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Level 6 – 7th November, 2020

Nintendo Switch game console shatters sales forecasts

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<https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

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Please try Levels 4 and 5 (they are easier).

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THE ARTICLE

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

The Japanese gaming company Nintendo has predicted the year ending March 2021 will be a bumper year for its Switch games console. Executives said sales will be 26 per cent higher than initial forecasts. It expects to ship 24 million of its consoles by the end of the financial year. This is a 26 per cent increase from the previous forecast. The company said the rise in demand for the Switch console is partly attributable to a pandemic-driven boom in gaming. Millions of people have been staying indoors because of COVID-19 and have invested in a new games console. The result has provided Nintendo with an extra reason for optimism - its operating profit forecast is up by 50 per cent to \$4.3 billion.

The Nintendo Switch was unveiled in October 2016 and released worldwide in 2017. It is a hybrid console that can be used as either a home console or a portable, standalone device. It has controllers with motion sensing and tactile feedback. These can attach to both sides of the console to support handheld-style play like that of the Nintendo Wii. Gamers can play online through Internet connectivity, as well as with other consoles on a local wireless network. Developers have created over 320 games for the console, many from third-party companies. Switch sales have been led by Nintendo-created games such as The Legend of Zelda, Mario Kart 8, Pokemon Sword and Shield, and Animal Crossing.

Sources: <https://www.reuters.com/article/us-nintendo-results/nintendo-raises-switch-forecast-to-24-million-units-on-pandemic-gaming-boom-idUSKBN27L0QH>
<https://www.engadget.com/nintendo-switch-lite-sales-paper-mario-3d-all-stars-earnings-082905737.html>
https://en.wikipedia.org/wiki/Nintendo_Switch

WARM-UPS

1. NINTENDO SWITCH: Students walk around the class and talk to other students about Nintendo Switch. 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?

gaming / games console / executives / forecasts / financial / demand / indoors / profit
worldwide / hybrid / portable / device / online / connectivity / wireless / sales / legend

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

3. NINTENDO: Students A **strongly** believe Nintendo has the best games and consoles; Students B **strongly** believe others companies have better games and consoles. Change partners again and talk about your conversations.

4. GAMES: What are the pros and cons of these kinds of games? Complete this table with your partner(s). Change partners often and share what you wrote.

	Pros	Cons
Video games		
Card games		
Board games		
Running around games		
Role playing games		
Sports		

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

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

- Nintendo
- Bandai
- Electronic Arts
- Tencent
- Sony
- Microsoft
- Rockstar Games
- Sega

VOCABULARY MATCHING

Paragraph 1

- | | |
|-----------------|--|
| 1. predicted | a. Hopefulness and confidence about the future or the successful outcome of something. |
| 2. bumper | b. A person with senior managerial responsibility in a business organization. |
| 3. executive | c. Regarded as being caused by. |
| 4. initial | d. Said or estimated that a specified thing will happen in the future. |
| 5. attributable | e. A period of great prosperity or rapid economic growth. |
| 6. boom | f. Exceptionally large, fine, or successful. |
| 7. optimism | g. Existing or occurring at the beginning. |

Paragraph 2

- | | |
|-----------------|--|
| 8. unveiled | h. Of computer hardware or software - able to operate independently of other hardware or software. |
| 9. hybrid | i. Of or connected with the sense of touch. |
| 10. portable | j. A person or group besides the main one(s). |
| 11. standalone | k. A thing made by combining two different elements; a mixture. |
| 12. tactile | l. Broadcasting, computer networking, or other communication using radio signals, microwaves, etc. |
| 13. wireless | m. Able to be easily carried or moved, especially because being of a lighter and smaller version than usual. |
| 14. third-party | n. Show or announced publicly for the first time. |

BEFORE READING / LISTENING

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

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

- a. Nintendo said the year 2021 would be its best year ever. **T / F**
- b. Nintendo will ship 26 million consoles by the end of this year. **T / F**
- c. The article said COVID-19 helped to boost sales of its consoles. **T / F**
- d. The operating profit of Nintendo is set to increase by 50%. **T / F**
- e. The Nintendo Switch was released globally in 2016. **T / F**
- f. The Switch has controllers on both sides of the console. **T / F**
- g. Nintendo's designers created 320 games for the Switch. **T / F**
- h. Nintendo's sales were led by a game from a third-party developer. **T / F**

2. SYNONYM MATCH:

Match the following synonyms. The words in **bold** are from the news article.

- | | |
|---------------------------|---------------------|
| 1. predicted | a. cross |
| 2. bumper | b. hopefulness |
| 3. initial | c. revealed |
| 4. attributable to | d. first |
| 5. optimism | e. brought about by |
| 6. unveiled | f. successful |
| 7. hybrid | g. system |
| 8. attach | h. forecast |
| 9. network | i. fasten |
| 10. led by | j. put down to |

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

- | | |
|----------------------------------|------------------------------|
| 1. the year ending | a. companies |
| 2. a bumper | b. driven boom in gaming |
| 3. attributable to a pandemic- | c. is up by 50 per cent |
| 4. an extra reason for | d. connectivity |
| 5. its operating profit forecast | e. by Nintendo-created games |
| 6. a portable, standalone | f. optimism |
| 7. These can attach to both | g. device |
| 8. Internet | h. year |
| 9. third-party | i. sides of the console |
| 10. Switch sales have been led | j. March 2021 |

GAP FILL

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

The Japanese gaming company Nintendo has
(1) _____ the year ending March 2021 will be a
(2) _____ year for its Switch games console.
Executives said sales will be 26 per cent higher than initial
forecasts. It expects to ship 24 million of its
(3) _____ by the end of the financial year. This is a
26 per cent increase from the (4) _____ forecast.
The company said the rise in demand for the Switch console is
(5) _____ attributable to a pandemic-driven boom in
gaming. Millions of people have been staying
(6) _____ because of COVID-19 and have
(7) _____ in a new games console. The result has
provided Nintendo with an extra reason for
(8) _____ - its operating profit forecast is up by 50
per cent to \$4.3 billion.

consoles
partly
invested
bumper
optimism
predicted
previous
indoors

The Nintendo Switch was (9) _____ in October 2016
and released worldwide in 2017. It is a (10) _____
console that can be used as either a home console or a portable,
(11) _____ device. It has controllers with motion
sensing and (12) _____ feedback. These can attach to
both sides of the console to support (13) _____ -style
play like that of the Nintendo Wii. Gamers can play online through
Internet (14) _____, as well as with other consoles on
a local wireless network. Developers have created over 320 games
for the console, many from third-(15) _____
companies. Switch sales have been (16) _____ by
Nintendo-created games such as The Legend of Zelda, Mario Kart
8, Pokemon Sword and Shield, and Animal Crossing.

connectivity
standalone
hybrid
handheld
led
unveiled
party
tactile

LISTENING – Guess the answers. Listen to check.

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

- 1) gaming company Nintendo has predicted the year ending March 2021 will be _____
 - a. a bumpy year
 - b. a bumper year
 - c. a bumper year
 - d. a dumper year
- 2) Executives said sales will be 26 per cent higher _____
 - a. than initials forecasts
 - b. than initial forecasts
 - c. than initially forecasts
 - d. than initialised forecasts
- 3) The company said the rise in demand for the Switch console _____
 - a. is party attributable
 - b. is parting attributable
 - c. is part tree attributable
 - d. is partly attributable
- 4) staying indoors because of COVID-19 and have invested in a _____
 - a. newly games console
 - b. news games console
 - c. anew games console
 - d. new games console
- 5) The result has provided Nintendo with an extra _____
 - a. reasoned for optimism
 - b. reasoning for optimism
 - c. reasons for optimism
 - d. reason for optimism
- 6) The Nintendo Switch was unveiled in October 2016 and _____
 - a. released world widely
 - b. released worldly width
 - c. released worldwide
 - d. released worlds wide
- 7) a hybrid console that can be used as either a home console or a _____
 - a. potable, standalone device
 - b. poor table, standalone device
 - c. port table, standalone device
 - d. portable, standalone device
- 8) Gamers can play online through _____
 - a. Internet connectively
 - b. Internet connect activity
 - c. Internet connection activity
 - d. Internet connectivity
- 9) as well as with other consoles on a _____
 - a. local wireless network
 - b. local wired less networks
 - c. locally wireless network
 - d. local wireless network
- 10) Developers have created over 320 games for the console, many from _____
 - a. thirdly party companies
 - b. third-party companies
 - c. third-parties companies
 - d. third parting companies

LISTENING – Listen and fill in the gaps

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

The Japanese gaming company Nintendo (1) _____ year ending March 2021 will be a (2) _____ its Switch games console. Executives said sales will be 26 per cent higher than initial forecasts. It expects to ship 24 million (3) _____ by the end of the financial year. This is a 26 per cent increase from the previous forecast. The company said the (4) _____ for the Switch console is partly attributable to a (5) _____ in gaming. Millions of people have been staying indoors because of COVID-19 and have invested in a new games console. The result has provided Nintendo with an extra reason for optimism - its operating (6) _____ up by 50 per cent to \$4.3 billion.

The Nintendo Switch (7) _____ October 2016 and released worldwide in 2017. It is (8) _____ that can be used as either a home console or a portable, standalone device. It has controllers with motion (9) _____ feedback. These can attach to both sides of the console to support (10) _____ like that of the Nintendo Wii. Gamers can play online through Internet connectivity, as well as with other consoles on a (11) _____. Developers have created over 320 games for the console, many from (12) _____. Switch sales have been led by Nintendo-created games such as The Legend of Zelda, Mario Kart 8, Pokemon Sword and Shield, and Animal Crossing.

COMPREHENSION QUESTIONS

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

1. What kind of year did the article say Nintendo will have?
2. How many consoles will Nintendo ship by the end of the year?
3. What did Nintendo say drove its increase in sales in consoles?
4. What does the increase in demand gave Nintendo a reason for?
5. By how much will Nintendo's operating profits increase by?
6. When was the Nintendo Switch released worldwide?
7. What kind of feedback does the article say the console has?
8. What kind of companies developed games for the Nintendo Switch?
9. How many games have developers created for the Switch?
10. Who created games that led to increased sales of the Switch?

MULTIPLE CHOICE - QUIZ

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

- 1) What kind of year did the article say Nintendo will have?
 - a) a memorable year
 - b) a bumper year
 - c) a fine year
 - d) a record-breaking year
- 2) How many consoles will Nintendo ship by the end of the year?
 - a) 26 million
 - b) 22 million
 - c) 20 million
 - d) 24 million
- 3) What did Nintendo say drove its increase in sales in consoles?
 - a) the COVID-19 pandemic
 - b) a rise in average incomes
 - c) heavy discounts
 - d) advertisements
- 4) What does the increase in demand give Nintendo a reason for?
 - a) celebration
 - b) to smile
 - c) optimism
 - d) making more games
- 5) By how much will Nintendo's operating profits increase by?
 - a) 40%
 - b) 50%
 - c) 60%
 - d) 89%
- 6) When was the Nintendo Switch released worldwide?
 - a) 2017
 - b) 2016
 - c) 2018
 - d) 2019
- 7) What kind of feedback does the article say the console has?
 - a) useful feedback
 - b) positive feedback
 - c) tactile feedback
 - d) negative feedback
- 8) What kind of companies developed games for the Nintendo Switch?
 - a) third-party companies
 - b) app companies
 - c) start-up companies
 - d) tech companies
- 9) How many games have developers created for the Switch?
 - a) over 320
 - b) around 320
 - c) exactly 320
 - d) just fewer than 320
- 10) Who created games that led to increased sales of the Switch?
 - a) crowdsourcing
 - b) third-party companies
 - c) players
 - d) Nintendo

ROLE PLAY

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

Role A – Nintendo

You think Nintendo is the best games company. Tell the others three reasons why. Tell them what is wrong with their companies. Also, tell the others which is the worst of these (and why): Sony, Microsoft or Sega.

Role B – Sony

You think Sony is the best games company. Tell the others three reasons why. Tell them what is wrong with their companies. Also, tell the others which is the worst of these (and why): Nintendo, Microsoft or Sega.

Role C – Microsoft

You think Microsoft is the best games company. Tell the others three reasons why. Tell them what is wrong with their companies. Also, tell the others which is the worst of these (and why): Sony, Nintendo or Sega.

Role D – Sega

You think Sega is the best games company. Tell the others three reasons why. Tell them what is wrong with their companies. Also, tell the others which is the worst of these (and why): Sony, Microsoft or Nintendo.

AFTER READING / LISTENING

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

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

game	console
-------------	----------------

- 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">• ending• 26• demand• partly• indoors• up	<ul style="list-style-type: none">• 2016• home• both• well• 320• led
--	---

NINTENDO SWITCH SURVEY

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

Write five GOOD questions about Nintendo Switch 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.

NINTENDO SWITCH 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 'forecasts'?
3. What do you know about the company Nintendo?
4. Have you ever had a 'bumper year'?
5. What kind of year have you had?
6. What do you think of gaming?
7. What's your favourite games console, and why?
8. What did you do indoors during the pandemic?
9. What advice do you have for Nintendo?
10. What do you predict will happen in 2021?

Nintendo Switch game console shatters sales forecasts – 7th November, 2020
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NINTENDO SWITCH 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 is the best game maker in the world?
15. Do you prefer gaming alone or with other people?
16. What do you think of motion sensing and tactile feedback?
17. What is the best game ever?
18. What can be done to make games consoles better?
19. Which are better - video games or running around games?
20. What questions would you like to ask Nintendo?

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/2011/201107-nintendo-switch.html>

The Japanese gaming company Nintendo has (1) _____ the year ending March 2021 will be a bumper year for its Switch games console. Executives said sales will be 26 per cent higher than (2) _____ forecasts. It expects to (3) _____ 24 million of its consoles by the end of the financial year. This is a 26 per cent increase from the previous forecast. The company said the rise (4) _____ demand for the Switch console is partly attributable to a pandemic-driven boom in gaming. Millions of people have been staying indoors because of COVID-19 and have invested (5) _____ a new games console. The result has provided Nintendo with an extra reason for optimism - its (6) _____ profit forecast is up by 50 per cent to \$4.3 billion.

The Nintendo Switch was (7) _____ in October 2016 and released worldwide in 2017. It is a hybrid console that can be used as either a home console or a portable, (8) _____ device. It has controllers with motion sensing and (9) _____ feedback. These can attach to both sides of the console to support handheld-style play like that of the Nintendo Wii. Gamers can play online through Internet (10) _____, as well as with other consoles on a local wireless network. Developers have created over 320 games for the console, many from third-(11) _____ companies. Switch sales have been led by Nintendo-created games such (12) _____ The Legend of Zelda, Mario Kart 8, Pokemon Sword and Shield, and Animal Crossing.

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

- | | | | | |
|-----|----------------|-----------------|----------------|------------------|
| 1. | (a) predicted | (b) prediction | (c) predictive | (d) predicts |
| 2. | (a) embryonic | (b) inaugural | (c) initial | (d) fledgling |
| 3. | (a) sail | (b) float | (c) ship | (d) cruise |
| 4. | (a) on | (b) by | (c) at | (d) in |
| 5. | (a) in | (b) at | (c) by | (d) to |
| 6. | (a) operates | (b) operating | (c) operated | (d) operative |
| 7. | (a) unwieldy | (b) involved | (c) unwedded | (d) unveiled |
| 8. | (a) lonely | (b) standalone | (c) stood | (d) stood up |
| 9. | (a) traction | (b) reptile | (c) tactile | (d) ductile |
| 10. | (a) connectors | (b) connects | (c) connective | (d) connectivity |
| 11. | (a) event | (b) celebration | (c) festival | (d) party |
| 12. | (a) is | (b) as | (c) has | (d) was |

SPELLING

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

Paragraph 1

1. its Switch games ooseInc
2. etivxeecus said sales will be 26 per cent higher
3. the end of the iaicnafnl year
4. partly brielabtatut to a pandemic-driven boom
5. an extra reason for smtmiipo
6. its orpneight profit forecast

Paragraph 2

7. Switch was leveidnu in October 2016
8. It is a hyrdib console
9. motion sensing and lcaetti feedback
10. Internet cincyetvton
11. a local elsirsew network
12. vdprseeoe have created over 320 games

PUT THE TEXT BACK TOGETHER

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

Number these lines in the correct order.

- () year for its Switch games console. Executives said sales will be 26 per cent higher than initial forecasts. It expects
- () by Nintendo-created games such as The Legend of Zelda, Mario Kart 8, Pokemon Sword and Shield, and Animal Crossing.
- () provided Nintendo with an extra reason for optimism - its operating profit forecast is up by 50 per cent to \$4.3 billion.
- () attributable to a pandemic-driven boom in gaming. Millions of people have been staying
- () play like that of the Nintendo Wii. Gamers can play online through Internet
- () increase from the previous forecast. The company said the rise in demand for the Switch console is partly
- () The Nintendo Switch was unveiled in October 2016 and released worldwide in 2017. It is a hybrid
- () games for the console, many from third-party companies. Switch sales have been led
- () console that can be used as either a home console or a portable, standalone device. It has controllers with motion
- () sensing and tactile feedback. These can attach to both sides of the console to support handheld-style
- () indoors because of COVID-19 and have invested in a new games console. The result has
- (**1**) The Japanese gaming company Nintendo has predicted the year ending March 2021 will be a bumper
- () to ship 24 million of its consoles by the end of the financial year. This is a 26 per cent
- () connectivity, as well as with other consoles on a local wireless network. Developers have created over 320

PUT THE WORDS IN THE RIGHT ORDER

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

1. A Switch for bumper year its console . games
2. consoles . its It expects to of 24 million ship
3. to gaming . Partly in boom a pandemic-driven attributable
4. a reason with optimism . This provided for Nintendo
5. is profit by Its forecast operating up 50% .
6. Nintendo 2016 . was Switch unveiled in October The
7. of console . These the attach both sides to
8. With on local wireless other consoles a network .
9. 320 created console . over Developers games for the
10. led been Switch sales have Nintendo-created by games .

CIRCLE THE CORRECT WORD (20 PAIRS)

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

The Japanese gaming company Nintendo has *predictive* / *predicted* the year ending March 2021 will be a *dumper* / *bumper* year for its Switch games console. Executives said sales will be 26 per cent higher than *initial* / *initially* forecasts. It expects to ship 24 million of its consoles by the end of the *financial* / *financials* year. This is a 26 per cent increase from the previous *forecaster* / *forecast*. The company said the rise *on* / *in* demand for the Switch console is partly attributable to a pandemic-driven *boom* / *boon* in gaming. Millions of people have been staying indoors *because* / *entirely* of COVID-19 and have invested *on* / *in* a new games console. The result has provided Nintendo with an extra reason *to* / *for* optimism - its operating profit forecast is up by 50 per cent to \$4.3 billion.

The Nintendo Switch was *veiled* / *unveiled* in October 2016 and released worldwide in 2017. It is a hybrid console *what* / *that* can be used as either a home console or a portable, *standalone* / *standardize* device. It has controllers with motion sensing and *tacit* / *tactile* feedback. These can attach to both sides of the console to support handheld-style play like *this* / *that* of the Nintendo Wii. Gamers can play online *through* / *thorough* Internet connectivity, as well as with other consoles on a *locally* / *local* wireless network. Developers have created over 320 games for the console, many from *third-party* / *third-person* companies. Switch sales have been led *to* / *by* Nintendo-created games such *as* / *was* The Legend of Zelda, Mario Kart 8, Pokemon Sword and Shield, and Animal Crossing.

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)

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

Th_ J_p_n_s_ g_m_ng c_m_p_ny N_nt_nd_ h_s pr_d_ct_d th_ y__r _nd_ng M_rch 2021 w_ll b_ _ b_m_p_r y__r f_r _ts Sw_tch g_m_s c_ns_l_. _x_c_t_v_s s__d s_l_s w_ll b_ 26 p_r c_nt h_gh_r th_n _n_t__l f_r_c_sts. _t _xp_cts t_ sh_p 24 m_ll__n _f _ts c_ns_l_s by th_ _nd _f th_ f_n_nc__l y__r. Th_s _s _ 26 p_r c_nt _ncr__s_ fr_m th_ pr_v__s f_r_c_st. Th_ c_m_p_ny s__d th_ r_s_ _n d_m_nd f_r th_ Sw_tch c_ns_l_ _s p_r_tly _ttr_b_t_bl_ t_ _ p_nd_m_c-dr_v_n b__m _n g_m_ng. M_ll__ns _f p__pl_ h_v_ b__n st_y_ng _nd__rs b_c__s_ _f C_V_D-19 _nd h_v_ _nv_st_d _n _ n_w g_m_s c_ns_l_. Th_ r_s_lt h_s pr_v_d_d N_nt_nd_ w_th _n _xtr_ r__s_n f_r _pt_m_sm - _ts _p_r_tng pr_f_t f_r_c_st _s _p by 50 p_r c_nt t_ \$4.3 b_ll__n.

Th_ N_nt_nd_ Sw_tch w_s _nv__l_d _n _ct_b_r 2016 _nd r_l__s_d w_rldw_d_ _n 2017. _t _s _ hybr_d c_ns_l_ th_t c_n b_ _s_d _s __th_r _ h_m_ c_ns_l_ _r _ p_r_t_bl_, st_nd_l_n_ d_v_c_. _t h_s c_ntr_ll_rs w_th m_t__n s_ns_ng _nd t_ct_l_ f__db_ck. Th_s_ c_n _tt_ch t_ b_th s_d_s _f th_ c_ns_l_ t_ s_pp_rt h_ndh_ld-styl_ pl_y l_k_ th_t _f th_ N_nt_nd_ W__ G_m_rs c_n pl_y _nl_n_ thr__gh _nt_rn_t c_nn_ct_v_ty, _s w_ll _s w_th _th_r c_ns_l_s _n _ l_c_l w_r_l_ss n_tw_rk. D_v_l_p_rs h_v_ cr__t_d _v_r 320 g_m_s f_r th_ c_ns_l_, m_ny fr_m th_rd-p_rty c_m_p_n__s. Sw_tch s_l_s h_v_ b__n l_d by N_nt_nd_-cr__t_d g_m_s s_ch _s Th_ L_g_nd _f Z_ld_, M_r__ K_rt 8, P_k_m_n Sw_rd _nd Sh__ld, _nd _n_m_l Cr_ss_ng.

PUNCTUATE THE TEXT AND ADD CAPITALS

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

the japanese gaming company nintendo has predicted the year ending march 2021 will be a bumper year for its switch games console. executives said sales will be 26 per cent higher than initial forecasts. it expects to ship 24 million of its consoles by the end of the financial year. this is a 26 per cent increase from the previous forecast. the company said the rise in demand for the switch console is partly attributable to a pandemic-driven boom in gaming. millions of people have been staying indoors because of covid-19 and have invested in a new games console. the result has provided nintendo with an extra reason for optimism - its operating profit forecast is up by 50 per cent to \$4.3 billion.

the nintendo switch was unveiled in october 2016 and released worldwide in 2017. it is a hybrid console that can be used as either a home console or a portable, standalone device. it has controllers with motion sensing and tactile feedback. these can attach to both sides of the console to support handheld-style play like that of the nintendo wii. gamers can play online through internet connectivity, as well as with other consoles on a local wireless network. developers have created over 320 games for the console, many from third-party companies. switch sales have been led by nintendo-created games such as the legend of zelda, mario kart 8, pokemon sword and shield, and animal crossing

PUT A SLASH (/) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/2011/201107-nintendo-switch.html>

The Japanese gaming company Nintendo has predicted the year ending March 2021 will be a bumper year for its Switch games console. Executive said sales will be 26 percent higher than initial forecasts. It expects to ship 24 million of its consoles by the end of the financial year. This is a 26 percent increase from the previous forecast. The company said the rise in demand for the Switch console is partly attributable to a pandemic-driven boom in gaming. Millions of people have been staying indoors because of COVID-19 and have invested in a new games console. The result has provided Nintendo with an extra reason for optimism - its operating profit forecast is up by 50 percent to \$4.3 billion. The Nintendo Switch was unveiled in October 2016 and released worldwide in 2017. It is a hybrid console that can be used as either a home console or a portable, stand-alone device. It has controllers with motion sensing and tactile feedback. These can attach to both sides of the console to support handheld-style play like that of the Nintendo Wii. Gamers can play online through Internet connectivity, as well as with other consoles on a local wireless network. Developers have created over 320 games for the console, many from third-party companies. Switch sales have been led by Nintendo-created games such as The Legend of Zelda, Mario Kart 8, Pokemon Sword and Shield, and Animal Crossing.

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. NINTENDO SWITCH: Make a poster about Nintendo Switch. Show your work to your classmates in the next lesson. Did you all have similar things?

4. GAMING: Write a magazine article about including gaming as a school subject. 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 gaming. Ask him/her three questions about it. Give him/her three of your ideas on how to make gaming better. 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. n 9. k 10. m 11. h 12. i 13. l 14. j

TRUE / FALSE (p.5)

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

SYNONYM MATCH (p.5)

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

COMPREHENSION QUESTIONS (p.9)

1. A bumper year
2. 24 million
3. The COVID-19 pandemic
4. Optimism
5. 50 per cent
6. 2017
7. Tactile feedback
8. Third-party companies
9. Over 320
10. Nintendo-created games

WORDS IN THE RIGHT ORDER (p.20)

1. A bumper year for its Switch games console.
2. It expects to ship 24 million of its consoles.
3. Partly attributable to a pandemic-driven boom in gaming.
4. This provided Nintendo with a reason for optimism.
5. Its operating profit forecast is up by 50%.
6. The Nintendo Switch was unveiled in October 2016.
7. These attach to both sides of the console.
8. With other consoles on a local wireless network.
9. Developers created over 320 games for the console.
10. Switch sales have been led by Nintendo-created games.

MULTIPLE CHOICE - QUIZ (p.10)

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

ALL OTHER EXERCISES

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