

1. Match the word with each image.

Touchpad

Trackball

Headset

Plotter

DVD

Pen drive

Memory card

Webcam



2. Complete the table with words from exercise 1.

TYPE OF DEVICES		
INPUT	OUTPUT	STORAGE

3. Write **input**, **output** or **storage** to complete these definitions.

1. An _____ device is hardware that is used to report the results of the computers CPU.

2. A _____ device is hardware that stores data.

3. An _____ device is hardware that enters data into the computer.

4. Complete the rules.

- We use _____ to talk about things.

- We use _____ to talk about people.

- We use _____ to talk about places.

5. Choose the correct relative in each sentence.

1. A mobile phone which/who has a GPS.

2. The man which/who invented social networks.

3. The girl that/which always helps me when I have problems with my computer.

4. A program which/who you can use to write texts.

5. The device that/who I use to store data.

6. A page where/who you can download songs for free.

7. The smartphone that/who I want for Christmas.

6. Fill the blanks with the suitable relative pronouns.

1. This is the boy _____ organizes the video game competitions every year.
2. The blog _____ she is writing is quite interesting.
3. The USA is the country _____ the Internet was created.
4. Is that the printer _____ you bought yesterday?
5. She has a daughter _____ is an IT worker.

7. Match the sentences using a suitable relative pronoun.

1. That's the Internet café. I often chat with my friends there.

2. A keyboard is a device. It is used to type data into a computer.

3. This is the MP5 player. I bought it yesterday.

4. Charles Babbage was a scientist. He invented the computer.

5. This is the shop. You can find lots of cheap gadgets there.

6. I have a friend. My friend is studying Computing.

8. Complete the sentences using a verb from the box.

store	move	control	type	read
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1. A barcode is used for _____ the information in a barcode.
2. A trackball is used for _____ a cursor on a computer screen.
3. A joystick is used for _____ the movement of a n image on a screen.
4. A keyboard is used for _____ information on a computer.
5. An external hard disk is used for _____ data.

READING

Video games are good for you!

For years video games have been criticised for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.

Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on Wii have been shown to have improved motor skills, for example they can kick, catch and throw a ball better than children who don't play video games. A study of surgeons who do microsurgery in Boston found that those who played video games were 27 per cent faster and made 37 per cent fewer errors than those who didn't. Vision is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.

Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25 per cent faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on them up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting confused, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally manipulate 3D objects.

There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people diagnosed with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms of depression more than conventional treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in the experiment, a film of traumatic scenes of injury and death was used – can actually prevent people having disturbing flashbacks.

The effects are not always so positive, however. Indiana University researchers carried out brain scans on young men and found evidence that violent games can alter brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

1. Choose the best option to complete these sentences.

1. Only relatively recently have people started to realise ____.
 - a) the harmful effects of video games
 - b) the beneficial effects of video games
 - c) how much we don't know about video games' effects
 - d) how much video games affect the people that play them

2. Very young children show improved ____ after playing video games.
 - a) muscle control and co-ordination
 - b) social interaction
 - c) decision-making
 - d) ability to differentiate between different colours

3. Playing video games helps doctors ____.
 - a) do operations and read X-rays
 - b) make decisions under pressure
 - c) operate complex equipment
 - d) tend to more than one patient at a time

4. Video gamers' decision-making speed is significantly improved by ____.
 - a) years of gaming experience
 - b) long periods of game playing
 - c) playing video games in short bursts
 - d. certain types of video game

5. Women who play video games demonstrate ____.
 - a) faster reaction speeds
 - b) reduced stress levels
 - c) better spatial awareness
 - d) better multitasking ability

6. In one research study, the video game Tetris helped people to ____.

- a) improve their concentration
- b) overcome depression
- c) forget disturbing experiences
- d) make decisions faster

7. Research shows that violent video games ____.

- a) have no negative effects on players
- b) only affect players' brains after extended hours of play
- c) may have positive and negative effects on the brain
- d) only affect players' brains in beneficial ways

8. In the future, computer games may be used for ____.

- a) treating a variety of medical problems
- b) training doctors to deal with emotional pressure
- c) helping parents to deal with difficult teenagers
- d) treating prisoners with a history of violent behaviour

2. Complete the gaps with a noun from the box.

shades	attention	errors	skills	field	decisions	scans	behaviour	difference
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1. Playing videos games improves the speed at which people can make _____.

2. Video gamers also demonstrate an improved ability to pay _____ to several things at once.

3. Pre-school children who play video games have been shown to have improved motor _____.

4. Playing video games has a beneficial effect on vision, increasing players "ability" to tell the _____ between varying _____ of grey.

5. Surgeons who play computer games work faster and make fewer _____.

6. Researchers from Indiana University investigated the effects of violent video games by doing some brain _____ on video games.

7. The researchers showed that violent video games affect emotional control and may cause more aggressive _____.

8. Daphne Bavelier is one of the most experienced researchers in her _____.

Write a description of your favourite gadget.