

Tên: .....

Lớp: S9...

Ngày giao bài: Thứ ....., ngày ...../.....

Ngày nộp bài: Thứ ....., ngày ...../.....

## SKILL BUILDER: READING + WRITING

### A. EXTRA VOCABULARY

#### - CLASSWORK

No.	New words	Meanings	No.	New words	Meanings
1	<b>establish oneself as</b> (collocation)	khẳng định vị thế là	6	<b>capitalise (on)</b> (v)	tận dụng, khai thác
2	<b>casual pastime</b> (n)	thú vui giải trí đơn thuần	7	<b>lucrative</b> (adj)	béo bờ, mang lại nhiều lợi nhuận
3	<b>legitimate</b> (adj)	hợp pháp, được công nhận	8	<b>razor-sharp focus</b> (collocation)	sự tập trung cao độ
4	<b>battle it out</b> (collocation)	tranh đấu quyết liệt	9	<b>break through to the elite</b> (collocation)	vươn lên đẳng cấp đỉnh cao
5	<b>passing trend</b> (n)	xu hướng nhất thời	10	<b>command mainstream respect</b> (collocation)	được giới chính thống công nhận và tôn trọng

#### - HOMEWORK

No.	New words	Meanings	No.	New words	Meanings
1	<b>innately</b> (adv)	một cách bẩm sinh, vốn dĩ	4	<b>grown-upness</b> (n)	sự trưởng thành
2	<b>kid oneself</b> (collocation)	tự lừa dối bản thân	5	<b>hangover from</b> (collocation)	thứ còn sót lại từ, di sản của
3	<b>anecdote</b> (n)	giai thoại, câu chuyện cá nhân	6	<b>anonymity</b> (n)	sự ẩn danh

### B. CLASSWORK

#### READING

# The Rise of E-sports



E-sports, or electronic sports, has rapidly established itself as a dominant force in modern entertainment. If you have ever watched someone compete in a video game, you may have noticed that it has evolved far beyond a casual pastime. Professional gamers now draw audiences from across the globe, competing in high-stakes tournaments for substantial prize money, and the industry is increasingly being taken seriously as a legitimate business sector.

E-sports can initially seem difficult to grasp, particularly for those with little exposure to gaming culture. However, it operates on much the same principle as conventional sports such as football or basketball – the key difference being that rather than competing on a physical field or court, players battle it out at computers or gaming consoles, in titles such as League of Legends, Counter-Strike, or Fortnite. Being competitive is not optional – it is essential. Players dedicate countless hours to refining and perfecting their skills in pursuit of excellence.

You might find yourself wondering what draws millions of people to watch others play video games. The reality is that E-sports commands a spectator following comparable to that of traditional sports. Live events attract enormous crowds, while online viewership is even more substantial. Elite players regularly stream their gameplay on platforms such as Twitch, giving audiences the opportunity to follow the action in real time and interact directly with the players themselves. Some tune in purely for the love of the games, while others are drawn by the intensity of high-level competition.

A significant driver behind E-sports' rapid expansion is the money involved. Major corporations are eager to capitalise on its growing popularity, offering lucrative sponsorship arrangements to both individual players and teams. In exchange for financial backing, these companies secure prominent placement of their branding on team kits and event signage – gaining considerable visibility in the process. The financial scale of E-sports is not to be underestimated. Prize pools for top-tier tournaments can reach staggering figures – the Dota 2 International tournament in 2018, for instance, offered a total prize pool exceeding \$25 million – a remarkable sum for a competition conducted entirely in front of computer screens.

Despite the glamour, life as a professional E-sports player is far from straightforward. Many players commit up to twelve hours daily to practice, maintaining the razor-sharp focus required to remain competitive at the highest level. For those who do break through to the elite, however, the rewards can be extraordinary. The most successful players attain celebrity status, commanding fan bases that rival those of champion athletes in conventional sports.

E-sports extends well beyond the players themselves – the fan community is an equally vital component. The sport now boasts professional commentators, much like its traditional counterparts, and live broadcasts are readily accessible on platforms such as YouTube and Twitch, attracting audiences who tune in specifically to follow expert commentary on the action. Major E-sports events have even sold-out large arenas, with tens of thousands of fans packing the seats to witness the spectacle in person.

Ultimately, regardless of whether you are a dedicated gamer, it is difficult to deny the cultural weight that E-sports has come to carry. It is thrilling, fiercely competitive, and increasingly commanding mainstream respect. One thing appears certain – E-sports is not a passing trend. It is here to stay.

## I. Read the text and decide if the statements are True or False.

- E-sports players do not need to train much because playing games is not physically demanding.  
→ \_\_\_\_\_
- Big companies secure branding placement on team kits and event signage in order to gain visibility.  
→ \_\_\_\_\_
- Most E-sports players find it straightforward to establish a successful career in professional gaming.  
→ \_\_\_\_\_
- Some fans follow E-sports broadcasts specifically to hear expert commentary rather than watch the gameplay itself. → \_\_\_\_\_
- According to the writer, only dedicated gamers are able to recognise the cultural significance of E-sports. → \_\_\_\_\_

## II. Read the text and fill in each blank with ONE word.

- Professional E-sports players dedicate countless hours to refining and perfecting their \_\_\_\_\_ in pursuit of excellence.
- Major corporations offer lucrative \_\_\_\_\_ arrangements to both individual players and teams in exchange for prominent branding placement.
- Elite players regularly \_\_\_\_\_ their gameplay on platforms such as Twitch, allowing audiences to follow the action in real time.
- For those who do break through to the elite, the \_\_\_\_\_ can be extraordinary.
- Major E-sports events have sold out large arenas, with tens of thousands of fans packing the \_\_\_\_\_ to witness the spectacle in person.

## WRITING

*Would you like to become a professional gamer? Why or why not?*

### I. Writing checklist

Section	What to include	Useful language
Introduction	Introduce the topic and state your position clearly	Many people believe... / It is often said that... / In my opinion... / Personally, I think...
Reason 1 + Example	Give your first reason and a short example	First, ... / One reason is... / For example...
Reason 2 + Example	Give your second reason and a short example	Also, ... / Another reason is... / Besides...
Conclusion	Sum up your opinion and give a final thought	Overall, I think... / In conclusion... / For these reasons...

### II. Model essay

Personally, I think becoming a professional gamer would be an amazing career choice. Although many people see gaming as just a hobby, I believe it can be a serious and rewarding job.

First, professional gamers can earn a lot of money. Top players compete in tournaments with huge prize pools and also receive sponsorship deals from big companies. For example, the prize pool for the Dota 2 International tournament in 2018 reached over \$25 million. This shows that gaming can be just as financially rewarding as any traditional sport.





5. (broadcasting / the / live / commentators / matches) have become celebrities in their own right within the E-sports community.  
→ \_\_\_\_\_ have become celebrities in their own right within the E-sports community.
6. This is (the / where / trained / pool / Karina / first).  
→ This is \_\_\_\_\_.
7. (the / pool / prize / staggering / of) over \$25 million shocked even the most experienced figures in the sports industry.  
→ \_\_\_\_\_ over \$25 million shocked even the most experienced figures in the sports industry.
8. (the / shown / players / dedication / by) to succeed has transformed E-sports into a fiercely competitive profession.  
→ \_\_\_\_\_ has transformed E-sports into a fiercely competitive profession.

## CAMBRIDGE READING PRACTICE (11 questions)

### Lưu ý:

1. Khi làm bài tập có từ mới, các con phải tra từ điển. Sau khi tra từ điển, các con chép mỗi từ mới **1 dòng** để ghi nhớ.
2. Các con gạch chân các từ khoá chính trong bài.

### I. FCE Part 1

You are going to read an article about travel. For questions 1–6, choose the answer (A, B, C or D) which you think fits best according to the text.

### The experience of travelling

I have just returned from a long weekend break in Lisbon, to enjoy the southern European weather. From a base in the old town which forms the heart of the city, I tested my calves on long uphill walks to districts that qualify the Portuguese capital as Europe's 'in' city, according to the people who write travel reviews on the internet. I ate poorly in tourist traps and exquisitely at the hands of genius chefs. I took in the central monuments and the hidden wonders in the industrial part of the Lisbon shoreline. I covered a good few kilometres, I can tell you, as you would in most large cultural towns.

Lisbon is a great city that is really open to tourists, and I like it enough to return soon. I felt refreshed and pleased not to have to think about work. But did I learn much or emerge an improved person? No. On my travels, I rarely do, and I am not sure that anyone does. The more of the world I see, the less confident I am that there is anything innately educational about travel. It is worth doing because it is fun. Travel is for the senses, not the character. Fun is a good enough reason to do anything, as long as we do not kid ourselves that something more profound is at work.

The most frequent travellers I know are not wiser or smarter than anyone else. At worst, travel can make people a bit too sure of themselves. They tend to rely all the time on personal anecdote: whatever they saw of a place represents the truth. They tend to under-rate the character formation that takes place at home: the quarrels, the disappointments, the mistakes learned from. And our culture tends to encourage them in their misbeliefs.

Imagine you are an employer staring at two job applications that are identical in all respects save one. Candidate A spent a gap year between school and university seeing the world – funded, incidentally, by Mum and Dad. Candidate B spent the same year stacking shelves in a local supermarket. One of the hopefuls showed self-reliance, commitment, co-operation and a certain grown-

upness. The other is Candidate A. Yet ours is still a world that rewards the gap-year wanderer with the big well-paid job, a world where 'well-travelled' is still a synonym for 'clever'.

In a sense, travel is a kind of hangover from a time when few people went abroad, and when little knowledge about the wider world was available to those who did not go abroad. The effect was that people who had done a couple of international trips could feel they'd done a great thing: they felt more cultural and intellectual. That era of travel ended in the mid-1990s when the internet was born. We can now not just read in detail about anywhere on earth but instantly see videos of it with high-definition clarity. Our potential to be surprised or educated by a visit to a place has diminished. I would go as far as to say that anyone who is consistently 'discovering' things on their travels is uncurious when at home, and not perceptive when abroad.

In the modern world, the only way to learn much more about a place than you could remotely, is to live there for a sustained period, paying taxes and using local services. Mere travel is no great source of insight, which leaves just one reason to do it: fun. That's more than enough. I enjoy travel, including the bits many people hate. I enjoy the boring atmosphere of airports, the anonymity of hotel rooms where there are no distractions, the useful isolation of long-haul flights. If I could afford it, I would go on regular London-to-Sydney trips just to finish long and interesting books in one sitting. But precisely because I take so much pleasure from travel, I can see through any attempt to cover it in virtue.

### Questions:

**1. The writer says that internet reviewers seem to rate Lisbon highly on the basis of**

- A. the unusual layout of the city.
- B. the wonderful cuisine available there.
- C. how pleasant (easy) it is to get around on foot.
- D. the areas of interest away from the city centre.

**2. What point is the writer making in the second paragraph?**

- A. We can't expect travel to be continually enjoyable.
- B. We shouldn't pretend that travelling is a deep experience.
- C. We can't expect a place to feel the same when we revisit it.
- D. We shouldn't see holidays as a chance to escape from ordinary life.

**3. The writer believes that people who travel a lot**

- A. fail to learn from mistakes they have made.
- B. choose to ignore the unpleasant aspects of travelling.
- C. think their own views and impressions must always be right.
- D. think everyone will be interested in their travel stories.

**4. The writer implies that students who travel around the world on gap years**

- A. should stay at university if they want to be considered clever.
- B. are wrong to assume that employers will be impressed.
- C. would be better off earning some money at home.
- D. usually end up in lower paid jobs.

**5. What is the writer objecting to in the fifth paragraph?**

- A. the idea of travelling to broaden your cultural knowledge
- B. the fact that some people dismiss travel as a waste of time
- C. the way digital technology has affected the travel industry
- D. the superiority that some travellers display when abroad

**6. In the final paragraph, what part of travel does the writer enjoy personally?**

- A. the feeling of living somewhere different for a long time
- B. the thought that it makes him a nicer person
- C. the opportunity to be alone and undisturbed
- D. the sense of being as far from home as possible

## II. Extra Reading

Read the text again and decide if the statements are True or False.

1. The writer believes that travelling regularly makes people more intelligent and open-minded than those who stay at home. → \_\_\_\_\_
2. The writer thinks that enjoying travel is a sufficient reason to do it, even without any deeper purpose.  
→ \_\_\_\_\_
3. According to the writer, the internet has made it harder for travellers to feel genuinely surprised or educated by visiting a new place. → \_\_\_\_\_
4. The writer argues that spending a gap year working locally shows more personal maturity than travelling abroad. → \_\_\_\_\_
5. The writer dislikes airports and hotel rooms but accepts them as a necessary part of travelling.  
→ \_\_\_\_\_