

# Lesson 3

## Activity 1: Match the words with the correct definitions.

### Words

1. console

2. virtual

3. graphics

4. strategies

5. simulators

6. multiplayer

### Definitions

**A.** A type of game with more than one player, often allowing players to compete against each other or work together.

**B.** Specific plans or methods created to complete a goal, especially in a game.

**C.** The visual parts of a computer game or program, including the image quality.

**D.** Devices designed to play video games, often with controllers and connected to a TV or PC monitor.

**E.** Something that is created by computer technology and appears to exist but is not actually real.

**F.** Programs or machines that copy real-world activities to provide a realistic experience for training or entertainment.

**Activity 2: Fill in the gaps with the correct word.**

virtual

multiplayer

graphics

console

strategies

simulators

1. To play the latest video games with high-quality \_\_\_\_\_, you need a powerful gaming \_\_\_\_\_.
2. Medical \_\_\_\_\_ are like special computers that let student doctors practise operations and tests safely, without involving real people.
3. Many gamers enjoy \_\_\_\_\_ games because they can play with or against other people online.
4. In the \_\_\_\_\_ world, you can be anyone or anything you want, without real-world rules.
5. Chess players learn many \_\_\_\_\_ to get ahead of the other players in the game.

**Activity 3: Write a short paragraph expressing your opinion on whether you can learn more from board games than you can from video games. Try to use the vocabulary learnt, examples, and the phrase "on the other hand" to present a contrasting viewpoint.**

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**Disclaimer:** This resource has been made for the purpose of teaching English language learners. We know that students can be learning English in many different places, in many different ways and at age, so we try to keep these resources as general as possible. There are many acronyms associated with English language teaching. These include (but are not limited to) ELT, TEFL, EFL, ELL, EAL and ESOL. While the term ESL may not fully represent the linguistic backgrounds of all students, it is the most widely recognised term for English language teaching globally. Therefore, we use the term 'ESL' in the names of our resources to make them easy to find but they are suitable for any student learning to speak English.