

WORKSHEET

DOES GAMING HAVE A PLACE IN EDUCATION?

SPEAKING

1. With a partner, discuss the following questions.

- Do you play video games? Why or why not? Which video game are you familiar with?
- The majority believe playing video games are unhealthy. Do you agree with this belief? Explain your answer.
- Do you think video games can improve critical thinking skills? Why or why not?



KEYWORDS

2. Read the following sentences and match the words and phrases in bold with their definitions a–j. Then in pairs / groups, compare your answers.

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| 1. In the media, social networks are always portrayed as negative for our mental health. : _____ | a. a short period of time when somebody does too much of a particular activity, especially eating or drinking alcohol |
| 2. After being inside for the entire morning, it is good to get a dose of sunshine finally. : _____ | b. containing poison; poisonous |
| 3. After signing up for Netflix, she binged watch Stranger Things seasons one and two in three days. : _____ | c. the fact of experiencing something new or different |
| 4. Many people are worried about children's exposure to content on social media. : _____ | d. condition affecting the brain that causes difficulty in reading and spelling, for example, but does not affect intelligence |
| 5. This drug is not harmful if it is taken in moderation . : _____ | e. represent; to describe or show somebody/something in a particular way, especially when this does not give a complete or accurate impression of what they are like |
| 6. As a child, he had to change schools because he had dyslexia . : _____ | f. to become smaller, weaker, etc.; to make something become smaller, weaker, etc. |
| 7. Research shows a strong link between cognitive and linguistic development in children. : _____ | g. connected with mental processes of understanding |
| 8. The chemical in this product is toxic to marine life. : _____ | h. an amount of something |
| 9. Memory is something that is believed to diminish with age. : _____ | i. to be greater or more important than something |
| 10. The advantages of playing video games far outweigh the disadvantages. : _____ | j. the quality of being reasonable and not being extreme |

3. Can Video Games Make You Smarter? (<https://bit.ly/3CrISho>).

4. Answer the following questions in your own words, using complete sentences. Then compare your answers with a partner.

1. Why did the narrator find video games a source of increasing cognitive function? How do action games help in developing attention span?

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2. What is the impact of video games on education? State the role of video games in dyslexic learners.

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3. Identify the impact of playing video games on eyesight. How can video games help older adults?

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4. Which qualities of young doctors who play video games make them superior to others?

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5. Choose the best answer to fill in the blanks. Then compare your answers with a partner.

- a. According to research, playing _____ video games results in an increase in grey matter after two months.
i) Mario Bros ii) Minecraft iii) Tic Tac Toe iv) None of the options
- b. Video games are used as a _____.
i) mental disorder ii) planner iii) therapy iv) All of the options
- c. If you play more than _____ of action games a week, you can solve critical problems quickly.
i) 16hrs ii) 5 hours iii) 10hrs iv) ii, and iii
- d. Professional action gamers are _____ better at perceiving subtle differences in contrast.
i) 30% ii) 58% iii) 89% iv) None of the Options
- e. Brain-teasing video games have been shown to slow the brain ageing process by up to _____ years.
i) 3 ii) 2 iii) 7 iv) All of the options.
- f. Enjoy your downtime and relax with your games in _____.
i) Moderation ii) Frequently iii) Regularly iv) None of the options

CRITICAL THINKING

6. With a partner, discuss the following questions, then share your views with the rest of the class.

- Too much of anything can be bad, even broccoli.** Do you agree with this statement? Support your answer with evidence.
- If playing video games positively impacts eyesight, why is it suggested to limit screen time? Explain your answer.
- Playing video games improves your IQ. Do you think it is better than books? Why or why not?

7. VERBS + NOUN COLLOCATION: Choose the most suitable verb to go with the word in bold. Change the form of the verb as needed.

to provide to portray to show to slow to transform to perceive

- a. Video games can the **process** of ageing significantly as well as increase grey mass in the brain because it keeps neurons working efficiently.
- b. Gamers **colours** in a more detailed way, and their vision remains sharper for a longer time, even as they get old.
- c. The media **videogames** as this terrible, sinister and destructive influence that make people more aggressive, while it tends to be the opposite in reality.
- d. Recently, a new study positive **results** in the way videogames work as a sort of "mental workout" that keeps the nervous system active and functioning.
- e. We should consider all **elders** with video games that they will enjoy and are adapted to their motor capabilities so they feel motivated to get into them.
- f. New technologies are the **way** we play videogames every day with new experiences like VR, which stimulate the mind differently.

8. TYPES OF VIDEO GAMES 10. Look at the different types of video games; label the different genres and try to find an example of each. Can you think of any other category that is not listed below?

Action	Sports	Strategy	Role-playing	Simulation	Idle
					

