

1. MATCH THE TYPE OF VIDEO GAME TO ITS DESCRIPTION:



A role-playing game

- IT'S GAME IN WHICH THE PLAYER FIGHTS OPPONENTS AND OFTEN USES MARTIAL ARTS.
- THIS IS A GAME THAT SIMULATES SPORTS. THE OPPONING TEAM IS CONTROLLED BY OTHER PLAYERS OR ARTIFICIAL INTELLIGENCE.

A wargame

- IN THIS GAME, THE PLAYER CONTROLS ONE OR MORE VIRTUAL CHARACTERS (HUMAN OR NOT). THE PLAYERS MANIPULATE THE CHARACTERS GENETICS OR THEIR ECOSYSTEM.

A life simulation game

- IN THIS GAME, THE PLAYER CONTROLS THE ACTIONS OF A CHARACTER IMMersed IN A DEFINED WORLD.

A fighting game

- IT IS A GAME IN WHICH THE PLAYER USES WEAPONS AND SHOOTS ENEMIES OR OPPONING PLAYERS.

A platform game

- IN THIS GAME, THE PLAYER USUALLY HAS TO USE MILITARY STRATEGY AND TACTICS. THIS GAME IS OFTEN BASED ON A MAP.

A rhythm game

- IT IS A COMPUTER VERSION OF A BOARD GAME. CHESS, CHECKERS AND BACKGAMMON HAVE THEIR COMPUTER VERSIONS.

A shooting game

- THIS GAME CHALLENGERS THE PLAYER'S SENSE OF RYTHM. THIS SORT OF GAME TYPICALLY FOCUSES ON DANCE OR IN THE SIMULATED PERFORMANCE OF MUSICAL INSTRUMENTS.

A board game

- IN THIS GAME, YOU NAVIGATE IN A MAZE AND TRY TO ESCAPE MONSTERS.

A sports game

- IN THIS GAME, THE CHARACTER RUNS, JUMPS, CLIMBS BETWEEN SUSPENDED PLATFORMS AND AVOIDS OBSTACLES.

2. FIND THE GENRE BEHIND EACH VIDEO GAME:

wargame role-playing game maze game fighting game life simulation game
 platform game sports game rhythm game shooting game board game



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3. COMPLETE THE SENTENCES WITH THE VERBS BELOW.

PLAY	LOVE	USE
RUN	CONTROL	TRY

- IN SHOOTING GAMES, PLAYERS _____ WEAPONS.
- THE PLAYER _____ THE ACTIONS OF THE CHARACTER THANKS TO A CONTROLLER.
- MY DAD NEVER _____ VIDEO GAMES, HE HATES THEM!
- IN THIS TYPE OF GAME, YOU _____ TO KILL AS MANY OPPONENTS AS YOU CAN.
- MARIO _____ FASTER THAN LUIGI.
- I _____ GOING TO STEAM TO BUY NEW VIDEO GAMES.

