4 Circle the correct option (a–d).

1 Newspaper headlines about video games
- **a** only talk about violent games.
- **b** always present the same view.
- **c** do not tell the truth.
- **d** usually present a negative view.

2 You learn to think about things in three dimensions when you
- **a** play combat games.
- **b** play any kind of video game.
- **c** study engineering or maths.
- **d** do scientific studies.

3 Research shows that role-playing games
- **a** are the only games that make children more creative.
- **b** do not provide as many benefits as violent games.
- **c** help children to do well at school.
- **d** help children to learn how to use computers.

4 The report also suggests that video gamers
- **a** spend a lot of time on their own.
- **b** learn some useful skills by playing with others.
- **c** usually fail in other areas of their lives.
- **d** spend a lot of time feeling anxious.

5 According to the report, the effect of video games on children
- **a** is mostly good.
- **b** is mostly bad.
- **c** is not known.
- **d** is not very important.

LIVEWORKSHEETS