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6TH ADOLESCENTS – MID-TERM TEST

Name: _____

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. (1) _____Nevertheless, board games, with their folding boards, dice and brightly coloured pieces, have been making a comeback in recent years. 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. **(2)**_____While board games have similar positive qualities to computer games, they don't tend to have the same unwanted side effects. While there is much talk of computer game addiction, people rarely mention addiction to board games.

C Nowadays, the makers of board games love to point out the positive qualities of their products for younger children. They tell us that games help to develop turn-taking skills, verbal communication, patience and perseverance. **(3)**_____However, they should also consider putting these labels on their adult games as well. 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. (4) _____They can teach us the value of taking time out from our routines and learning to enjoy the company of others. 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 thefeeling 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 wo
(6) rld around you.

LIVEWORKSHEETS

1. Read the text and match the summaries 1—5 to the paragraphs A—E.

1 While there are some positive aspects of computer games, some people have had negative experiences ☐

2 Board games can be a good way to pass the time with people who are close to us. ☐

3 Board games can help people of all ages to learn how to get on with others. ☐

4 Both types of games bring benefits but board games have the most important ones. ☐

5 Despite the fact that a lot of people play computer games, board games are still a popular free time activity. ☐

Score: /5

2. Read the text. Choose which sentence A—F fits each gap 1—5. There is one extra sentence which you don't need.

1 ____

2 ____

3 ____

4 ____

5 ____

A All of these social skills are considered important for the healthy development of children.

B 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.

C Although some adults play board games, they are only suitable for younger family members.

D This may seem insignificant but in a world which is increasingly virtual, this sensation should be valued.

E They are featured on TV and billboards and some even have their own TV series and films.

F However, board games can bring families together, if only for a few hours each week.

Score: /5

LIVEWORKSHEETS