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Level 4

Online gaming may improve school test scores

13th August, 2016

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

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Please try Levels 5 and 6. They are (a little) harder.

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THE READING

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

Maybe video games aren't so bad. A study shows that teenagers who regularly played games improved their test scores. However, social media use lowered exam results. In the study, researchers analysed the online activities of over 12,000 15-year-olds worldwide. It looked at their maths, reading and science scores. The study concluded that skills associated with online gaming matched those needed for maths, reading, and science.

Critics said the findings may not be relevant today because the games are now outdated. An education expert said while the study should make headlines, it doesn't reflect today's online gaming. However, the expert said children could learn useful skills to help their learning while gaming. She said: "Many games involve...problem solving [and] goal setting." 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-4.html>

PARAGRAPH ONE:

- | | |
|------------------------------------|-----------------------|
| 1. Maybe video games aren't | a. and science scores |
| 2. teenagers who | b. test scores |
| 3. improved their | c. for math |
| 4. researchers analysed the online | d. worldwide |
| 5. over 12,000 15-year-olds | e. so bad |
| 6. maths, reading | f. with online gaming |
| 7. skills associated | g. regularly played |
| 8. matched those needed | h. activities |

PARAGRAPH TWO:

- | | |
|---------------------------------------|---------------------------|
| 1. Critics said the findings may not | a. gaming |
| 2. the games are now | b. solving |
| 3. An education | c. headlines |
| 4. the study should make | d. outdated |
| 5. it doesn't reflect today's online | e. to help their learning |
| 6. children could learn useful skills | f. be relevant today |
| 7. Many games involve problem | g. setting |
| 8. goal | h. expert |

LISTEN AND FILL IN THE GAPS

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

Maybe video games (1) _____. A study shows that teenagers (2) _____ games improved their test scores. However, social media (3) _____ results. In the study, researchers analysed the online (4) _____ 12,000 15-year-olds worldwide. It looked at their maths, reading and science scores. The (5) _____ skills associated with online gaming matched those (6) _____, reading, and science.

Critics said the findings may not (7) _____ because the games are now outdated. An (8) _____ said while the study should make headlines, it doesn't (9) _____ gaming. However, the expert said children could (10) _____ to help their learning while gaming. She said: "Many (11) _____ solving [and] goal setting." Conversely, (12) _____ social media a lot scored 20 points less on maths tests.

PUT A SLASH (/) WHERE THE SPACES ARE

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

Maybe videogames aren't so bad. A study shows that teenagers who regularly played games improved their test scores. However, social media use lowered exam results. In the study, researchers analysed the online activities of over 12,000 15-year-olds worldwide. It looked at their maths, reading and science scores. The study concluded that skills associated with online gaming matched those needed for maths, reading, and science. Critics said the findings may not be relevant today because the games are now outdated. An education expert said while the study should make headlines, it doesn't reflect today's online gaming. However, the expert said children could learn useful skills to help their learning while gaming. She said: "Many games involve... problem solving [and] goal setting." 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) _____

WRITING

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

Write about **online gaming** for 10 minutes. Read and talk about your partner's paper.
