FCE Reading & Use of English – Part 3

(Word Formation)

For questions 1–10, read the text below.
Use the word given in CAPITALS at the end of some of the lines to form ONE word that fits in the gap.

Some psychologists believe that role-playing games are particularly valuable. In the virtual environment, young people can take on roles that are often not available to them in real life. This can contribute to the (1) _____ of character and social skills. **DEVELOP**

Someone who is naturally quiet and shy might gain the (2) _____ to be outgoing and brave in a role-play situation. **CONFIDENT**

A good leader must be capable of providing (3) _____ for team members and helping them work together effectively. **ENCOURAGE**

Many players find these experiences highly (4) _____, motivating them to become better communicators. **INSPIRE**

According to some experts, role-playing games have both educational and (5) _____ value. **ENTERTAIN**

However, spending too much time gaming can lead to (6) _____, causing players to prefer virtual lives to real ones. **ADDICT**

Critics argue that extremely violent games may influence behaviour (7) _____, although there is little evidence to support this claim. **NEGATIVE**

As a result, there is still considerable (8) _____ about the long-term effects of gaming. **ARGUE**

While some players focus on defeating enemies and building cities, others are interested in the (9) _____ of practical skills such as teamwork and problem-solving. **ACQUIRE**

Overall, difficult games can help build (10) _____, because players must continue trying even after repeated failures. **DETERMINE**

LIVEWORKSHEETS