



TYPE of reading:
TEXT No.:

SKIM-READING
TEXT 2

Choose the correct heading for each text from the list of headings below:

1) Easily learned	4) Rarely beaten
2) Extremely dangerous	5) Surprisingly successful
3) Sadly disappearing	6) Quickly growing

TEXT A:

➤ *Heading №:*

Draughts (or 'checkers' as the Americans call it) is one of the most popular games around the world. The rules are simple. Even young children have no problem working out how to play. The top players study moves in the same way chess players do but anyone can pick it up and have a go. Getting to a high standard takes a lot of hard work and practice but the basics are not particularly difficult.

TEXT B:

➤ *Heading №:*

Since 1997, when the game of Ultima Online became popular, many thousands of people have played all kinds of games online – and the numbers are still increasing rapidly. Every year, more and more people discover the pleasures of playing over the internet and the next generation of games consoles are being designed with that in mind. There seems to be no sign that this explosion in online games will stop any time soon.

TEXT C:

➤ *Heading №:*

It has been called the greatest phenomenon in the history of games, but when Trivial Pursuit was created by two friends in 1981, few people had any idea what a hit it would be. It was a quiz game and none of the games companies expected it to do well, until an American company became interested in it. Many millions of Trivial Pursuit games have been sold since then in 19 languages and 33 different countries.

TEXT D:

➤ *Heading №:*

Tigran Vartanovich Petrosian was chess world champion from 1963 to 1969. He dominated the game during those years and almost never lost. He was known as a player who was strong in defence and very few players got the better of him. In fact, his defensive play was so good that he was known as 'Iron Tigran'. When he did lose, it was big news in Moscow chess circles.

TEXT E:

➤ *Heading №:*

It seems that there have been some big changes in the British playground. Twenty years ago, traditional games were played in every school across the country during the break. These days, they are quickly being replaced by hand-held games consoles and other electronic games. Before long, there is a danger that traditional games could die out. Once they are forgotten, it may be impossible to bring these enjoyable pastimes back to the playground.

Suggested headings:

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