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Instructions: open your workbook on page 24-25 , read the text and answer the questions. Read the article and the comment.

Series 1 Read the Reading strategy. Follow steps 2 and 3. In which paragraphs can we find information about the following statements?

1 Phobias are irrational fears that can't be controlled or explained.

2 People with phobias confront their fears in the real world during virtual reality therapy.

3 Virtual reality is usually associated with computer games.

4 Virtual reality therapy can help with war veterans, but not those with post-traumatic stress disorder.

5 Burn patients suffer a lot of pain and virtual reality therapy helps them focus on it.

Series 2 Follow step 4. Read the statements in exercise

5. Are the statements true (T) or false (F)?

1 -

2 -

3 -

4 -

5

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Read the statements below. According to the article, which statements are true?

1 Virtual reality removes all the pain when a burn patient's wound is cleaned.

2 People with phobias sometimes can't live normal lives, but virtual reality can help them to do so.

3 Doctors wish that virtual reality therapy had better results in treating patients.

A 1 only. B 2 only. C 1 and 3. D 2 and 3. E None of the statements.

8 The sentence about Chris Klock's acrophobia "which he had battled since the age of ten" (line 23) is the same as saying ...

A he had been afraid of fighting since he was ten years old.

B he had fought with people about his phobia from the age of ten.

Che began struggling with his phobia when he was ten years old.

D he had overcome his phobia by the time he was ten years old.

E at ten years old, he developed a phobia of getting into fights with people.

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9 The main intention of the author of the article is to ...

A convince readers to try virtual reality therapy.

B describe his or her own experiences with virtual reality therapy.

C talk about the treatment of psychological and physical disorders in the future.

D explain the effects of phobias and severe burns on people's lives.

E inform readers of the medical uses of virtual reality therapy.

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