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Level 2

Too much gaming is mental health issue

26th December, 2017

<https://breakingnewsenglish.com/1712/171226-gaming-disorder-2.html>

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Please try Levels 0, 1 and 3. They are (a little) harder.

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THE READING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder-2.html>

The WHO has said that too much gaming is a mental health problem. The WHO has put "gaming addiction" on its official list of diseases. The list is called the International Classification of Diseases. Gaming disorder happens when people cannot stop playing and gaming becomes more important than other interests. The WHO says this must happen for at least a year to be a gaming disorder. Someone with gaming disorder will play even if they know they have problems and they have suffered "negative consequences" from too much gaming.

The WHO said doctors should know that gaming addiction is a danger to people's health that has "serious" consequences. A WHO spokesman said most people who play video games don't have a disorder. However, in certain circumstances, too much gaming can lead to problems. Some doctors believe that too much gaming is not a mental illness. Psychiatrist Allen Frances compared a gaming addiction to coffee addiction. He said: "Billions of people around the world are hooked on caffeine for fun or better functioning, but only rarely does this cause more trouble than its worth."

Sources: <https://www.inquisitr.com/4699428/gaming-disorder-to-be-recognized-by-who-as-a-mental-health-condition/>
<http://www.independent.co.uk/life-style/health-and-families/gaming-disorder-mental-health-condition-video-games-addiction-a8121876.html>
<https://www.newscientist.com/article/2157042-video-gaming-disorder-to-be-officially-recognised-for-first-time/>

PHRASE MATCHING

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder-2.html>

PARAGRAPH ONE:

- | | |
|--------------------------------|-----------------------|
| 1. The WHO has said | a. they have problems |
| 2. too much gaming is a mental | b. list of diseases |
| 3. on its official | c. suffered |
| 4. people cannot | d. interests |
| 5. more important than other | e. that |
| 6. this must happen for at | f. stop playing |
| 7. even if they know | g. least a year |
| 8. they have | h. health problem |

PARAGRAPH TWO:

- | | |
|---------------------------------|-------------------------|
| 1. The WHO said doctors | a. who play video games |
| 2. gaming addiction is a danger | b. consequences |
| 3. serious | c. addiction |
| 4. most people | d. than its worth |
| 5. in certain | e. a mental illness |
| 6. too much gaming is not | f. should know |
| 7. coffee | g. circumstances |
| 8. cause more trouble | h. to people's health |

LISTEN AND FILL IN THE GAPS

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder-2.html>

The WHO has said (1) _____ gaming is a mental health problem. The WHO has put "gaming addiction" on its official (2) _____. The list is called the International Classification of Diseases. Gaming disorder (3) _____ people cannot stop playing and gaming becomes more important than other interests. The WHO says this must happen (4) _____ a year to be a gaming disorder. Someone with gaming disorder will play (5) _____ know they have problems and they have suffered "negative consequences" (6) _____ gaming.

The WHO said doctors (7) _____ gaming addiction is a danger to people's health (8) _____ consequences. A WHO spokesman said most people who play video games don't (9) _____. However, in certain circumstances, too much gaming can lead to problems. Some doctors believe (10) _____ gaming is not a mental illness. Psychiatrist Allen Frances compared a gaming addiction to coffee addiction. He said: "(11) _____ around the world are hooked on caffeine for fun or better functioning, but only rarely does this cause more trouble (12) _____."

PUT A SLASH (/) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder-2.html>

TheWHOhasaidthattoomuchgamingisamentalhealthproblem.TheWHOhasput"gamingaddiction"onitsofficiallistofdiseases.ThelistiscalledtheInternationalClassificationofDiseases.Gamingdisorderhappenswhenpeoplecannotstopplayingandgamingbecomesmoreimportantthanotherinterests.TheWHOsaysthismusthappenforatleastayearbeforeagamingdisorder.Someonewithgamingdisorderwillplayeveniftheyknowtheyhaveproblemsandtheyhavesuffered"negativeconsequences"fromtoomuchgaming.TheWHOsaiddoctorsshouldknowthatgamingaddictionisadangertopeople'shealththathas"serious"consequences.AWHOspokesmansaidmostpeoplewhoplayvideogamesdon'thaveadisorder.However,incertaincircumstances,toomuchgamingcanleadtoproblems.Somedoctorsbelievethattoomuchgamingisnotamentalillness.PsychiatristAllenFrancescomparedagamingaddictiontocoffeeaddiction.Hesaid:"Billionsofpeoplearoundtheworldarehookedoncaffeineforfunorbetterfunctioning,butonlyrarelydoesthiscausemoretroublethanitsworth."

GAMING SURVEY

From <https://breakingnewsenglish.com/1712/171226-gaming-disorder-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 _____	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) _____

