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Level 4

'World of Warcraft' loses 2 million players

29th July, 2013

http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

Contents

The Reading	2
Matching	3
Listening Gap Fill	4
Survey	5
Discussion	6
Writing	7

Please try the harder Level 5 and the 26–page Level 6.

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THE READING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

The "World of Warcraft" online game is losing subscribers. Almost two million players have left the game in 2013. Activision Blizzard, owners of the game, had 9.6 million subscribers last year. Now they have 7.7 million. However, it is still the world's most popular multiplayer online role-playing game. Analysts say this is due to competition from popular multiplayer online battle arena games. "League of Legends" has 12 million active daily players.

Despite these numbers, Activision wants more independence. Its CEO is leading an \$8.2billion buyout to be the biggest shareholder again. He wants 429 million shares from French telecoms and entertainment giant Vivendi, which owns 61 per cent of Activision. This would fall to 12 per cent if the buyout is successful. The CEO believes in the future of online gaming. He oversaw the success of "World of Warcraft" and the hit "Call Of Duty".

Sources: <http://www.ft.com/intl/cms/s/0/23640708-f59e-11e2-94e9-00144feabdc0.html#axzz2aEovkdKm>
<http://news.sky.com/story/1120865/world-of-warcraft-loses-600000-subscribers>
<http://www.ibtimes.com/wow-world-warcraft-subscribers-down-77-million-could-league-legends-dota-2-be-blame-1361025>

MATCHING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

PARAGRAPH ONE:

- | | |
|--------------------------------------|-------------------|
| 1. losing | a. to competition |
| 2. it is still the world's | b. arena games |
| 3. multiplayer online role- | c. most popular |
| 4. this is due | d. players |
| 5. popular multiplayer online battle | e. subscribers |
| 6. 12 million active daily | f. playing game |

PARAGRAPH TWO:

- | | |
|-------------------------------|---------------------------|
| 1. Despite | a. is successful |
| 2. more | b. giant |
| 3. biggest | c. independence |
| 4. telecoms and entertainment | d. these numbers |
| 5. if the buyout | e. of "World of Warcraft" |
| 6. He oversaw the success | f. shareholder |

LISTEN AND FILL IN THE GAPS

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

The "World of Warcraft" online game (1) _____. Almost two million players (2) _____ in 2013. Activision Blizzard, owners of the game, had (3) _____ last year. Now they have 7.7 million. However, (4) _____ most popular multiplayer (5) _____ game. Analysts say this is due to competition from popular multiplayer online battle arena games. "League of Legends" has 12 million (6) _____.

Despite these numbers, Activision wants (7) _____. Its CEO is leading an \$8.2billion buyout to be the (8) _____ again. He wants (9) _____ from French telecoms and entertainment giant Vivendi, which (10) _____ Activision. This would fall to 12 per cent if the (11) _____. The CEO believes in the future of online gaming. (12) _____ of "World of Warcraft" and the hit "Call Of Duty".

ONLINE GAMING SURVEY

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-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)

g)

h)

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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)

g)

h)

