

Reading - Midterm test

Student name _____

Group/Class _____

Date _____ Score _____

READING

Board games versus computer games: who's the winner?

A Computer games are everywhere, with companies investing big money on advertising the latest titles. They are featured on TV and billboards and some even have their own TV series and films. (1) _____ Traditional games like Scrabble and chess are still popular with all ages, while for kids there is a new generation of board games to accompany their favourite TV series, such as *Game of Thrones* and *Star Wars*. What is it that makes board games so special and why should we play them rather than computer games?

B You can't deny that computer games are a powerful form of entertainment. Despite spending hours in front of screens at school and at work, many of us rush home to play our favourite computer games. There is debate about whether computer games are harmful or not, but it's clear that there are benefits such as developing attention span and helping your brain grow. However, anyone who's spent much time in front of a screen will also be familiar with the negative side effects, like headaches and sore eyes. While board games have similar positive qualities to computer games, they don't tend to have the same unwanted side effects. (2) _____

C Nowadays, the makers of board games love to point out the positive qualities of their products for younger children. (3) _____ All of these social skills are considered important for the healthy development of children. However, they should also consider putting these labels on their adult games. There is nothing to say that we should stop developing these skills, and they may be even more important in adults. By participating in board games from time to time, we may be helping ourselves to become more sociable.

D Another important benefit, which is related to developing social skills, is the positive effect board games have on family life. Everyone knows that family relationships can be difficult, even at the best of times. However, board games can bring families together, if only for a few hours each week. (4) _____ When you're playing *Monopoly*, the only thing that matters is winning, and the tensions of normal life disappear. Even if your annoying sister has beaten you again, you'll probably leave the game with the feeling that you've had an enjoyable experience together.

E So far, many of the benefits are common to both board and computer games. However, one advantage, which is not shared by computer games, is that board games are tactile. There are physical objects which you can touch. (5) _____ After all, it is our sense of touch that helps us interact with the real world and this is currently missing from most computer games. I'm not against computer games, but there is something about playing a board game that's far more rewarding. It's a way to connect with your family and friends and, most importantly, the world around you.

1 Read the text and match the summaries 1–7 to the paragraphs A–E. There are two extra summaries which you don't need.

- 1 A number of board games are far more addictive than was originally thought.
- 2 Although computer games and board games possess many of the same qualities, computer games seem to have a more negative effect on users.
- 3 Playing board games is a good way for us to strengthen our relationships with our loved ones.
- 4 Board games promote several skills which are useful to people of all generations.
- 5 While playing board games, there is a stronger interaction with the physical world and this can be a positive experience for us.
- 6 Contrary to what you might expect, computer games haven't completely taken over from board games.
- 7 Playing board games with family members can create a lot of tension and other negative side effects.

Score: /5

2 Read the text. Choose which sentence A–G fits each gap 1–5. There are two extra sentences which you don't need.

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

- A While there is much talk of computer game addiction, people rarely mention addiction to board games.
- B They can teach us the value of taking time out from our routines and learning to enjoy the company of others.
- C In spite of the negative effects, it's clear that computer games are far more enjoyable than traditional board games.
- D Nevertheless, board games, with their folding boards, dice and brightly coloured pieces, have been making a comeback in recent years.
- E This may seem insignificant but in a world which is increasingly virtual, this sensation should be valued.
- F It would seem that in the near future, people will give up playing computer games altogether.
- G They tell us that games help to develop turntaking skills, verbal communication, patience and perseverance.

Score: /5