

Video games

WORKSHEET A

Video games have existed for about 40 years, but until the late 1970s most of them were (1) _____ large and heavy metal casings, so you normally only found them in amusement arcades. (2) _____ has come a long way since then, of course, and now fans of video games can play them at home, using only a small console and their television set. There are also lots of hand-held video games that people can play (3) _____.

The names of games systems such as Game Boy, PlayStation and Xbox have become well-known, not least to parents whose children prepare optimistic wish lists of birthday and Christmas (4) _____ they would like to receive.

There have been some real classics in the history of video games, all of which were very (5) _____ when they first came out but now might seem a bit dull in comparison with 21st-century games.

For example there was 'Space Invaders', from the early 1980s. It came in various forms but the basic (6) _____ was usually the same: the player controlled a spaceship that could (7) _____ bullets to try to destroy the alien spaceships that moved down the screen. Space Invaders introduced various (8) _____ that later became common in other video games, such as the 'high score' that other players could then try to beat.

Another classic was 'Pac-Man'. This took place in a maze where the player controlled a small shape that looked a bit like a tennis ball with a (9) _____. The idea of the game was to move this shape around the maze, 'eating' the small dots in its path and trying to avoid the four 'ghosts' that were its (10) _____.

A negative side to video and computer games is that they appear to be addictive for some people, becoming an unhealthy (11) _____ to socialising and physical exercise. There is also a belief that the most violent games encourage the people who play them to be violent in real life.

On the (12) _____ side, some studies have suggested that electronic games help people to think clearly and make quick decisions. You could even help with language learning, for example in the way that non-native speakers of English quite often play games containing characters who only speak in English.

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WORKSHEET B

A

Fill the twelve gaps in the text on Worksheet A with the correct words from the box below. There are four words that you will not need to use.

popular	presents	games	fire
inside	eat	alternative	positive
happy	idea	enemies	anywhere
features	friends	technology	mouth

B

Below is a conversation between a father and son, but the different parts of the conversation have been put in the wrong order. Can you put them back in the right order?

A	No, it isn't.
B	Don't worry about the high score. You've got school in the morning.
C	One that Mark gave me.
D	What happened in that?
E	James, it's after 10.30.
F	Yes, it is. It's time for you to go to bed.
G	OK, five minutes – and no more. What game is it, anyway?
H	Good. Too many of these modern video games are violent. And none of them are as good as the ones I used to play, like Space Invaders.
I	Is it?
J	You controlled a spaceship and had to kill as many aliens as possible.
K	Oh, Dad, I'm still trying to beat my high score.
L	I know, I know. Just five more minutes.
M	Oh, right, not violent at all, then?
N	I hope it's not one of those violent ones.