

SPEAKING

What's your opinion of video games?

LEVEL

Upper-Intermediate
(B2)

NUMBER

EN_B2_2074S

LANGUAGE

English



Learning outcomes

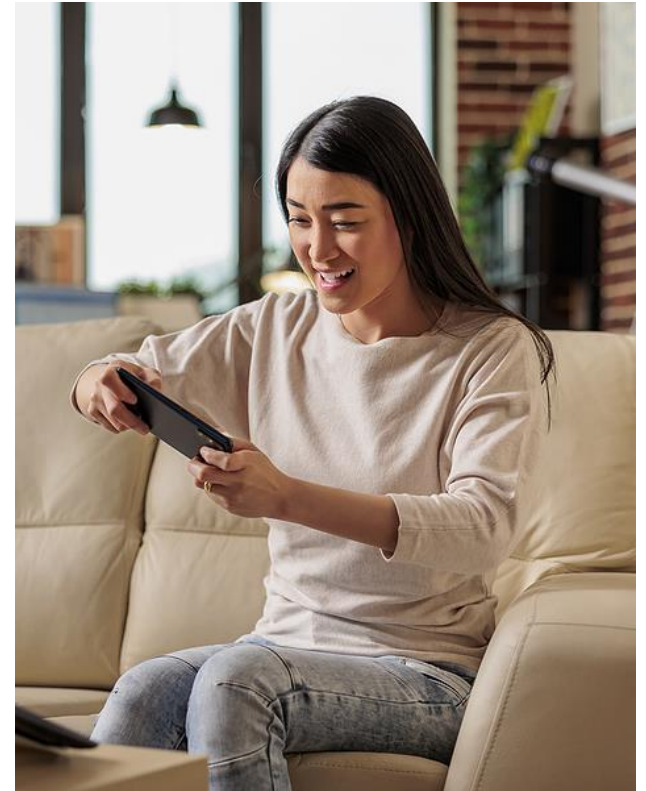
- I can give my opinion of video games and support my views with reasons.
- I can talk about video games and community.



Warm-up

Do you like playing video games?

Give 2 reasons why you *do* or why you *don't* like playing video games.





Discuss

Answer the questions below.

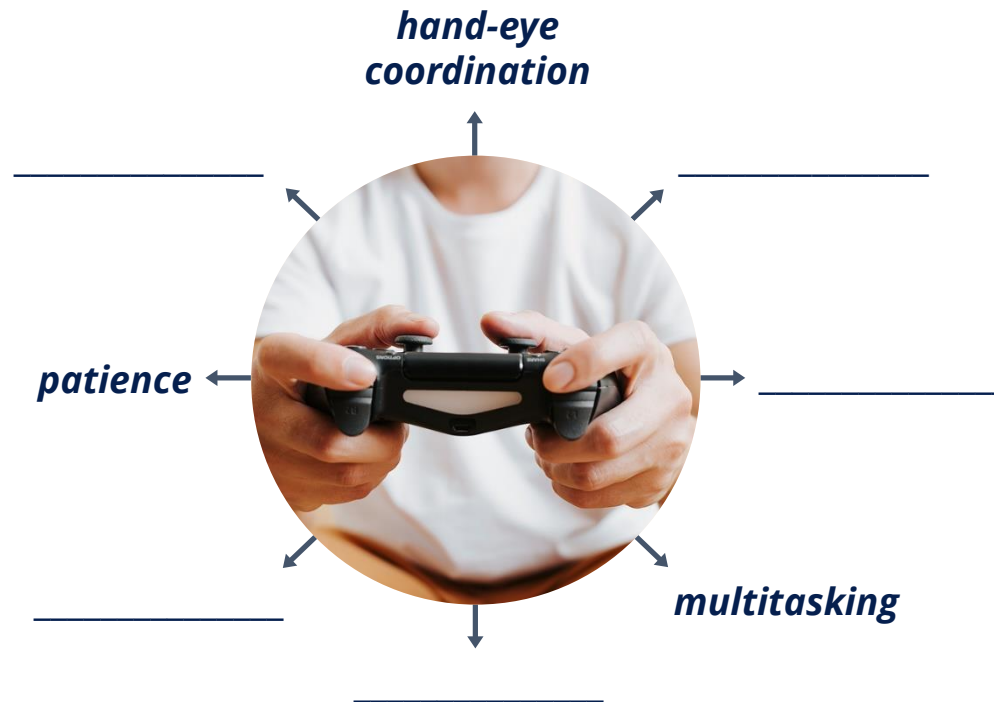
Have you ever played a game that requires physical movement, like with the Nintendo Wii?



What are the benefits of this kind of game?

Video games and skill

Brainstorm the skills (**mental** or **physical**) you think video games can help players develop.





Many films and TV series
are **adapted from**
popular video games.

Can you think of any films or TV series
that have been **adapted from** video
games?

What do you think about these
adaptations?



What's your opinion?

1. **Read** the statements below.
2. **Say** whether you **agree** or **disagree** with them.
3. **Explain** why.

- 1 Playing video games would be a good team-building activity at work.
- 2 Video games are a form of art.
- 3 Video games can be used as an educational tool.
- 4 Video games can teach us how to have more empathy.



What's your opinion?

1. **Read** the statement in the yellow box.
2. Then **answer** the questions in the pink boxes below.

In 2023, many games cost at least \$70 to purchase.

Do you think the price of video games is justified?

How do free games make money?

Do you think parents should receive a refund if their children click on in-game add-ons or upgrades?



What do you think each person would say?

Should children 10 years of age be allowed to play video games?

1. **Choose** a person.
2. **Say** what you think they would say.
3. Can your classmates **guess** who you chose?



Bill

76 years old



Harvey

44 years old



Danielle

29 years old



Patricia

14 years old

Absolutely not! When I was young, children used to play outside. I believe that children nowadays should do the same!

*Hmm, are you **Bill**?*

- What's the harm?
- Absolutely not!
- Hmm...
- In my opinion...
- I feel that...
- I strongly believe that...



Video games and community

1. **Read** the statements below.
2. In breakout rooms or together as a class, say which one you **agree with the most, and why?**



Video games can connect people of all background and beliefs.

The gaming universe is highly competitive, and it is becoming a part of our everyday culture.

Playing video games improves one's imagination.

Virtual reality is the future of employee training and onboarding.



End of the lesson

Idiom

at this stage of the game

Meaning: at a certain point in a process

Example: I don't think we're quite ready to launch the product at this stage of the game.



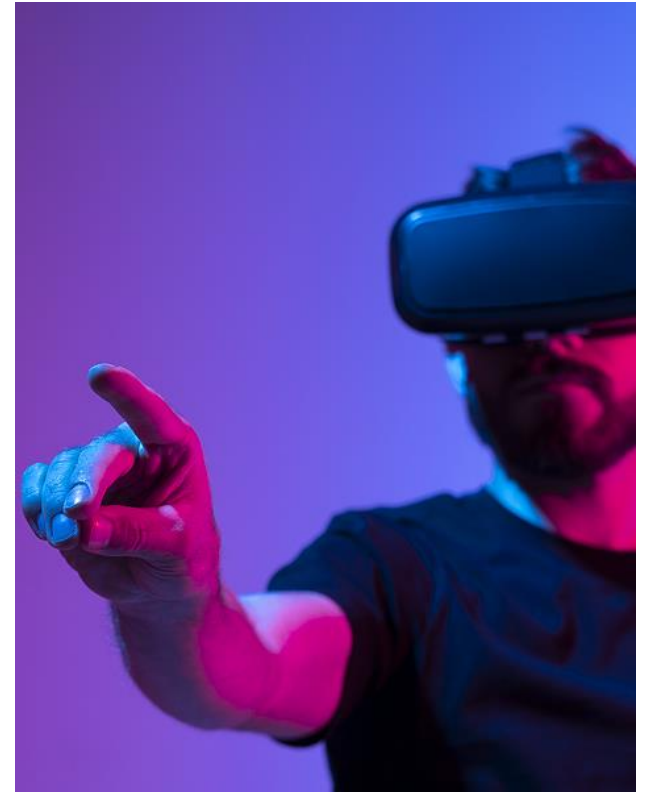
Additional practice

Discuss

Answer the question below.

What do you think has been the biggest change in video games in the past 40 years?

Share you answer with the rest of the class!





Discuss

Answer the questions below.



Would you ever consider being a professional gamer?



What do you think are some pros and cons of this job?

Your video game

You've been asked to design a video game.

Answer the questions below.



What kind of video game would it be? An educational game? A retro game?

What would be the ultimate goal of your game?

Who would be your ideal player?

What would your video game be called?

Concerns about video games

1. **Read** the main concerns parents have about their children playing video games below.
2. **Answer** the question: Which one do you think is the most worrying? Why?

healthy and
obesity

age
appropriateness

violence and
misbehaviour

amount of time
spent playing
and effect on
schoolwork

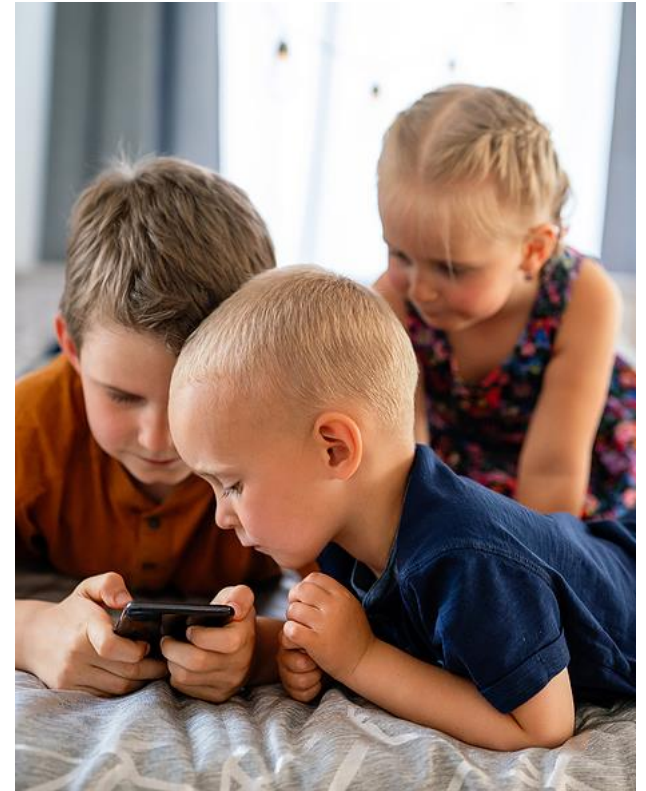


Discuss

Answer the question below.

What kind of rules would you set for playing video games if you had a child?

Share your answer with the rest of the class!





Answer key

P.5: *suggested answers:* strategy, risk-taking, perseverance, concentration, critical thinking, social skills, problem-solving, leadership, empathy



Summary

Talking about video games

- *hand-eye coordination; multitasking; obesity; appropriateness; misbehaviour; form of art; tool*
- *Video games are **a form of art**.*
- *Video games can also be an educational **tool**.*



Vocabulary

hand-eye coordination

multitasking

obesity

appropriateness

misbehaviour

