Go.
- Millions of gamers running around the world's streets.
- Many creative games were released in the 2010s.
- This list can only contain a limited sample.
- Fortnite is now more popular than many sports.
- A total of \$30 million went to the winners.
- Its influence is just starting to show.

## MULTIPLE CHOICE - QUIZ (p.10)

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 ;-)