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Ready-to-Use English Lessons by Sean Banville

Level 1 – 29th February, 2020

Microsoft Flight Simulator includes all world airports

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https://breakingnewsenglish.com/2002/200229-flight-simulator-1.html

Contents

Please try Levels 0, 2 and 3. They are (a little) harder.

THE READING

Microsoft's Flight Simulator now includes all the world's airports. Gamers can choose over 37,000 airports to take off from and land at. The older game included 24,000 airports. The new game has international airports like New York's JFK. It also has tiny grassy landing strips and runways in the middle of deserts or on top of mountains. The airports have been manually designed to look like the real airports. Designers used satellite images to do this.

The graphics are better and more detailed in the new game. There are windsocks blowing in the wind and service vehicles driving around the runways. The runway markings in the game are like those on the real runways. The lead designer said: "To reach a new level, we needed a new approach. We decided to [use] real satellite pictures. This technique involves editing each airport manually." The result is that every airport is "a step closer to reality".

Sources: https://www.**pcgamer.com**/microsoft-flight-simulator-contains-every-airport-in-the-world/
https://www.**ladbible.com**/technology/gaming-microsoft-flight-simulator-2020-will-feature-every-airport-on-earth-20200221
https://www.**rockpapershotgun.com**/2020/02/21/asobo-studio-manually-edited-37000-airports-for-microsoft-flight-simulator/

PHRASE MATCHING

PARAGRAPH ONE:

1.	take off from and	a.	24,000 airports
2.	The older game included	b.	real airports
3.	international airports	c.	to do this
4.	landing	d.	of deserts
5.	in the middle	e.	land at
6.	The airports have been manually	f.	like New York's JFK
7.	look like the	g.	strips
8.	Designers used satellite images	h.	designed

PARAGRAPH TWO:

1.	The graphics are better and	a.	approach
2.	There are windsocks blowing	b.	airport manually
3.	service vehicles	c.	in the wind
4.	To reach a	d.	reality
5.	we needed a new	e.	more detailed
6.	We decided to use real	f.	new level
7.	This technique involves editing each	g.	satellite pictures
8.	a step closer to	h.	driving around

LISTEN AND FILL IN THE GAPS

Microsoft's Flight Simulator (1) _____ the world's airports. Gamers (2) _____ 37,000 airports to take off from (3) _____. The older game included 24,000 airports. The new game has international airports like New York's JFK. It also (4) _____ landing strips and runways in the middle of deserts or on top of mountains. The airports (5) _____ designed to look like the real airports. Designers used satellite (6) _____ this.

The graphics are better (7) _____ in the new game. There are windsocks (8) _____ wind and service vehicles driving around the runways. The runway markings in the game are (9) _____ the real runways. The lead designer said: "To reach (10) _____, we needed a new approach. We decided to [use] real satellite pictures. This technique (11) _____ airport manually." The result is that every airport is "a (12) _____ reality".

PUT A SLASH (/)WHERE THE SPACES ARE

Microsoft'sFlightSimulatornowincludesalltheworld'sairports.Gamer

scanchooseover37,000airportstotakeofffromandlandat.Theolderga

meincluded24,000airports.Thenewgamehasinternationalairportslik

eNewYork'sJFK.Italsohastinygrassylandingstripsandrunwaysinthe

middleofdesertsorontopofmountains.Theairportshavebeenmanuall

ydesignedtolookliketherealairports.Designersusedsatelliteimagest

odothis.Thegraphicsarebetterandmoredetailedinthenewgame.Ther

earewindsocksblowinginthewindandservicevehiclesdrivingaroundt

herunways.Therunwaymarkingsinthegamearelikethoseontherealru

nways.Theleaddesignersaid:"Toreachanewlevel,weneededanewap

proach.Wedecidedto[use]realsatellitepictures.Thistechniqueinvolv

eseditingeachairportmanually."Theresultisthateveryairportis"astep

closertoreality".

FLIGHT SIMULATORS SURVEY

From   https://breakingnewsenglish.com/2002/200229-flight-simulator-4.html

Write five GOOD questions about Flight simulators 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) _____

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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) _____

WRITING

Write about **Flight simulators** for 10 minutes. Read and talk about your partner's paper.

_____

_____

_____

_____

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