

NERVE



A. Watch the movie *Nerve*. (Available on Netflix)

B. Read this extract of a review on the film "Nerve" and drag the words to the correct place.

communities

anonymity

download

interact

behaviour

evolving

challenges

combining

"Web platforms and smartphone apps are 1 _____ so quickly that a game like *Nerve* seems like it might be available for 2 _____ already. 3 _____ live video-streaming functions and social media features, the fictional mobile application aggregates online 4 _____ of "watchers" who 5 _____ with "players" competing for money by completing 6 _____ that are originated by participants over a 24-hour period.

Described as "a game like Truth or Dare, minus the truth," *Nerve* appears to have the potential to thrive on both the 7 _____ of online trolling and the widespread quest for instant celebrity. Risky and deceptive online 8 _____ probably emerged soon after popular adoption of the internet, although broader recognition followed the release of films like *Nerve* co-directors Henry Joost and Ariel Schulman's noted 2010 low-budget documentary *Catfish*."

by Justin Lowe, in "The Hollywood reporter" (adapted and abridged)

B. True or false

1. Vee wants to go to college to study Art but she doesn't want to tell her mother about her admission because she has to move to another place.

TRUE

FALSE

2. Vee and her mother are still grieving from the recent death of her father.

TRUE FALSE

3. Vee's two best friends are Sydney and Ian and they all attend high school senior year.

TRUE FALSE

4. Sydney is one of the most popular players in *Nerve* at the beginning of the film.

TRUE FALSE

5. On *Nerve* people can enrol as prisoners, players or watchers

TRUE FALSE

6. Watchers accept dares to win money and popularity.

TRUE FALSE

7. Vee signs up for the game because she needs money.

TRUE FALSE

8. Her first dare is to kiss a stranger

TRUE FALSE

C. Choose the most suitable option:

1. Vee chooses Ian because

- a) he is handsome.
- b) he is reading her favourite book.
- c) he is smiling at her.



2. She finds out that

- a) Ian is a *Nerve* player.
- b) Ian is a *Nerve* watcher.
- c) Ian is the *Nerve* creator.

3. As the anonymous watchers think Vee and Ian make a good couple

a) they dare Ian to take Vee to Manhattan.

b) they dare Vee to kiss Ian.

c) they dare Ian and Vee to steal a car.

4. The most dangerous dare forces the couple

a) to try on expensive clothing at a famous shop.

b) to drive a motorcycle 60 miles per hour down a Manhattan street with Ian blindfolded.

c) to destroy a police car.

5. One of the strongest players who is competing for the title is:

a) Hacker Queen

b) Nancy

c) Ty

6. Sydney throws a party and is dared to walk across a ladder from one apartment to the next.

a) Although she's afraid of heights, she accepts the challenge and wins.

b) Although she's afraid of heights, she accepts the dare but she doesn't make it because she's too drunk and falls.

c) Although she's afraid of heights, she accepts the challenge but, after making it halfway, she slips and drops her phone.

7. Tommy helps Vee and tries to shut *Nerve* down because:

a) he knows this game takes every piece of information about players from the Internet and uses it for nefarious purposes.

b) he knows that Ty is dangerous and he's willing to kill his opponents.

c) he doesn't want to see Vee and Ian together.

8. The last dare takes place

a) in an arena in front of over a hundred watchers for the final round.

b) in a football stadium in front of over a hundred watchers for the final round.

c) in an abandoned factory in front of over a hundred watchers for the final round.
