

Senet

GAMES IN THE PAST

Have you ever thought about who played the first game? From the very beginning of human societies, people have enjoyed playing games.

Historians have discovered that the Pharaohs in Ancient Egypt played a game called senet. Egyptians played this game between 3500 BC and 3100 BC. In turns, players threw four **sticks**. Each one had a light side and a dark side. If a stick **landed** on the light side, the player could move one of their pieces one **square** on the board. When a player moved a piece all around the board, they removed it from the board. The winner was the first person to remove all their pieces from the board.



Playing chess

Another old game, but one that people still play today, is chess. It is probably one of the most complex games in the world. It originated in 7th-century India. Some people love the game and play it at every opportunity. There is a story that in the 12th century, Richard the Lionheart, the King of England, was fighting in a war. He stopped the fighting and played a game of chess with his enemy Saladin, the Sultan of Egypt.

Today, there are thousands of games all around the world. There are board games, activity games, card games, video games and many more. Games are fun, but they are also important in other ways. They teach us how to communicate and work together in teams. Of course, when we play games, we have to learn tactics, follow the rules, but we must also remember to have fun!

sticks	tablillas	bastonets	makila(k), oholtxo(ak)	taboíñas
landed	caía	qucia	erortzen bazen	caía
square	casilla	casella	lauki	cuadrícula

1 Answer the questions according to the text.

1. Which game did the Egyptians play?
   .....
   .....
2. How did people win a game of senet?
   .....
   .....
3. Where did chess originate?
   .....
   .....
4. According to a famous story, when did King Richard and Saladin play a game of chess?
   .....
   .....
5. Name two things that games can help you learn.
   .....
   .....

2 Who or what do the words in bold refer to?

1. **They** are probably just as old as human societies.
   .....
2. **They** discovered that senet was played by the Pharaohs.
   .....
3. In senet, you throw **them** to decide how many moves you take.
   .....
4. **It** is probably one of the most famous and complex games in the world.
   .....
5. **He** stopped fighting and played a game of chess with the enemy.
   .....



LIVEWORKSHEETS

VIDEO AND ONLINE GAMES

Less than 70 years ago, "Let's play a game" usually meant playing football or a board game at home. Today, it probably means "let's play an online or a video game", like *Candy Crush Saga*. In fact, more than 1.2 billion people play online. These games are a big part of modern culture, but how did it all start?

In 1958, nuclear physicist William Higinbotham wanted to create a game to play on a screen for the annual visitors' day at a laboratory in New York. So he created a 2-D video game called *Tennis for Two*. People loved it and **queued** for an opportunity to 'hit' a white dot from one side of a screen to the other with a special button.

After that, the idea of playing games on screen started to interest computer scientists. In 1967, inventor Ralph Baer had the idea of connecting a gaming box to a TV screen so people could play at home. Then, Atari produced more sophisticated video game machines for people to play in **arcades**. This made people spend more time playing games like *Space Invaders* and *PacMan*.

In the 1980s and 1990s, as home computers became more sophisticated, they could **support** more complicated games. So people began playing games like *Super Mario Bros* and *Sonic the Hedgehog* at home. However, parents soon started to protest that their kids spent hours in front of the computer and didn't do anything else.

The biggest change came when the Internet **became available** to the public, making it possible to play games and interact with people all over the world. Today, there are thousands of games on the market. People can just press a button, download games and play them on smartphones with friends or strangers.

queued	hacía cola	feia cua	ilaran egon, ilaran jarri	facía cola
arcades	salones recreativos	salons de jocs recreatius	jolas-areto(ak)	salóns recreativos
support	aceptar, admitir	admetre	onartu	aceptar, admitir
became available	estuvo a disposición	va estar disponible	(-en) eskura egon, (-en) esanera egon	estivo a disposición

3 **Tick (✓) the sentences that are true according to the text. If the sentence is false, correct it in the space below.**

..... 1. *Candy Crush Saga* is a board game.

.....

..... 2. William Higinbotham created the game *Tennis for Two*.

.....

..... 3. Ralph Baer made machines for arcades.

.....

..... 4. People played *Space Invaders* on TV screens.

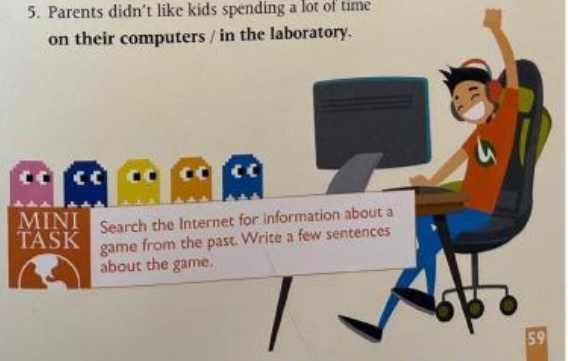
.....

..... 5. People could play *Sonic the Hedgehog* at home.

.....

4 **Choose the correct answer.**

1. More than 1.2 billion people play **board** / **online** games.
2. William Higinbotham worked **at a laboratory** / **for Atari**.
3. People could use Ralph Baer's gaming box **in an arcade** / **at home**.
4. People bought discs to use with their **TVs** / **computers**.
5. Parents didn't like kids spending a lot of time **on their computers** / **in the laboratory**.



MINI TASK Search the Internet for information about a game from the past. Write a few sentences about the game.

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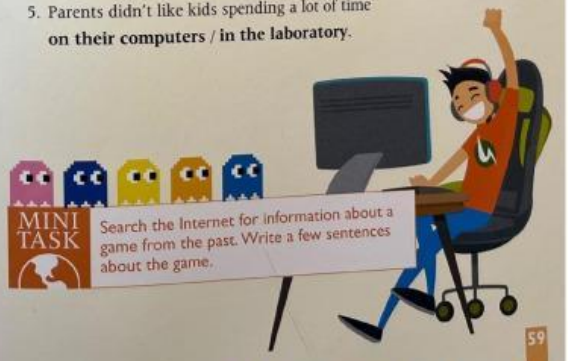
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