Itay and His Love for Computer Games

Itay is an eight-year-old boy who loves computer games. Every day, after school, he goes to his room and turns on his computer. He chooses a game and starts playing. His favorite game is about climbing mountains and catching animals. In the game, he needs to count how many animals he catches to win.

Itay's friends also love computer games. They talk about them in the classroom during breaks. One day, his teacher says, "Let's have a celebration in the classroom next week. You can bring something you like to share with everyone." Itay thinks for a second and decides to bring a game to play with his friends.

On Saturday, Itay goes to the store with his father. He looks for a fun game that does not cost too much money. Finally, he finds a cheap game about a magic club where players solve puzzles. It is clear that his friends will love it!

During the celebration, Itay shows his new game to the class. Everyone is excited. They take turns playing, and Itay helps them understand the rules. His friends have lots of fun, and the teacher smiles.

Itay is happy because he shares his favorite hobby with others. Now, he has even more friends who love computer games like him!

LIVEWORKSHEETS

Questions:

A. True or False

Read the sentences below. Write True or False.

Itay is thirteen years old. True/ False

Itay's favorite game is about climbing mountains and catching animals.

True/ False

Itay talks about computer games with his friends at the park. True/ False

Itay buys an expensive game for the classroom celebration. True/ False

Itay shares his new game with his classmates during the celebration.

True/ Flase

B. Answer the Questions

Answer the following questions in complete sentences.

What does Itay do every day after school?

_____

Where does Itay talk about computer games with his friends?

_____

Why does the teacher want to have a celebration?

_____

Who goes with Itay to the store?

_____

Why is Itay happy at the end of the story? c. To take or grab something.

_____

LIVEWORKSHEETS

C. Vocabulary Practice

Match the words from the story to their meanings:

1. catch	__ a. To pick something
2. choose	__ b. To go up something, like a mountain
3. cheap	__ c. To take or grab something
4. cost	__ d. The price of something
5. climb	__ e. Not expensive



LIVEWORKSHEETS