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Level 2 – 29th February, 2020

Microsoft Flight Simulator includes all world airports

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<https://breakingnewsenglish.com/2002/200229-flight-simulator-2.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, 1 and 3. They are (a little) harder.

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THE READING

From <https://breakingnewsenglish.com/2002/200229-flight-simulator-2.html>

Microsoft's Flight Simulator now includes every airport in the world. Gamers will have a choice of over 37,000 airports to take off from and land at. The previous version of the game included just 24,000 airports. The new game includes international hubs like New York's JFK and London Heathrow. It also has tiny grassy landing strips and runways in the middle of deserts or on the top of mountains. The 37,000 airports in Flight Simulator have been manually designed to look like the real airports. Designers used images from satellites and Bing Maps to do this.

The graphics are much better in the new game. The designers put a lot of effort into increasing the level of detail. There are windsocks blowing in the wind and service vehicles driving around next to the runways. The runway markings in the game are the same as those on the real runways. The lead game designer said: "To reach a new level, we needed a new approach. We decided to innovate by editing airports from real satellite pictures. This technique involves editing each airport manually. This means we paid particular attention to detail to bring every airport a step closer to reality."

Sources: <https://www.pcgamer.com/microsoft-flight-simulator-contains-every-airport-in-the-world/>
<https://www.ladbible.com/technology/gaming-microsoft-flight-simulator-2020-will-feature-every-airport-on-earth-20200221>
<https://www.rockpapershotgun.com/2020/02/21/asobo-studio-manually-edited-37000-airports-for-microsoft-flight-simulator/>

PHRASE MATCHING

From <https://breakingnewsenglish.com/2002/200229-flight-simulator-2.html>

PARAGRAPH ONE:

- | | |
|--------------------------|-------------------------|
| 1. a choice of | a. hubs |
| 2. The previous version | b. of deserts |
| 3. international | c. from satellites |
| 4. landing strips | d. of the game |
| 5. in the middle | e. real airports |
| 6. manually | f. and runways |
| 7. look like the | g. over 37,000 airports |
| 8. Designers used images | h. designed |

PARAGRAPH TWO:

- | | |
|---|----------------------|
| 1. The graphics are much better | a. airport manually |
| 2. There are windsocks blowing | b. the real runways |
| 3. the same as those on | c. closer to reality |
| 4. we needed a new | d. in the new game |
| 5. We decided to innovate | e. approach |
| 6. This technique involves editing each | f. by editing |
| 7. we paid particular attention | g. in the wind |
| 8. bring every airport a step | h. to detail |

LISTEN AND FILL IN THE GAPS

From <https://breakingnewsenglish.com/2002/200229-flight-simulator-2.html>

Microsoft's Flight Simulator (1) _____ airport in the world. Gamers will have (2) _____ over 37,000 airports to take off from and land at. The (3) _____ the game included just 24,000 airports. The new game includes international hubs like New York's JFK and London Heathrow. It also has tiny grassy landing (4) _____ in the middle of deserts or on the top of mountains. The 37,000 airports in Flight Simulator (5) _____ designed to look like the real airports. Designers used (6) _____ and Bing Maps to do this.

The graphics are (7) _____ the new game. The designers put a lot of effort into increasing the (8) _____. There are windsocks blowing in the wind and service vehicles (9) _____ to the runways. The runway markings in the game are the same as those on the real runways. The (10) _____ said: "To reach a new level, we needed a new approach. We decided to innovate by editing airports (11) _____ pictures. This technique involves editing each airport manually. This means we paid particular attention to detail to bring every airport a step (12) _____."

PUT A SLASH (/) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/2002/200229-flight-simulator-2.html>

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FLIGHT SIMULATORS SURVEY

From <https://breakingnewsenglish.com/2002/200229-flight-simulator-4.html>

Write five GOOD questions about Flight simulators 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) _____

