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Level 5

Online gaming may improve school test scores

13th August, 2016

<http://www.breakingnewsenglish.com/1608/160813-online-gaming-5.html>

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Please try Levels 4 and 6. They are (a little) harder.

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THE READING

From <http://www.breakingnewsenglish.com/1608/160813-online-gaming-5.html>

Maybe video games aren't so bad after all. A new study shows that teenagers who regularly played games online improved their school test scores. However, social media use was damaging to exam results. The study was from Australia's RMIT University. Researchers analysed the online activities of over 12,000 15-year-olds worldwide. It looked at their maths, reading and science scores. Researcher professor Alberto Posso concluded that: "Skills associated with online gaming correlate positively with general knowledge and skills tests in maths, reading, and science."

Critics suggest the findings may not be relevant today as the games are now outdated. Education expert Nicola Johnson said: "While [this study] should make headlines, you have to say it's not really a reflection of current practice." However, she did say children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving [and] goal setting to obtain more skills." She added this, "would of course seemingly correspond with achievement and learning." Conversely, students who used social media a lot scored 20 points less on maths tests.

Sources: <http://mashable.com/2016/08/08/online-gaming-school-scores>
<http://www.ctvnews.ca/sci-tech/teens-who-play-online-games-perform-better-in-school-study-says-1.3022325>
<http://www.scienceworldreport.com/articles/45276/20160810/study-online-gaming-boosts-science-math-grades-facebook-no-academic-advantage.htm>

PHRASE MATCHING

From <http://www.breakingnewsenglish.com/1608/160813-online-gaming-5.html>

PARAGRAPH ONE:

- | | |
|----------------------------------|-----------------------|
| 1. Maybe video games aren't so | a. positively |
| 2. improved their school test | b. to exam results |
| 3. social media use was damaging | c. and science |
| 4. over 12,000 15-year-olds | d. knowledge |
| 5. Skills associated | e. scores |
| 6. correlate | f. bad after all |
| 7. general | g. worldwide |
| 8. tests in maths, reading, | h. with online gaming |

PARAGRAPH TWO:

- | | |
|---|------------------------|
| 1. Critics suggest the findings may not | a. of current practice |
| 2. the games are now | b. headlines |
| 3. make | c. less on maths tests |
| 4. it's not really a reflection | d. while gaming |
| 5. learn useful skills | e. with achievement |
| 6. problem | f. be relevant today |
| 7. correspond | g. solving |
| 8. scored 20 points | h. outdated |

LISTEN AND FILL IN THE GAPS

From <http://www.breakingnewsenglish.com/1608/160813-online-gaming-5.html>

Maybe video games aren't (1) _____. A new study shows that teenagers (2) _____ games online improved their school test scores. However, social media (3) _____ to exam results. The study was from Australia's RMIT University. Researchers analysed the online (4) _____ 12,000 15-year-olds worldwide. It looked at their maths, reading and science scores. Researcher professor Alberto Posso concluded that: "(5) _____ online gaming correlate positively with (6) _____ and skills tests in maths, reading, and science."

Critics suggest the findings may (7) _____ today as the games are now outdated. Education expert Nicola Johnson said: "While [this study] (8) _____, you have to say it's not really a reflection (9) _____." However, she did say children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving [and] goal (10) _____ more skills." She added this, "would of course (11) _____ with achievement and learning." Conversely, students who used social media a lot scored (12) _____ maths tests.

PUT A SLASH (/) WHERE THE SPACES ARE

From <http://www.breakingnewsenglish.com/1608/160813-online-gaming-5.html>

Maybe videogames aren't so bad after all. A new study shows that teenagers who regularly played games online improved their school test scores. However, social media use was damaging to exam results. The study was from Australia's RMIT University. Researchers analysed the online activities of over 12,000 15-year-olds worldwide. It looked at their maths, reading and science scores. Researcher professor Alberto Posso concluded that: "Skills associated with online gaming correlate positively with general knowledge and skill tests in maths, reading, and science." Critics suggest the findings may not be relevant today as the games are now outdated. Education expert Nicola Johnson said: "While [this study] should make headlines, you have to say it's not really a reflection of current practice." However, she does say children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving [and] goal setting to obtain more skills." She added this, "would of course seemingly correspond with achievement and learning." Conversely, students who used social media a lot scored 20 points less on math tests.

ONLINE GAMING SURVEY

From <http://www.breakingnewsenglish.com/1608/160813-online-gaming-4.html>

Write five GOOD questions about online 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.

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) _____

