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Level 1 – 31st December, 2019

Fortnite most influential video game of the decade

FREE online quizzes, mp3 listening and more for this lesson here:

<https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-1.html>

Contents

The Reading	2
Phrase Matching	3
Listening Gap Fill	4
No Spaces	5
Survey	6
Writing and Speaking	7
Writing	8

Please try Levels 0, 2 and 3. They are (a little) harder.

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THE READING

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-1.html>

Wired.com released a list of the most influential video games of the decade. The game Fortnite had the biggest impact on gaming. Minecraft is in second place. It got millions of gamers to start gaming. The Legend of Zelda was number five. Many people say games like Super Mario and Pokemon Go should be on the list. Pokemon Go was the first big game to use Augmented Reality. Millions of gamers ran around the streets looking for Pokemons.

Wired.com said there were many creative games in the 2010s that "reshaped" the gaming scene. Its list only included games that had the biggest impact on culture. Fortnite was top "because it's one of the only games...to truly [enter] pop culture". Fortnite is now more popular than many sports. The annual Fortnite World Cup in New York had a total of \$30 million in prize money in 2019. Wired said: "Its influence is just starting to show its true scope."

Sources: <https://metro.co.uk/2019/12/29/metro-gamecentral-best-video-games-decade-11945661/?ito=cbshare>
<https://www.joe.ie/gaming/ten-most-important-games-2010s-687020>
<https://www.wired.com/story/most-influential-games-decade/>

PHRASE MATCHING

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-1.html>

PARAGRAPH ONE:

- | | |
|-----------------------------------|---------------------------|
| 1. a list of the most influential | a. Augmented Reality |
| 2. Minecraft is | b. to start gaming |
| 3. It got millions of gamers | c. Pokemons |
| 4. The Legend of Zelda | d. in second place |
| 5. Pokemon Go should | e. was number five |
| 6. the first big game to use | f. ran around the streets |
| 7. Millions of gamers | g. video games |
| 8. looking for | h. be on the list |

PARAGRAPH TWO:

- | | |
|---|----------------------|
| 1. there were many creative games | a. impact on culture |
| 2. reshaped the gaming | b. prize money |
| 3. games that had the biggest | c. in the 2010s |
| 4. one of the only games to truly enter | d. than many sports |
| 5. Fortnite is now more popular | e. scope |
| 6. \$30 million in | f. scene |
| 7. Its influence is just | g. pop culture |
| 8. show its true | h. starting |

LISTEN AND FILL IN THE GAPS

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-1.html>

Wired.com released (1) _____ the most influential video games of the decade. The game Fortnite had the (2) _____ gaming. Minecraft is in second place. It got millions of (3) _____ gaming. The Legend of Zelda was number five. Many (4) _____ like Super Mario and Pokemon Go should be on the list. Pokemon Go (5) _____ big game to use Augmented Reality. Millions of gamers ran around the (6) _____ Pokemons.

Wired.com said there (7) _____ games in the 2010s that "reshaped" (8) _____. Its list only included games that had the (9) _____ culture. Fortnite was top "because it's one of the only games...to truly (10) _____. Fortnite is now more popular than many sports. The annual Fortnite World Cup in New York (11) _____ of \$30 million in prize money in 2019. Wired said: "Its influence is just (12) _____ its true scope."

PUT A SLASH (/) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-1.html>

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VIDEO GAMES SURVEY

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-4.html>

Write five GOOD questions about video games 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.

WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student A: Do not show these to your speaking partner(s).

a) _____

b) _____

c) _____

d) _____

e) _____

f) _____

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WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student B: Do not show these to your speaking partner(s).

a) _____

b) _____

c) _____

d) _____

e) _____

f) _____

WRITING

From <https://breakingnewsenglish.com/1912/191231-video-games-of-the-decade-1.html>

Write about **video games** for 10 minutes. Read and talk about your partner's paper.
