Video Games

1. Warm-up

- What do you like most about video games? Do you enjoy the excitement of adventure games? Do you love the challenge of puzzle games? Or do you prefer the thrill of sports or action games?

- Make a list of words and phrases that you associate with video games.

- Choose your top five favorite words or phrases from the list and explain why you like them.

2. Match the following words with their definitions:

1. Console	a. A device used to play video games
2. Controller	b. A virtual representation of a person or thing in a game
3. Character	c. A set of actions or plans designed to achieve a goal
4. Level	d. A specific stage or challenge in a game
5. Achievement	e. A specific task or objective that can be accomplished in a game
6. Multiplayer	f. A fight or contest between two or more people or groups
7. Strategy	g. The act of playing a game with other people online
8. Adventure	h. A journey or experience that is exciting and full of unknown dangers
9. Battle	i. A device used to control the movements or actions of a character in a game
10. Score	j. The total number of points or successes achieved in a game

3. Pronunciation

Console - /kən'soʊl/
Controller - /kən'trəʊlər/
Character - /'kærɪktər/
Level - /'levl/
Achievement - /ə'tʃiːvmənt/
Multiplayer - /'mʌlti'pleɪər/
Strategy - /'strætədʒi/
Adventure - /æd'ventʃər/
Battle - /'bætl/
Score - /skɔr/

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Instructions: Read the following sentences aloud, focusing on pronouncing the bolded vocabulary words correctly.

1. I love playing my favorite game on my **console**.
2. Can you pass me the **controller** so I can play?
3. My favorite **character** in this game is the superhero.
4. I can't wait to reach the next **level** and see what challenges await.
5. I'm so proud of myself for completing all the **achievements** in this game.
6. I love playing **multiplayer** games with my friends online.
7. I need to come up with a good **strategy** to win this match.
8. I can't wait to go on an **adventure** in this new game.
9. The final **battle** in this game was intense!
10. I'm so happy I got a high **score** on this level.

4. Reading

Once upon a time, in a land far, far away, there was a young boy named Tim who loved nothing more than playing video games. Tim had always been fascinated by the magical worlds and adventures that he could experience through his gaming console, and he spent hours every day lost in the mesmerizing world of his favorite games.

One day, Tim's parents decided that it was time for him to learn English, and they signed him up for language lessons with a tutor. Tim was excited to learn a new language, but he was also worried that it would take time away from his beloved video games.

To Tim's surprise, his tutor was a huge fan of video games herself and loved nothing more than discussing the latest releases with her students. She often used video game terminology and examples in her lessons, which made it easier for Tim to understand and remember new words and phrases.

As Tim's English skills improved, he was able to play more and more challenging games, and he even started to join online communities where he could chat with other gamers from around the world. He loved the feeling of being able to communicate with people from different cultures and backgrounds, and he was grateful to his tutor for helping him learn English so that he could do so.

Eventually, Tim became one of the top gamers in his community and was even invited to participate in professional tournaments. He traveled all over the world, using his skills and knowledge of English to communicate with his teammates and opponents.

Tim never forgot the joy and excitement that video games had brought him, and he was grateful to have learned English so that he could share those experiences with others. And so, he continued to play and explore new worlds for many years to come, always grateful for the language skills that had helped him on his journey.

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5. True or false?

1. Tim was a young boy who loved playing video games.
2. Tim's parents signed him up for English lessons with a tutor.
3. Tim's tutor was not interested in video games.
4. Tim's tutor used video game terminology in her lessons.
5. Tim's English skills improved as he played more challenging games.
6. Tim joined online communities where he could chat with other gamers.
7. Tim traveled to different countries to participate in professional tournaments.
8. Tim continued to play video games and explore new worlds for many years.

6. Comprehension questions:

1. Why did Tim's parents sign him up for English lessons?
2. When did Tim's tutor use video game terminology in her lessons?
3. What helped Tim improve his English skills?
4. Why was Tim able to join online communities and chat with other gamers?
5. When did Tim travel to different countries to participate in professional tournaments?
6. What motivated Tim to continue playing video games and exploring new virtual worlds for many years?
7. Why did Tim's tutor use examples from video games in her lessons?
8. When did Tim start to participate in online communities and chat with other gamers?
9. What allowed Tim to travel to different parts of the world and participate in professional gaming tournaments?
10. Why was Tim grateful to his tutor for helping him learn English?

7. Discussion questions:

1. How do you think Tim felt when his parents signed him up for English lessons?
2. Do you think Tim was happy or worried about learning a new language? Why?
3. What was Tim's tutor's relationship with video games?
4. How did Tim's tutor use video game terminology and examples in her lessons?
5. How did Tim's English skills improve as he played more challenging games?
6. What was Tim's experience like when he joined online communities and chatted with other gamers?
7. How did Tim's improved language skills allow him to participate in professional gaming tournaments?

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8. How did Tim feel when he traveled to different parts of the world to participate in tournaments?
9. Do you think Tim's love of video games motivated him to continue learning English? Why or why not?
10. How do you think Tim felt when he became one of the top gamers in his community?
11. Do you think Tim's tutor was successful in helping him learn English? Why or why not?
12. How did Tim's improved language skills allow him to communicate with his teammates and opponents during tournaments?
13. Do you think Tim's love of video games and desire to communicate with other gamers from different cultures motivated him to continue playing and exploring new virtual worlds for many years?
14. How do you think Tim's parents felt about his love of video games?
15. How did Tim's tutor use video game examples to help him understand and remember new language concepts?
16. Do you think Tim's experience with video games helped him learn English more effectively? Why or why not?
17. How do you think Tim's love of video games influenced his decision to continue playing and exploring new virtual worlds?
18. Do you think Tim's experience with video games helped him communicate with other gamers from around the world? Why or why not?
19. How do you think Tim's improved language skills helped him succeed in professional gaming tournaments?
20. Do you think Tim's love of video games and desire to communicate with other gamers from different cultures motivated him to continue learning English? Why or why not?

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