

Chess Champions: Kasparov and Deep Blue

A Listening Skills Activity – Unit 5: Sports and Competition



Scan to watch

Name: _____ Date: _____

PART 1 – PRE-LISTENING

A. Warm-up Discussion

1. Do you enjoy playing chess or any strategy games?

Why or why not?

2. Do you think a computer can be smarter than a human being? In what ways?

3. What skills does a person need to become a chess champion?

B. Vocabulary Preview

Match the words with their definitions:

IBM • genius • move • trick • escape

a) a large technology company that builds computers

b) a person with extraordinary intelligence or skill

c) an action a player takes in a game such as chess

d) a clever or deceptive action meant to outwit an
opponent

e) to get away from a difficult situation

C. Predicting

Look at the title. Answer before you watch:

1. Who do you think won – the human or the computer?
2. Write one question you hope the video will answer.

PART 2 – WHILE-LISTENING

A. Gist – True or False

1. Garry Kasparov was already World Chess champion before this match. T / F
2. Deep Blue was built by IBM. T / F
3. The match took place in 1997. T / F
4. Kasparov won every game easily. T / F
5. The result surprised many people. T / F

B. Detail – Complete the Table

Watch again. Complete the table:

Year of the match: _____

Company that built the computer: _____

Number of games: _____

Final result: _____

C. Inference – Listening Beyond the Words

In your opinion, how did Kasparov feel after losing?

What makes you think so?

PART 3 – POST-LISTENING

A. Group Discussion

1. Is it fair to compare human and computer intelligence?
2. Where else does AI compete with or help humans today?
3. Would you like to play a game against a computer?

B. Individual Response

Write a short paragraph (5-7 sentences):

What does this story teach us about competition, technology, and the human spirit?

C. Vocabulary Practice

Complete with: IBM, genius, move, trick, escape

1. Kasparov is considered a chess _____.
2. Deep Blue was built by _____.
3. Every player must think before making a _____.
4. A clever _____ can help win a game.
5. It was hard to _____ from the attack.