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## **Level 5**

### **Hotel opens in Taiwan just for gamers**

**23rd September, 2017**

<http://www.breakingnewsenglish.com/1709/170923-gamers-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/1709/170923-gamers-5.html>

A hotel in Taiwan has opened to cater to gamers. Those who want to indulge in their favourite games while travelling can now do so at the iHotel, near Taiwan's capital Taipei. The hotel rooms are equipped with two high-tech computers with 32-inch screens, plush gaming chairs, and soft lighting to create the perfect mood for playing online. The computers are side-by-side to give the gaming a more competitive edge. The rooms also have a 46-inch TV for guests to relax after gaming. And there's more. The hotel's lobby has a large gaming area for larger groups.

Putting gaming consoles in hotel rooms may have positive benefits, besides relaxing. One study analysed data from 12,000 high school students. The students who played online games almost every day scored above average grades in maths, reading and science tests. A Columbia University study showed that 6-to-11-year-old gamers greatly increased their intellectual capability and school grades. However, gaming critics warn of the harmful effects of gaming because of the violence, sexual themes, alcohol, tobacco, drugs and profanity in games.

Sources: <http://mashable.com/2017/09/20/gaming-hotel-taiwan>  
<http://gearsofbiz.com/this-hotel-has-gaming-rigs-inside-rooms/75404>  
[https://en.wikipedia.org/wiki/Video\\_game](https://en.wikipedia.org/wiki/Video_game)

# PHRASE MATCHING

From <http://www.breakingnewsenglish.com/1709/170923-gamers-5.html>

## PARAGRAPH ONE:

- |                                  |                    |
|----------------------------------|--------------------|
| 1. indulge in their              | a. lighting        |
| 2. near Taiwan's                 | b. after gaming    |
| 3. computers with                | c. favourite games |
| 4. soft                          | d. gaming area     |
| 5. The computers are             | e. 32-inch screens |
| 6. a more competitive            | f. side-by-side    |
| 7. for guests to relax           | g. capital Taipei  |
| 8. The hotel's lobby has a large | h. edge            |

## PARAGRAPH TWO:

- |                                 |                   |
|---------------------------------|-------------------|
| 1. Putting gaming consoles      | a. of gaming      |
| 2. positive                     | b. analysed data  |
| 3. One study                    | c. the violence   |
| 4. scored above                 | d. benefits       |
| 5. increased their intellectual | e. and profanity  |
| 6. the harmful effects          | f. in hotel rooms |
| 7. because of                   | g. capability     |
| 8. tobacco, drugs               | h. average grades |

# LISTEN AND FILL IN THE GAPS

From <http://www.breakingnewsenglish.com/1709/170923-gamers-5.html>

A hotel in Taiwan has opened (1) \_\_\_\_\_ gamers. Those who want to indulge in their favourite games while travelling (2) \_\_\_\_\_ at the iHotel, near Taiwan's capital Taipei. The hotel rooms (3) \_\_\_\_\_ two high-tech computers with 32-inch screens, plush gaming chairs, and (4) \_\_\_\_\_ to create the perfect mood for playing online. The computers are side-by-side to give the gaming a more (5) \_\_\_\_\_. The rooms also have a 46-inch TV for guests to relax after gaming. And there's more. The hotel's lobby has a large (6) \_\_\_\_\_ larger groups.

Putting gaming consoles in hotel rooms may have (7) \_\_\_\_\_, besides relaxing. One study analysed data from 12,000 high school students. The students (8) \_\_\_\_\_ games almost every day scored (9) \_\_\_\_\_ grades in maths, reading and science tests. A Columbia University study showed that 6-to-11-year-old gamers greatly increased (10) \_\_\_\_\_ capability and school grades. However, gaming critics warn of the (11) \_\_\_\_\_ of gaming because of the violence, sexual themes, alcohol, tobacco, (12) \_\_\_\_\_ in games.

# PUT A SLASH ( / ) WHERE THE SPACES ARE

From <http://www.breakingnewsenglish.com/1709/170923-gamers-5.html>

A hotel in Taiwan has opened to cater to gamers. Those who want to indulge in their favourite games while travelling can now do so at the hotel, near Taiwan's capital Taipei. The hotel rooms are equipped with two high-tech computers with 32-inch screens, plush gaming chairs, and soft lighting to create the perfect mood for playing online. The computers are side-by-side to give the gaming a more competitive edge. The rooms also have a 46-inch TV for guests to relax after gaming. And there's more. The hotel's lobby has a large gaming area for larger groups. Putting gaming consoles in hotel rooms may have positive benefits, besides relaxing. One study analysed data from 12,000 high school students. The students who played online games almost every day scored above average grades in maths, reading and science tests. A Columbia University study showed that 6- to 11-year-old gamers greatly increased their intellectual capabilities and school grades. However, gaming critics warn of the harmful effects of gaming because of the violence, sexual themes, alcohol, tobacco, drugs and profanity in games.

# GAMING SURVEY

From <http://www.breakingnewsenglish.com/1709/170923-gamers-4.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<br>_____ | STUDENT 2<br>_____ | STUDENT 3<br>_____ |
|------|--------------------|--------------------|--------------------|
| 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) \_\_\_\_\_

*Hotel opens in Taiwan just for gamers – 23rd September, 2017*  
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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) \_\_\_\_\_

