MOBILE LEGENDS: WHY IS IT POPULAR?

Student Worksheet • CEFR B1 • Reading, Vocabulary & Higher-Order Thinking

Name: _____ **Class:** _____ **Date:** _____

A. READING TEXT

Mobile Legends: Bang Bang is a popular mobile multiplayer online battle arena (MOBA) game. Players form teams and work together to defeat the opposing team. Each player chooses a hero with different skills and responsibilities. A match is usually fast, so players must make decisions quickly and communicate with their teammates.

One reason for the game's popularity is accessibility. It can be played on many smartphones and does not require a large computer. Players can also enjoy short matches when they have free time. Another reason is teamwork. Friends can form a team, communicate during a match and celebrate a victory together. This social experience can make the game more enjoyable.

The game also offers variety. There are many heroes, roles, items and strategies to learn. Players can improve by practising, watching experienced players and studying different strategies. Because every match can develop differently, players may feel challenged and want to play again.

However, playing video games can have disadvantages. Playing for too long may reduce the time available for study, sleep, exercise or family activities. Some players may also become frustrated after losing. Therefore, the benefits of gaming depend on how responsibly players manage their time and behaviour.

Another reason for its popularity is skill and teamwork. Players learn to communicate and use a strategy to win a game. They also learn to use strategy and maintain equipment.

B. VOCABULARY IN CONTEXT

Word	Meaning
1. accessibility	d. a plan used to achieve a goal
2. communicate	e. annoyed or disappointed because something is difficult
3. variety	c. many different choices or types
4. strategy	a. the ability to be easily used or reached
5. frustrated	b. to share information or ideas

C. MULTIPLE-CHOICE QUESTIONS choose by writing A B C D in the box beside the correct letter (a–e) beside each word: _____ _____ _____ _____ _____

the questions.

1. What is the main idea of the text? [ ]

A. Mobile Legends is difficult to learn.

B. Mobile Legends is popular for several reasons, but responsible gaming is important.

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C. Mobile Legends should replace outdoor activities.

D. All mobile games are harmful.

2. Why can players enjoy the game during short periods of free time? ☐

A. Matches are usually fast.

B. Players never need teamwork.

C. The game has only one hero.

D. Matches always last several hours.

3. Which feature makes the game a social experience? ☐

A. Playing alone without communication

B. Forming teams and communicating with friends

C. Using only one strategy

D. Avoiding other players

4. What does 'variety' mean in paragraph 3? ☐

A. Different choices and possibilities

B. A difficult problem

C. A single repeated activity

D. A type of smartphone

5. Which activity is NOT mentioned as something that may be reduced by excessive gaming? ☐

A. Studying

B. Sleeping

C. Exercising

D. Travelling abroad

6. Why might players want to play again? ☐

A. Every match can be different and challenging.

B. They never lose.

C. There are no strategies.

D. The game has no goals.

7. Which statement is BEST supported by the text? ☐

A. Popular games have only advantages.

B. Teamwork is one factor that can make gaming enjoyable.

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C. Players do not need to practise.

D. Gaming always causes poor school results.

8. What is the writer's attitude towards Mobile Legends? ☐

A. Completely negative

B. Completely positive

C. Balanced

D. Uninterested

D. BLOOM'S TAXONOMY: HIGHER-ORDER THINKING

Remember → Understand → Apply → Analyse → Evaluate → Create

Apply: 9. Imagine your friend plays Mobile Legends for four hours every evening. What TWO changes would you suggest to help the friend manage time responsibly?

Answer:

_____

Analyse: 10. The text gives several reasons for the game's popularity. Choose TWO reasons and explain how they are connected to each other.

Answer: _

_____

Analyse: 11. Compare playing Mobile Legends with playing a traditional board game. Give ONE similarity and ONE difference in teamwork or communication.

Answer: We could_____

_____

Evaluate: 12. Do you agree that Mobile Legends can be a useful social activity when played responsibly? Give your opinion and TWO reasons.

Answer: _____

_____

Evaluate: 13. Which is more important for a good gaming experience: individual skill or teamwork? Choose ONE and justify your answer with evidence from the text.

Answer:

_____

_____

Create: 14. Design a 'Responsible Mobile Legends Player' rule. Write THREE rules that would help students balance gaming, study, sleep and exercise.

Answer: _____

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E. MAIN IDEA & SUPPORTING DETAILS

15. Complete the organiser.

Paragraph	Main idea / supporting detail
Paragraph 1	Main idea: _____
Paragraph 2	Main idea: _____
Paragraph 3–4	Main idea: _____

F. REFLECTION

16. In 2–3 sentences, explain why Mobile Legends is popular among young people. Then state ONE way to enjoy gaming responsibly.

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_____

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