

# READING

## Power up

- 1 What video games are the most popular with people your age? Why do you think they like these games?
- 2 What influence do video games have on young people? Work in pairs and discuss the positive and negative effects of playing video games.

## Read on

- 3 Read the article about gaming in schools quickly. Does it mention any of your ideas from Ex 2?
- 4 Read the exam tip and complete the task.

### exam tip: gapped text

Think about the relationship between the gapped sentence and the sentences around it. Linking words can give you clues. For example, are they expressing a contrast, an additional idea, a cause or effect, an example, a time sequence?

Read the first two paragraphs of the text, stopping after gap 1. Look at sentences A–G in Ex 5 and find one or more that seem to fit the topic. What clues do the linking words in the text or the gapped sentences give you?

- 5 **e** Read the article again. Choose which sentence (A–G) fits each gap (2–6). There is one extra sentence you do not need.
  - A Not everyone shares this enthusiasm, however.
  - B As they play through parts of the game, they have to make a series of difficult choices.
  - C Aleksander Husøy, who is a teacher at the school, thinks this is just the start.
  - D This gives them a better understanding of international relations.
  - E As a result, the improvement was unexpected, even for the students.
  - F And we're not only talking about educational ones that are designed to teach something but aren't much fun.
  - G In addition, the game encourages a creative approach which is rarely found in classes on this subject.

- 6 Find words or phrases in the article that mean the following.
  - 1 not considered important (para 2)
  - 2 likely to run out (para 4)
  - 3 effects (para 4)
  - 4 relating to what is right and wrong (para 4)
  - 5 wars (para 5)
  - 6 have contact (para 5)
  - 7 a sudden large increase (para 6)
  - 8 a way of doing something (para 7)

## Sum up

- 7 Why do the teachers at Nordahl Grieg School like including video games in their lessons?

## Speak up

- 8 To what extent are these statements true for learning from video games? And for traditional schoolwork?
  - 1 'Making mistakes is the best way to learn.'
  - 2 'When you're doing well, you don't want to stop.'
  - 3 'It's worth trying hard, even if you don't succeed.'

