

Exercise “Writing a summary”

Article “Computer games in the classroom: Educational success depends on the teacher”

<https://www.sciencedaily.com/releases/2022/03/220303112210.htm>

Glossary

1. adolescent - подросток
2. rarely - редко
3. survey - опрос
4. perceive - воспринимать
5. curricula – учебные программы
6. pitfall – ловушка

Summary

The article reviews that modern teacher see educational potential in computer games. They want to use games often on lessons. The research shows that computer games can develop different competencies of students. And nowadays teachers explore how they can use it effectively.