

# GRAMMAR TASK

## Part 2

### Dangerous routines

<b>B11</b>	There is no question now about how dramatically the ..... of computer games has changed our world.	<b>DEVELOP</b>
<b>B12</b>	New games and systems are marketed so ..... that although TV viewing hours are stable, additional "playing hours" continue to grow noticeably.	<b>AGGRESSIVE</b>
<b>B13</b>	There is widespread agreement among expects that the new ..... is developing new routines that might prove really dangerous.	<b>GENERATE</b>
<b>B14</b>	Lack of physical exercise is a major outcome of the new screen culture. Unless kids are ..... about football or some real (rather than virtual) game, they might face serious health problems.	<b>PASSION</b>
<b>B15</b>	Another drawback of screen led routine is that homework suffers. It has reached the stage that even the government is worried. There is ..... no easy answer.	<b>CLEAR</b>
<b>B16</b>	But we need to convince the kids of today to create ..... and healthy routines or the future will not look too good for them.	<b>HELP</b>