UP English Center

Name: _____

Class: _____

## 1. VOCABULARY

**Task 1 Match each word with its meaning. Write ONE letter A–J in each blank.**

| | |
|---|---|
| 1. addicted ____ | A. To make something better or more valuable |
| 2. compromise ____ | B. A powerful feeling of excitement |
| 3. mutter ____ | C. To reach an agreement by accepting less than you wanted |
| 4. enrich ____ | D. Unable to stop doing or using something |
| 5. infiltrate ____ | E. The most important fact in a situation |
| 6. adrenaline rush ____ | F. To speak quietly and unclearly |
| 7. hooked ____ | G. To gradually enter or spread into something |
| 8. the bottom line ____ | H. Very interested in something and unable to stop doing it |
| 9. boredom ____ | I. A feeling caused by having nothing interesting to do |
| 10. negotiate ____ | J. To discuss something in order to reach an agreement |

**Task 2 Complete the sentences with words from Task 1. Change the form if necessary.**

1. My brother is completely _____ on online games. He plays for hours every evening.
2. We had to _____ with our parents to get more screen time.
3. Learning a foreign language can _____ your life in many ways.
4. Some teenagers play video games to escape feelings of _____.
5. When my favourite team won the match, I felt an incredible _____.
6. My parents and I reached a _____: I could play games after finishing my homework.

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## 2. GRAMMAR

### Past Simple and Present Perfect

**Task 1 Choose ONE verb form in each sentence. Use the Present Perfect for unfinished time or a present connection.**

1. I played / have played video games since I was eight years old.
2. My brother bought / has bought a new gaming laptop last weekend.
3. We didn't finish / haven't finished our science project yet.
4. She spent / has spent three hours studying yesterday.
5. This term is still in progress. They tried / have tried several new learning methods this term.
6. Throughout my life, my parents never allowed / have never allowed me to play games after midnight.
7. He stopped / has stopped playing online games two months ago.
8. I have some free time now because I just completed / have just completed my homework.

**Task 2 Complete each sentence with the Past Simple or Present Perfect form of the verb in brackets.**

1. My friend _____ (be) addicted to an online game for nearly two years and still cannot stop.
2. Last month, our teacher _____ (introduce) a new studying strategy.
3. I _____ (never / try) recording my notes before.
4. We _____ (not / have) a vocabulary test last Friday.
5. My sister _____ (already / finish) her essay.
6. He _____ (play) games every evening when he was younger.
7. How long _____ you _____ (know) your best friend?
8. I _____ (not / use) my phone since breakfast.

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## 3. READING

**Read the article. Then choose ONE answer A, B, C or D for each question on the next page.**



### When gaming starts taking over

For many teenagers, video games are a popular way to relax after a long school day. They offer exciting challenges, opportunities to make friends and a sense of achievement. However, when gaming begins to interfere with studying, sleeping and relationships, an enjoyable hobby can become a serious problem.

Sixteen-year-old Daniel used to spend most of his free time playing online games. At first, he only played for an hour after finishing his homework. Gradually, however, he started staying up late to complete missions and compete against other players. Within a few months, he was spending almost five hours a day in front of his computer.

His school performance began to suffer. He frequently arrived at school feeling exhausted, and his teachers noticed that he was having difficulty concentrating. Although Daniel knew that he needed to study more, he found it increasingly difficult to stop playing. Whenever his parents asked him to turn off his computer, arguments followed.

Eventually, Daniel realised that something needed to change. Rather than giving up gaming completely, he negotiated a new routine with his parents. They agreed that he could play for one hour on school days, provided that he had finished his homework. He also decided to keep his phone outside his bedroom at night.

Daniel has followed this routine for three months. Since making these changes, he has improved his grades and started spending more time with his friends. Interestingly, he has also discovered that

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shorter gaming sessions are more enjoyable because he no longer feels guilty about neglecting his responsibilities.

Gaming itself is not necessarily harmful. Some games involve solving problems, cooperating with others and making quick decisions. Nevertheless, excessive gaming can have negative consequences, particularly when it replaces sleep, physical activity or meaningful social interaction.

A balanced routine can help teenagers make time for both gaming and schoolwork. Regular breaks, physical exercise and clear priorities are useful starting points. Parents can also support teenagers by discussing reasonable limits instead of simply banning games.

Ultimately, the issue is not how many games a teenager owns or how skilled they are at playing them. The important question is whether gaming has begun to control other parts of their life. As Daniel discovered, it is possible to enjoy video games and maintain a healthy lifestyle.

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## 3. READING continued

**Choose ONE answer A, B, C or D for each question.**

**1. What is the main purpose of the article?**

A. To explain why all video games are dangerous
B. To discuss how gaming can become problematic and how to manage it
C. To persuade teenagers to stop using computers
D. To compare different types of online games

**2. What caused Daniel's school performance to decline?**

A. He lost interest in all his school subjects.
B. His friends encouraged him to miss lessons.
C. He spent too much time gaming and did not get enough rest.
D. His parents prevented him from studying.

**3. Why did Daniel continue playing despite knowing he needed to study?**

A. He believed his grades were still good.
B. He found it increasingly difficult to control his gaming.
C. His parents asked him to keep playing.
D. He needed to win competitions to earn money.

**4. What agreement did Daniel make with his parents?**

A. He could play whenever he wanted at weekends.
B. He had to stop playing online games completely.
C. He could only use his computer for schoolwork.
D. He could play for a limited time after completing his homework.

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## 3. READING continued

**Choose ONE answer A, B, C or D for each question.**

**5. What surprised Daniel after changing his routine?**

A. His parents bought him more games.
B. He became better at every game he played.
C. He enjoyed gaming more when he played less.
D. His friends stopped playing games.

**6. According to the article, what can some games involve?**

A. Getting better grades without studying
B. Using thinking and teamwork skills
C. Replacing the need for physical exercise
D. Avoiding every stressful situation

**7. What does the writer suggest parents should do?**

A. Discuss suitable limits with their children.
B. Ban all online games immediately.
C. Allow teenagers to decide everything themselves.
D. Reward good grades with unlimited screen time.

**8. Which statement best expresses the writer's conclusion?**

A. Teenagers should replace all video games with studying.
B. Gaming addiction is unavoidable for most teenagers.
C. Video games are only enjoyable when played competitively.
D. Gaming can be part of a healthy lifestyle if it remains balanced.

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## 4. WRITING

**Write an essay of 140–190 words. Give your opinion and support it with reasons and examples.**

Your English teacher has asked you to write an essay about this statement:

**"Video game addiction is becoming a serious problem among teenagers."**

In your essay, discuss:

- why some teenagers become addicted to video games;
- how excessive gaming can affect their lives;
- what teenagers and parents can do to prevent this problem.

**Plan your essay**

1 Introduction and opinion → 2 Causes → 3 Effects and solutions → 4 Conclusion

**Useful language**

One possible reason is that... / As a result,... / Furthermore,... / One effective solution would be to... / In my opinion,... / To conclude,...

**My essay**

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