

GRAMMAR TASK

Part 2

Dangerous routines

B11	There is no question now about how dramatically the of computer games has changed our world.	DEVELOP
B12	New games and systems are marketed so that although TV viewing hours are stable, additional "playing hours" continue to grow noticeably.	AGGRESSIVE
B13	There is widespread agreement among experts that the new is developing new routines that might prove really dangerous.	GENERATE
B14	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.	PASSION
B15	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.	CLEAR
B16	But we need to convince the kids of today to create and healthy routines or the future will not look too good for them.	HELP