**Writing Task A (21 marks)**

**Scenario**

You have seen the following article in a local newspaper.

**COMPUTER GAMES CAUSE CHILDHOOD OBESITY**

The percentage of obese children in the UK is rising rapidly and shows little sign of

slowing down. Experts blame our sedentary, couch-potato lifestyles on too much TV and

too many video games. Some children spend more time sitting in front of a computer

screen than doing anything else. This must stop!

You have also seen the following advertisement.

**Get Fit with the Zii Fit Console**

Get fit and carry on gaming. What a great idea! Here’s how to burn fat and lose weight

with the Zii.

1 Wear comfortable clothes. Take the Zii body test and set your goals.

2 Now you are ready to begin training. Try a new activity every day. Make sure you

come back every single day.

3 Start losing weight. It’s as simple as that!

Write to the Letters Page of the newspaper which printed the article (Advertising Post,

Chiburn Way, Horsen, NE22 3QQ) giving your views on whether computer games are good

for children’s health.

**Writing Task B (13 marks)**

**Scenario**

You work at 'Comga' – a computer games shop. Your manager is worried about the

following short article that appeared in the local newspaper.

**COMPUTER GAMES – BAD FOR YOUR CHILD’S HEALTH?**

**A recent survey suggests that computer games can be bad for your child – and**

**for you – in more ways than one.**

Computer games encourage children to sit down hour after hour and become couch

potatoes.

Controllers can cause blisters, friction burns, lacerations and other injuries.

Violent computer games can cause anti-social behaviour and violence towards other

people.

Computer games are addictive, and children often have to be dragged away from the

screens by their parents. Lack of sleep can cause behavioural problems at home and

at school.

‘Computer rage’ is also a growing problem. Some people will hit keyboards and

controllers, or even hurl them across the room in frustration.

**Write a leaflet** giving advice to parents about children and computer games. Make sure that

this leaflet does not frighten the customers and stop them buying games.

###  [MP3](http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft.mp3) (British)

### \* [MP3](http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft_1.mp3) (N.America)

THE ARTICLE

From http://www.BreakingNewsEnglish.com/1307/130729-world\_of\_warcraft.html

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| **'World of Warcraft' loses 2 million players (29th July, 2013)** |

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"World of Warcraft" (WoW), one of the world's favourite online games, has reported big losses in its subscriber base. Over 600,000 players have left the game in the past three months. The exodus has seen almost two million subscriptions ended in 2013. At the start of the year, Activision Blizzard, owners of the game, boasted a healthy 9.6 million subscribers. That figure is now 7.7 million. Despite the huge decline, it is still easily the world's most popular massively multiplayer online role-playing game (MMORPG). Analysts are saying the drop is due to fierce competition from hugely popular multiplayer online battle arena (MOBA) games like "League of Legends," which has 12 million active daily players.

Despite the downturn in the fortunes of WoW, Activision is pushing ahead to provide the company with greater independence. Bobby Kotick, CEO of Activision Blizzard, is spearheading an $8.2billion buyout to be the majority shareholder once again. He wants to buy 429 million of the company's shares back from French telecoms and entertainment giant Vivendi. The French company currently holds a 61 per cent controlling stake in Activision, which would fall to just 12 per cent if the acquisition is successful. Mr Kotick, who has been Activision CEO since 1991, is a strong believer in the future of online subscriptions. He oversaw the success of WoW and another Activision smash hit, "Call Of Duty".

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**LISTENING – Listen and fill in the gaps**

"World of Warcraft" (WoW), (1) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ favourite online games, has reported big losses in (2) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. Over 600,000 players have left the game in the past three months. The exodus has seen almost two million subscriptions ended in 2013. At the start of the year, Activision Blizzard, owners of the game, (3) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 9.6 million subscribers. That figure is now 7.7 million. Despite the huge decline, it is still easily the world's (4) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ multiplayer online role-playing game (MMORPG). Analysts are saying                                   (5) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ competition from hugely popular multiplayer online battle arena (MOBA) games like "League of Legends," which has 12 (6) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Despite the (7) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ fortunes of WoW, Activision is pushing ahead to provide the company with greater independence. Bobby Kotick, CEO of Activision Blizzard, (8) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ $8.2billion buyout to be (9) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ once again. He wants to buy 429 million of the company's shares back from French telecoms and entertainment giant Vivendi. The French company                                 (10) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ per cent controlling stake in Activision, which would fall to just 12 per cent if the (11) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. Mr Kotick, who has been Activision CEO since 1991, is (12) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ the future of online subscriptions. He oversaw the success of WoW and another Activision smash hit, "Call Of Duty".

**ROLE PLAY**

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| **Role  A – Online games**You think online games are best. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the worst of these (and why): card games, quiz games or runaround games. |
| **Role  B – Card games**You think card games are best. Tell the others three reasons why. Tell them things that are wrong with their games. Also, tell the others which is the worst of these (and why): online games, quiz games or runaround games. |

* Ask students to get into small groups of three or four and fill in the vocabulary tree for video games.
* Ask each student (or group of students) to write a description of one of their favorite video games using the vocabulary in the vocabulary tree. Ask students to NOT use the name of the game. Make sure to point out that directions should be given in the imperative voice (i.e., Open the door, go to the chest, get the gold, etc. NOT You must open the door, you must then go to the chest, you must get the gold from the chest, etc.)
* Have students read their game descriptions to the class. Ask the other students to guess which game is being described.