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## Level 3

### Too much gaming is mental health issue

26th December, 2017

<https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

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**Please try Levels 0, 1 and 2 (they are easier).**

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# THE ARTICLE

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

The World Health Organization (WHO) has said that too much gaming is officially a mental health problem. The WHO has put "gaming addiction" as a mental health condition on its official list of diseases. The list is called the International Classification of Diseases (ICD). It says that gaming disorder happens when people cannot stop playing and gaming becomes more important than other interests in life. The WHO says this must happen for at least a year for a doctor to say someone has gaming disorder. Someone with gaming disorder will insist on gaming even if they know they have a problem and they have suffered "negative consequences" from gaming too much.

The WHO said doctors should be aware that addiction to gaming is a clear and present danger to people's health because it has "serious" consequences. A WHO spokesman said: "Most people who play video games don't have a disorder, just like most people who drink alcohol don't have a disorder either. However, in certain circumstances, overuse can lead to adverse effects." Some doctors believe that too much gaming should not be considered a mental illness. Psychiatrist Allen Frances compared an addiction to gaming to coffee addiction. He said: "Billions of people around the world are hooked on caffeine for fun or better functioning, but only rarely does this cause more trouble than its worth."

Sources: <https://www.inquisitr.com/4699428/gaming-disorder-to-be-recognized-by-who-as-a-mental-health-condition/>  
<http://www.independent.co.uk/life-style/health-and-families/gaming-disorder-mental-health-condition-video-games-addiction-a8121876.html>  
<https://www.newscientist.com/article/2157042-video-gaming-disorder-to-be-officially-recognised-for-first-time/>

# WARM-UPS

**1. GAMING:** Students walk around the class and talk to other students about gaming. Change partners often and share your findings.

**2. CHAT:** In pairs / groups, talk about these topics or words from the article. What will the article say about them? What can you say about these words and your life?

WHO / gaming / mental / health / problem / diseases / interests / disorder / negative aware / addiction / consequences / alcohol / adverse / coffee / functioning / rarely

Have a chat about the topics you liked. Change topics and partners frequently.

**3. DISORDER:** Students A **strongly** believe gaming can be a mental health disorder; Students B **strongly** believe it can't be. Change partners again and talk about your conversations.

**4. ADDICTIONS:** How serious are these addictions? How can we treat them? Complete this table with your partner(s). Change partners often and share what you wrote.

	How dangerous?	How can we threat the addiction?
Gaming		
Internet		
Smartphone		
Chocolate		
Shopping		
Gambling		

**5. HEALTH:** Spend one minute writing down all of the different words you associate with the word "health". Share your words with your partner(s) and talk about them. Together, put the words into different categories.

**6. GAMES:** Rank these with your partner. Put the best at the top. Change partners often and share your rankings.

- video games
- phone app games
- board games
- card games
- sports games
- chess
- role play games
- children's games

# VOCABULARY MATCHING

## Paragraph 1

- |                 |   |
|-----------------|---|
| 1. officially   | a. A breakdown of normal physical or mental functions.  |
| 2. addiction    | b. In a formal and public way.  |
| 3. condition    | c. An illness or other medical problem.   |
| 4. disorder     | d. Ask for something very strongly, not accepting no as an answer.                                      |
| 5. at least     | e. Results or effects of an action or condition.  |
| 6. insist       | f. The fact or condition of physically or mentally needing a thing (like alcohol or drugs) or activity. |
| 7. consequences | g. Not less than.   |

## Paragraph 2

- |                |  |
|----------------|--|
| 8. aware       | h. Harmful; unfavorable.   |
| 9. serious     | i. Significant or worrying because of possible danger or risk.                   |
| 10. overuse    | j. Estimated, measured, or noted the similarity or dissimilarity between things. |
| 11. adverse    | k. Using something too much.   |
| 12. considered | l. Thought carefully about something, usually before making a decision.          |
| 13. compared   | m. Having knowledge or the ability to see, hear, smell or feel something.        |
| 14. hooked     | n. Became in great need of something.  |

# BEFORE READING / LISTENING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

**1. TRUE / FALSE:** Read the headline. Guess if a-h below are true (T) or false (F).

- a. The WHO recognized too much gaming as a mental disorder. **T / F**
- b. Gaming addiction is now on the WHO's official list of diseases. **T / F**
- c. Gaming is not a disorder if the gamer has played for less than a year. **T / F**
- d. Gamers usually stop gaming when they suffer negative consequences. **T / F**
- e. The WHO said all doctors know about the dangers of gaming. **T / F**
- f. The WHO said that most people who drink alcohol have a disorder. **T / F**
- g. The WHO said overuse of games can bring about adverse effects. **T / F**
- h. The WHO said billions of people around the world are hooked on gaming. **T / F**

## 2. SYNONYM MATCH:

Match the following synonyms. The words in **bold** are from the news article.

- |                         |                  |
|-------------------------|------------------|
| <b>1. problem</b>       | a. occurs        |
| <b>2. condition</b>     | b. operating     |
| <b>3. happens</b>       | c. stress        |
| <b>4. insist</b>        | d. situations    |
| <b>5. consequences</b>  | e. addicted      |
| <b>6. aware</b>         | f. difficulty    |
| <b>7. circumstances</b> | g. benefit       |
| <b>8. hooked</b>        | h. knowledgeable |
| <b>9. functioning</b>   | i. illness       |
| <b>10. worth</b>        | j. results       |

**3. PHRASE MATCH:** (Sometimes more than one choice is possible.)

- |  |                            |
|--|----------------------------|
| 1. too much gaming is officially a mental  | a. lead to adverse effects |
| 2. on its official                         | b. consequences            |
| 3. more important than other               | c. be aware                |
| 4. this must happen for at                 | d. list of diseases        |
| 5. they have suffered negative             | e. trouble                 |
| 6. The WHO said doctors should             | f. least a year            |
| 7. a clear and present danger to           | g. health problem          |
| 8. in certain circumstances, overuse can   | h. hooked on caffeine      |
| 9. Billions of people around the world are | i. interests in life       |
| 10. only rarely does this cause more       | j. people's health         |

# GAP FILL

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

The World Health Organization (WHO) has said that too much gaming is (1) \_\_\_\_\_ a mental health problem. The WHO has put "gaming addiction" as a mental health (2) \_\_\_\_\_ on its official list of diseases. The (3) \_\_\_\_\_ is called the International Classification of Diseases (ICD). It says that gaming (4) \_\_\_\_\_ happens when people cannot stop playing and gaming becomes more important than other (5) \_\_\_\_\_ in life. The WHO says this must happen for at least a year for a doctor to say someone has gaming disorder. Someone with gaming disorder will (6) \_\_\_\_\_ on gaming even if they know they have a problem and they have (7) \_\_\_\_\_ "negative consequences" from gaming (8) \_\_\_\_\_ much.

*insist*  
*officially*  
*list*  
*too*  
*interests*  
*suffered*  
*condition*  
*disorder*

The WHO said doctors should be (9) \_\_\_\_\_ that addiction to gaming is a clear and present (10) \_\_\_\_\_ to people's health because it has "serious" consequences. A WHO (11) \_\_\_\_\_ said: "Most people who play video games don't have a disorder, just like (12) \_\_\_\_\_ people who drink alcohol don't have a disorder either. However, in certain circumstances, (13) \_\_\_\_\_ can lead to adverse effects." Some doctors believe that too much gaming should not be considered a mental illness. Psychiatrist Allen Frances (14) \_\_\_\_\_ an addiction to gaming to coffee addiction. He said: "Billions of people around the world are (15) \_\_\_\_\_ on caffeine for fun or better functioning, but only rarely does this cause more trouble than its (16) \_\_\_\_\_."

*spokesman*  
*hooked*  
*danger*  
*overuse*  
*worth*  
*most*  
*aware*  
*compared*

# LISTENING – Guess the answers. Listen to check.

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

- 1) (WHO) has said that too much gaming is officially a \_\_\_\_\_
  - a. mentally health problem
  - b. mental healthy problem
  - c. mental health problem
  - d. mentally healthy problem
- 2) put "gaming addiction" as a mental health condition on \_\_\_\_\_
  - a. its officially list
  - b. its officials list
  - c. its official list
  - d. its officialdom list
- 3) people cannot stop playing and gaming becomes more important than \_\_\_\_\_ life
  - a. others interests on
  - b. other interest sin
  - c. others interested in
  - d. other interests in
- 4) this must happen for at least a year for a doctor to \_\_\_\_\_ gaming disorder
  - a. says someone has
  - b. say someone has
  - c. say someone was
  - d. says someone was
- 5) they know they have a problem and \_\_\_\_\_
  - a. they have suffer
  - b. they have suffers
  - c. they have surfer
  - d. they have suffered
- 6) be aware that addiction to gaming is a clear \_\_\_\_\_
  - a. and presents danger
  - b. and present danger
  - c. and presence danger
  - d. and pretense danger
- 7) Most people who play video games don't \_\_\_\_\_
  - a. has the disorder
  - b. had a disorder
  - c. have the disorder
  - d. have a disorder
- 8) just like most people who drink alcohol don't have \_\_\_\_\_
  - a. a disorder either
  - b. a disorder ether
  - c. a disorder neither
  - d. a disorder eider
- 9) in certain circumstances, overuse can lead \_\_\_\_\_
  - a. to adverse effects
  - b. to adversely affects
  - c. to ad verse effects
  - d. to ad verse affects
- 10) He said billions of people around the world \_\_\_\_\_ caffeine
  - a. are hooked ton
  - b. are hooked on
  - c. are hook ton
  - d. a hook ton

# LISTENING – Listen and fill in the gaps

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

The World Health Organization (WHO) has said (1) \_\_\_\_\_ gaming is officially a mental health problem. The WHO has put "gaming addiction" as a mental health condition (2) \_\_\_\_\_ list of diseases. The list is called the International Classification of Diseases (ICD). It says that gaming disorder happens when people (3) \_\_\_\_\_ and gaming becomes more important than other interests in life. The WHO says this must happen (4) \_\_\_\_\_ a year for a doctor to say someone has gaming disorder. Someone with gaming disorder (5) \_\_\_\_\_ gaming even if they know they have a problem and they have suffered "negative consequences" from (6) \_\_\_\_\_.

The WHO said doctors should (7) \_\_\_\_\_ addiction to gaming is a clear and present danger to people's health because (8) \_\_\_\_\_" consequences. A WHO spokesman said: "Most people who play video games don't have a disorder, just like most people who drink alcohol don't have (9) \_\_\_\_\_. However, in certain circumstances, overuse can lead to adverse effects." Some doctors believe that too much gaming should not (10) \_\_\_\_\_ mental illness. Psychiatrist Allen Frances compared an addiction to gaming to coffee addiction. He said: "Billions of people around the world (11) \_\_\_\_\_ caffeine for fun or better functioning, but only rarely does this cause more trouble (12) \_\_\_\_\_."



# COMPREHENSION QUESTIONS

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

1. Which organization said gaming addiction was a disease?
2. What kind of list did an organization put gaming addiction on?
3. What must gaming become more important than for it to be a disorder?
4. How long must someone have a gaming problem for if it is a disorder?
5. What will someone with gaming disorder insist on doing?
6. Who should be aware of the dangers of an addiction to gaming?
7. What kind of effects did a spokesman say overuse could lead to?
8. What did psychiatrist Allen Frances compare a gaming addiction to?
9. How many people around the world are hooked on coffee?
10. How often did the psychologist say caffeine addiction caused trouble?

# MULTIPLE CHOICE - QUIZ

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

- 1) Which organization said gaming addiction was a disease?
  - a) the WHO
  - b) the IMF
  - c) Sony
  - d) the FBI
- 2) What kind of list did an organization put gaming addiction on?
  - a) a big list
  - b) a computer database
  - c) an official list of diseases
  - d) a blacklist
- 3) What must gaming become more important than for it to be a disorder?
  - a) free time
  - b) other interests in life
  - c) other diseases
  - d) addictions
- 4) How long must someone have a gaming problem for if it is a disorder?
  - a) 10 years
  - b) 2 weeks
  - c) 6 months
  - d) at least a year
- 5) What will someone with gaming disorder insist on doing?
  - a) gaming
  - b) quitting
  - c) suffering
  - d) winning
- 6) Who should be aware of the dangers of an addiction to gaming?
  - a) most people
  - b) a spokesman
  - c) gaming company CEOs
  - d) doctors
- 7) What kind of effects did a spokesman say overuse could lead to?
  - a) great effects
  - b) adverse effects
  - c) personal effects
  - d) nice effects
- 8) What did psychiatrist Allen Frances compare a gaming addiction to?
  - a) psychiatry
  - b) a drug addiction
  - c) circumstances
  - d) an addiction to coffee
- 9) How many people around the world are hooked on coffee?
  - a) hundreds of millions
  - b) millions
  - c) billions
  - d) hundreds of thousands
- 10) How often did the psychologist say caffeine addiction caused trouble?
  - a) twice a month
  - b) rarely
  - c) often
  - d) every day

# ROLE PLAY

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

## **Role A – Computer Games**

You think computer games are the best kind of games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least enjoyable of these (and why): board games, card games or sports games.

## **Role B – Board Games**

You think board games are the best kind of games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least enjoyable of these (and why): computer games, card games or sports games.

## **Role C – Card Games**

You think card games are the best kind of games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least enjoyable of these (and why): board games, computer games or sports games.

## **Role D – Sports Games**

You think sports games are the best kind of games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the least enjoyable of these (and why): board games, card games or computer games.

# AFTER READING / LISTENING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

**1. WORD SEARCH:** Look in your dictionary / computer to find collocates, other meanings, information, synonyms ... for the words 'gaming' and 'disorder'.

<b>gaming</b>	<b>disorder</b>
---------------	-----------------

- Share your findings with your partners.
- Make questions using the words you found.
- Ask your partner / group your questions.

**2. ARTICLE QUESTIONS:** Look back at the article and write down some questions you would like to ask the class about the text.

- Share your questions with other classmates / groups.
- Ask your partner / group your questions.

**3. GAP FILL:** In pairs / groups, compare your answers to this exercise. Check your answers. Talk about the words from the activity. Were they new, interesting, worth learning...?

**4. VOCABULARY:** Circle any words you do not understand. In groups, pool unknown words and use dictionaries to find their meanings.

**5. TEST EACH OTHER:** Look at the words below. With your partner, try to recall how they were used in the text:

<ul style="list-style-type: none"><li>• officially</li><li>• called</li><li>• happens</li><li>• interests</li><li>• insist</li><li>• negative</li></ul>	<ul style="list-style-type: none"><li>• aware</li><li>• serious</li><li>• either</li><li>• believe</li><li>• coffee</li><li>• worth</li></ul>
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# GAMING SURVEY

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

Write five GOOD questions about gaming in the table. Do this in pairs. Each student must write the questions on his / her own paper. When you have finished, interview other students. Write down their answers.

	STUDENT 1 _____	STUDENT 2 _____	STUDENT 3 _____
Q.1.			
Q.2.			
Q.3.			
Q.4.			
Q.5.			

- Now return to your original partner and share and talk about what you found out. Change partners often.
- Make mini-presentations to other groups on your findings.

# GAMING DISCUSSION

STUDENT A's QUESTIONS (Do not show these to student B)

1. What did you think when you read the headline?
2. What images are in your mind when you hear the word 'gaming'?
3. What do you think of gaming?
4. How useful is gaming?
5. Why do people get addicted to gaming?
6. What's your favorite game, and why?
7. Do you think too much gaming is a disease?
8. Why can't some people stop gaming?
9. Is gaming a waste of time?
10. What 'negative consequences' might there be from gaming too much?

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# GAMING DISCUSSION

STUDENT B's QUESTIONS (Do not show these to student A)

11. Did you like reading this article? Why/not?
12. What do you think of when you hear the word 'addiction'?
13. What do you think about what you read?
14. How dangerous could gaming be?
15. How similar are addictions to coffee and addictions to gaming?
16. Are you addicted to anything?
17. How can we help people who are addicted to gaming?
18. Have you ever been hooked on something?
19. How would you feel about being hooked on a game?
20. What questions would you like to ask someone addicted to gaming?

# DISCUSSION (Write your own questions)

STUDENT A's QUESTIONS (Do not show these to student B)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

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# DISCUSSION (Write your own questions)

STUDENT B's QUESTIONS (Do not show these to student A)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

# LANGUAGE - CLOZE

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

The World Health Organization (WHO) has said that too much gaming is (1) \_\_\_\_\_ a mental health problem. The WHO has put "gaming addiction" (2) \_\_\_\_\_ a mental health condition on its official list of diseases. The list is called the International Classification of Diseases (ICD). It says that gaming disorder (3) \_\_\_\_\_ when people cannot stop playing and gaming becomes more important than other interests (4) \_\_\_\_\_ life. The WHO says this must happen for at least a year for a doctor to say someone has gaming disorder. Someone with gaming disorder will insist (5) \_\_\_\_\_ gaming even if they know they have a problem and they have (6) \_\_\_\_\_ "negative consequences" from gaming too much.

The WHO said doctors should be aware that (7) \_\_\_\_\_ to gaming is a clear and present danger to people's health because it has "(8) \_\_\_\_\_" consequences. A WHO spokesman said: "Most people who play video games don't have a disorder, just (9) \_\_\_\_\_ most people who drink alcohol don't have a disorder either. However, in certain circumstances, overuse can lead to (10) \_\_\_\_\_ effects." Some doctors believe that too much gaming should not be considered a mental illness. Psychiatrist Allen Frances compared an addiction (11) \_\_\_\_\_ gaming to coffee addiction. He said: "Billions of people around the world are hooked on caffeine for fun or better functioning, but only rarely does this cause more trouble than its (12) \_\_\_\_\_."

## Put the correct words from the table below in the above article.

- |     |               |                 |               |                  |
|-----|---------------|-----------------|---------------|------------------|
| 1.  | (a) officials | (b) officialdom | (c) official  | (d) officially   |
| 2.  | (a) 'twas     | (b) was         | (c) has       | (d) as           |
| 3.  | (a) happening | (b) happens     | (c) happen    | (d) happenstance |
| 4.  | (a) on        | (b) at          | (c) in        | (d) to           |
| 5.  | (a) at        | (b) in          | (c) on        | (d) by           |
| 6.  | (a) suffered  | (b) suffers     | (c) suffering | (d) suffer       |
| 7.  | (a) addict    | (b) addiction   | (c) addicts   | (d) addiction    |
| 8.  | (a) serious   | (b) series      | (c) seriously | (d) seriousness  |
| 9.  | (a) then      | (b) like        | (c) that      | (d) only         |
| 10. | (a) verse     | (b) anniversary | (c) adverse   | (d) reverses     |
| 11. | (a) on        | (b) at          | (c) to        | (d) by           |
| 12. | (a) worthier  | (b) worthwhile  | (c) worthy    | (d) worth        |



# SPELLING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

## Paragraph 1

1. cfifyaliol a mental health problem
2. gaming oincaidtd
3. list of ssdseaie
4. other tniseerts in life
5. itnsis on gaming
6. and they have effsuedr

## Paragraph 2

7. doctors should be arwea
8. it has ssieoru consequences
9. people who drink lcoohal
10. overuse can lead to srdvae effects
11. kooohde on caffeine
12. more trouble than its rwtho

# PUT THE TEXT BACK TOGETHER

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

**Number these lines in the correct order.**

- ( **1** ) The World Health Organization (WHO) has said that too much gaming is officially a mental
- ( ) addiction to gaming to coffee addiction. He said: "Billions of people around the world are hooked
- ( ) health problem. The WHO has put "gaming addiction" as a mental health condition on its official list
- ( ) games don't have a disorder, just like most people who drink alcohol don't have a disorder
- ( ) of diseases. The list is called the International Classification of Diseases (ICD). It says that gaming disorder
- ( ) on caffeine for fun or better functioning, but only rarely does this cause more trouble than its worth."
- ( ) with gaming disorder will insist on gaming even if they know they have a problem
- ( ) that too much gaming should not be considered a mental illness. Psychiatrist Allen Frances compared an
- ( ) either. However, in certain circumstances, overuse can lead to adverse effects." Some doctors believe
- ( ) happens when people cannot stop playing and gaming becomes more important than other interests in
- ( ) The WHO said doctors should be aware that addiction to gaming is a clear and present danger to people's
- ( ) and they have suffered "negative consequences" from gaming too much.
- ( ) life. The WHO says this must happen for at least a year for a doctor to say someone has gaming disorder. Someone
- ( ) health because it has "serious" consequences. A WHO spokesman said: "Most people who play video

# PUT THE WORDS IN THE RIGHT ORDER

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

1. gaming much Too problem health mental a is .
2. interests life important other in More than .
3. happen must This year a least at for .
4. have they know they if Even problem a .
5. Negative much too gaming from consequences .
6. be The said should aware WHO doctors .
7. can adverse lead effects to Overuse .
8. illness not should Gaming a considered be mental .
9. hooked are world the around People caffeine on .
10. trouble rarely this more Only does cause .

# CIRCLE THE CORRECT WORD (20 PAIRS)

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

The World Health Organization (WHO) has said that too *many / much* gaming is officially a mental health problem. The WHO has put "gaming addiction" *as / was* a mental health condition on its *officially / official* list of diseases. The list *is / it's* called the International Classification of Diseases (ICD). It says that gaming disorder *happens / occur* when people cannot stop playing and gaming becomes more important than other *interest / interests* in life. The WHO says this must *happen / happening* for at *last / least* a year for a doctor to say someone has gaming disorder. Someone with gaming disorder will *consist / insist* on gaming even if they know they have a problem and they have *suffering / suffered* "negative consequences" from gaming too much.

The WHO said doctors should be *aware / beware* that addiction to gaming is a clear and *present / presently* danger to people's health because it has "serious" consequences. A WHO spokesman said: "Most people who play video games don't *do / have* a disorder, just *like / liked* most people who drink alcohol don't have a disorder *either / neither*. However, in certain circumstances, *overuse / underuse* can lead to adverse effects." Some doctors believe that too much gaming should not *been / be* considered a mental illness. Psychiatrist Allen Frances *compared / comparison* an addiction to gaming to coffee addiction. He said: "Billions *for / of* people around the world are hooked *in / on* caffeine for fun or better functioning, but only *rarely / rare* does this cause more trouble than its worth."

**Talk about the connection between each pair of words in italics, and why the correct word is correct.**

# INSERT THE VOWELS (a, e, i, o, u)

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

Th\_ W\_rld H\_\_lth \_rg\_n\_z\_t\_\_n (WH\_) h\_s s\_\_d th\_t  
t\_\_ m\_ch g\_m\_ng \_s \_ff\_c\_\_lly \_ m\_nt\_l h\_\_lth  
pr\_bl\_m. Th\_ WH\_ h\_s p\_t "g\_m\_ng \_dd\_ct\_\_n" \_s \_  
m\_nt\_l h\_\_lth c\_nd\_t\_\_n \_n \_ts \_ff\_c\_\_l l\_st \_f  
d\_s\_\_s\_s. Th\_ l\_st \_s c\_ll\_d th\_ \_nt\_rn\_t\_\_n\_l  
Cl\_ss\_f\_c\_t\_\_n \_f D\_s\_\_s\_s (\_CD). \_t\_s\_ys th\_t  
g\_m\_ng d\_s\_rdr h\_pp\_ns wh\_n p\_\_pl\_ c\_nn\_t st\_p  
pl\_y\_ng \_nd g\_m\_ng b\_c\_m\_s m\_r\_ \_mp\_rnt th\_n  
\_th\_r \_nt\_rsts \_n l\_f\_. Th\_ WH\_ s\_ys th\_s m\_st  
h\_pp\_n f\_r\_t\_l\_\_st \_y\_\_r f\_r \_d\_ct\_r\_t\_s\_ys m\_\_n  
h\_s g\_m\_ng d\_s\_rdr. S\_m\_\_n\_w\_th g\_m\_ng d\_s\_rdr  
w\_ll \_ns\_st\_n g\_m\_ng \_v\_n \_f th\_y kn\_w th\_y h\_v\_\_  
pr\_bl\_m \_nd th\_y h\_v\_\_ s\_ff\_r\_d "n\_g\_t\_v\_\_  
c\_ns\_q\_\_nc\_s" fr\_m g\_m\_ng t\_\_m\_ch.

Th\_ WH\_ s\_\_d d\_ct\_rs sh\_\_ld b\_\_w\_r th\_t \_dd\_ct\_\_n  
t\_ g\_m\_ng \_s \_cl\_\_r \_nd pr\_s\_nt d\_ng\_r\_t\_ p\_\_pl\_'s  
h\_\_lth b\_c\_\_s\_\_t h\_s "s\_r\_\_s" c\_ns\_q\_\_nc\_s. \_ WH\_  
sp\_k\_sm\_n s\_\_d: "M\_st p\_\_pl\_ wh\_ pl\_y v\_d\_\_g\_m\_s  
d\_n't h\_v\_\_ \_d\_s\_rdr, j\_st l\_k\_ m\_st p\_\_pl\_ wh\_  
drnk\_lch\_l d\_n't h\_v\_\_ \_d\_s\_rdr \_\_th\_r. H\_w\_v\_r,  
\_n c\_rt\_\_n c\_rc\_mst\_nc\_s, \_v\_r\_s\_ c\_n l\_\_d t\_  
\_dv\_rs\_\_ff\_cts." S\_m\_ d\_ct\_rs b\_l\_\_v th\_t t\_\_m\_ch  
g\_m\_ng sh\_\_ld n\_t b\_ c\_ns\_d\_r\_d \_m\_nt\_l \_lln\_ss.  
Psych\_\_tr\_st\_\_ll\_n Fr\_nc\_s c\_mpr\_d \_n \_dd\_ct\_\_n t\_  
g\_m\_ng t\_ c\_ff\_\_ \_dd\_ct\_\_n. H\_s\_\_d: "B\_ll\_\_ns \_f  
p\_\_pl\_ \_r\_\_nd th\_ w\_rld \_r\_ h\_\_k\_d \_n c\_ff\_\_n\_ f\_r  
f\_n\_r b\_tt\_r f\_nct\_\_n\_ng, b\_t \_nly r\_r\_ly d\_\_s th\_s  
c\_\_s\_m\_r\_tr\_\_bl\_th\_n \_ts w\_rth."

# PUNCTUATE THE TEXT AND ADD CAPITALS

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

the world health organization (who) has said that too much gaming is officially a mental health problem the who has put "gaming addiction" as a mental health condition on its official list of diseases the list is called the international classification of diseases (icd) it says that gaming disorder happens when people cannot stop playing and gaming becomes more important than other interests in life the who says this must happen for at least a year for a doctor to say someone has gaming disorder someone with gaming disorder will insist on gaming even if they know they have a problem and they have suffered "negative consequences" from gaming too much

the who said doctors should be aware that addiction to gaming is a clear and present danger to people's health because it has "serious" consequences a who spokesman said "most people who play video games don't have a disorder just like most people who drink alcohol don't have a disorder either however in certain circumstances overuse can lead to adverse effects" some doctors believe that too much gaming should not be considered a mental illness psychiatrist allen frances compared an addiction to gaming to coffee addiction he said "billions of people around the world are hooked on caffeine for fun or better functioning but only rarely does this cause more trouble than its worth"

# PUT A SLASH ( / ) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

TheWorldHealthOrganization(WHO)hassaidthattoomuchgamingisofficiallyamentalhealthproblem.TheWHOhasput"gamingaddiction"asamentalhealthconditiononitsofficiallistofdiseases.ThelistiscalledtheInternationalClassificationofDiseases(ICD).It saysthatgamingdisorderhappenswhenpeoplecannotstopplayingandgamingbecomesmoreimportantthanothinterestsinlife.TheWHO saysthis musthappenforatleastayearforadoctortosaysomeonehasgamingdisorder.Someonewithgamingdisorderwillinsistongamingeveniftheyknowtheyhaveaproblem andtheyhavesuffered"negativeconsequences"fromgamingtoomuch.TheWHO saiddoctors shouldbeawarethataddictiontogamingisaclearandpresentdangertopeople'shealthbecauseithas"serious"consequences.AWHOspokesmansaid:"Mostpeoplewhoplayvideogamesdon'thaveadisorder,justlikemostpeoplewhodrinkalcoholdon'thaveadisordereither.However,incertaincircumstances,overusecanleadtoadverseeffects."Somedoctorsbelievethattoomuchgamingshouldnotbeconsideredamentalillness.PsychiatristAllenFrancescomparedanaddictiontogamingtocoffeeaddiction.Hesaid:"Billionsofpeoplearoundtheworldarehookedoncaffeineforfunorbetterfunctioning,butonlyrarelydoesthiscausemoretroublethanitsworth."

# FREE WRITING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

Write about **gaming** for 10 minutes. Comment on your partner's paper.

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# ACADEMIC WRITING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder.html>

Gaming addiction should be listed as a medical illness. Discuss.

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# HOMework

**1. VOCABULARY EXTENSION:** Choose several of the words from the text. Use a dictionary or Google's search field (or another search engine) to build up more associations / collocations of each word.

**2. INTERNET:** Search the Internet and find out more about this news story. Share what you discover with your partner(s) in the next lesson.

**3. GAMING:** Make a poster about gaming. Show your work to your classmates in the next lesson. Did you all have similar things?

**4. GAMING DISORDER:** Write a magazine article about gaming disorder becoming an official disease. Include imaginary interviews with people who are for and against this.

Read what you wrote to your classmates in the next lesson. Write down any new words and expressions you hear from your partner(s).

**5. WHAT HAPPENED NEXT?** Write a newspaper article about the next stage in this news story. Read what you wrote to your classmates in the next lesson. Give each other feedback on your articles.

**6. LETTER:** Write a letter to an expert on gaming. Ask him/her three questions about it. Give him/her three of your ideas on how we can help people with gaming disorder. Read your letter to your partner(s) in your next lesson. Your partner(s) will answer your questions.

# ANSWERS

## VOCABULARY (p.4)

1. b    2. f    3. c    4. a    5. g    6. d    7. e  
8. m    9. i    10. k    11. h    12. l    13. j    14. n

## TRUE / FALSE (p.5)

- a T    b T    c T    d F    e F    f F    g T    h F

## SYNONYM MATCH (p.5)

- |                  |                  |
|------------------|------------------|
| 1. problem       | a. difficulty    |
| 2. condition     | b. illness       |
| 3. happens       | c. occurs        |
| 4. insist        | d. stress        |
| 5. consequences  | e. results       |
| 6. aware         | f. knowledgeable |
| 7. circumstances | g. situations    |
| 8. hooked        | h. addicted      |
| 9. functioning   | i. operating     |
| 10. worth        | j. benefit       |

## COMPREHENSION QUESTIONS (p.9)

1. The WHO
2. An official list of diseases
3. Other interests in life
4. At least a year
5. Gaming
6. Doctors
7. Adverse effects
8. Coffee addiction
9. Billions
10. Rarely

## MULTIPLE CHOICE - QUIZ (p.10)

1. a    2. c    3. b    4. d    5. a    6. d    7. b    8. d    9. c    10. b

## ALL OTHER EXERCISES

Please check for yourself by looking at the Article on page 2.  
(It's good for your English ;-)