## BreakingNewsEnglish - The Mini Lesson

# Online gaming may improve school test scores

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Maybe kids playing online video games is not such a bad thing after all. A new study shows that teenagers who regularly played games online improved their test scores at school. However, the same

study found that social media use was damaging to exam results. The study was conducted by professor Alberto Posso at Australia's RMIT University. Researchers analysed data on the online activities of more than 12,000 15-year-olds across the globe. It looked at their maths, reading and science scores. Professor Posso concluded that: "It is possible that a number of skills associated with online gaming correlate positively with general knowledge and skills tests in maths, reading, and science."

Critics of the study suggest the findings may not be relevant today as the games are now outdated. Education expert Nicola Johnson said: "I think technology practices move so quickly, even within a year....While [this study] should make headlines, you have to say it's not really a reflection of current practice." However, she did admit that children could learn useful skills while gaming. She said: "Many games involve a lot of strategising, problem solving, goal setting and regular practice in order to obtain more skills. That kind of mindset would of course seemingly correspond with achievement and learning." Conversely, the study found that students who used social media a lot scored 20 points lower on maths tests.

Sources: mashable.com / ctvnews.ca / ScienceWorldReport

## Writing

Online gaming should be part of the school curriculum. Discuss.

#### Chat

Talk about these words from the article.

video games / bad / teenagers / social media / exam results / globe / science / findings / relevant / technology / reflection / problem solving / goal setting / mindset

#### True / False

- The article says kids playing video games is a bad thing. T / F
- b) The article said social media also helps kids increase test scores. T / F
- c) The study looked at over 12,000 teenagers worldwide. T / F
- d) A professor said online gaming helped kids in history and English tests. T / F
- e) Critics of the study said the findings were out of date. T / F
- f) An education expert said the study's findings should make headlines. T / F
- g) The expert said children could learn useful skills while gaming. T / F
- Kids who used social media a lot failed all the exams they took. T / F

#### **Synonym Match**

- 1. regularly
- damaging
- 3. analysed
- 4. globe
- 5. correlate
- 6. critics
- 7. relevant
- 8. reflection
- 9. obtain
- 10. seemingly

- a. world
- b. pertinent
- c. correspond
- d. examined
- e. get
- f. frequently
- g. indication
- h. apparently
- i. harmful
- j. commentators

#### **Discussion - Student A**

- a) What do you think about what you read?
- b) What do you think of online gaming?
- c) What would life be like without gaming?
- d) Are physical games better than online games?
- e) What are the dangers of online games?
- f) Should gaming be part of the school curriculum?
- g) Which is better online gaming or social media?
- h) What do you think of teens being on social media?

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#### **Phrase Match**

- 1. not such a
- 2. teenagers who regularly
- 3. 12,000 15-year-olds
- 4. correlate
- 5. general
- 6. the findings may not be
- 7. this study should make
- 8. it's not really a reflection
- 9. goal
- 10. in order

### **Discussion - Student B**

- a) What is the best thing about today's online games?
- b) What is your favourite online game, and why?
- c) How might online games improve maths scores?
- d) How could games be improved to help learning?
- e) Why are online games so popular?
- f) What do you think games of the future will look like?
- g) What do you think of all school work being done through gaming?
- h) What questions would you like to ask the researchers?

## **Spelling**

- 1. teenagers who <u>rrgelauyl</u> played games
- 2. oipmerdy their test scores
- 3. Researchers <u>dylaeasn</u> (UK) / <u>aadnyzle</u> (USA) data
- 4. skills <u>iasadtscoe</u> with online gaming
- 5. correlate iilteyposv
- 6. general nkowedelg
- 7. the findings may not be <u>velanter</u> today
- 8. education txpere
- 9. not really a <u>cfneroleit</u> of current practice
- 10. games leviovn a lot of strategising
- 11. odsorerpnc with achievement
- 12. <u>nylseCrove</u>, the study found that...

#### Answers - Synonym Match

	2. i	3. d	4. a	5. c
6. j	7. b	8. g	9. e	10. h

- a. across the globe
- b. headlines
- c. knowledge
- d. relevant today
- e. setting
- f. bad thing after all
- g. to obtain more skills
- h. positively
- of current practice
- j. played games

## **Role Play**

## Role A - Video games

You think video games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): board games, card games or sports games.

#### **Role B - Board games**

You think board games are the best games. Tell I the others three reasons why. Tell them things I that are wrong with their games. Also, tell the I others which is the most boring of these (and I why): video games, card games or sports games.

#### Role C - Card games

You think card games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): board games, video games or sports games.

#### Role D - Sports games

You think sports games are the best games. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the most boring of these (and why): board games, card games or video games.

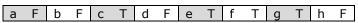
## **Speaking - Games**

Rank these with your partner. Put the best games at the top. Change partners often and share your rankings.

- card games
- hide and seek games
- party games
- sports games

- video games
- board games
- chess
- quiz games

#### **Answers – True False**



Answers to Phrase Match and Spelling are in the text.