



Video Games



Lesson PDF Book

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Lesson Plan: Video Games

Lessons: introduction / definition / reading / writing / listening / speaking (seminar)

Time: 6+ hours

Level: **** [B1/B2/C1]

Lesson Plan

Aim: to focus on one key topic in great depth and develop a range of key academic skills based on this topic.

1. Introduction Worksheet [30 - 60 minutes]

1. Handout Video Games Worksheet #1 – Questions 1 & 2: students discuss what video games they play and their favourite game at the moment [pg.3].
2. Question 3: Students discuss the pros and cons of video gaming.
3. Feedback: use / give out the Example answers sheet #2 [pg.4].

2. Reading Text (test questions) [1:30 minutes + feedback]

4. Refer to reading test teacher's notes in this PDF Book [pg.6].

3. Writing Summary [30 minutes + tutor feedback]

5. Refer to reading & writing summary teacher's notes in this PDF Book [pg.15].
[*Important: this is the same text as the reading test]
6. Tutor to error correct & return - <https://www.academic-englishuk.com/error-correction>

4. Listening: Lecture (test questions) [1:30 minutes + feedback]

7. Refer to lecture listening teacher's notes in this PDF Book [pg.26].

5. Speaking (seminar) [30 minutes] [pg.36].

8. Students revise notes from the reading & lecture texts.
9. Students use their notes to hold a seminar discussion using the question prompts.
How to run a seminar: <https://www.academic-englishuk.com/seminars>

Video Games Worksheet#1

Definition: *a video game is any game played using specialised electronic gaming devices, computers or mobile technology with a means to control graphic images. (Dictionary.com)*

Discussion Questions

1. What type of video games do you play?

2. What is your favourite video game at the moment?

3. Discuss in groups and write down five pros and cons of playing video games. Give reasons for your choices.

Pros	Cons
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.

N.B. Pros & Cons is an abbreviation of the Latin phrase *pro et contra*, 'for and against', where "pros" are for the plus points and "cons" are the negative ones.

Example Answers: Key Pros & Cons of Video Games#2

Pros	Cons
<p>Improve reasoning skills Many games include elements of logic and reasoning.</p>	<p>Addiction Players may become addicted to playing and find it difficult to stop. This can affect real-life.</p>
<p>They enhance brain flexibility and creativity. It includes problem-solving skills.</p>	<p>Poor social skills</p>
<p>Team Skills</p>	<p>Obesity / sedentary lifestyle</p>
<p>Games encourage players to keep on trying and not give up.</p>	<p>Exposure to violent video games can lead to disillusioned ideology of fantasy and real-life.</p>
<p>Reduces stress</p>	
	<p>Isolation (family / friends)</p>
<p>Improves visual skills The brain has to process visual information through image differentiation.</p>	<p>There are many types of mental disorders connected with playing video games and being isolated.</p>
<p>Hand to eye coordination</p>	<p>Financial</p>
<p>Enhances the ability to focus on one activity and apply full attention.</p>	<p>Limits academic progress</p>

- Disclaimer: There are many more pros & cons.



Video Games

Reading Test

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Student

Time: *Approximately 1 hour*

Two types of lesson

Lesson#1: [Easy] ***** [B2/C1]

1. Try to predict the content of text / write down key terms / ideas
2. Read text – check words and meanings with a dictionary
3. Answer questions
4. Check answers (pass mark is 70%)

Lesson #2: [Hard] ***** [C1]

1. Read text – no dictionary
2. Answer questions
3. Check answers (pass mark is 70%)

Teacher

Two types of lesson

Lesson#1: [easy] ***** [B2/C1]

1. Give out text a week before the test – students read, check vocabulary and meaning.
2. Test day – give out a new copy of text and the questions (no dictionary or notes)
3. Set 1 hour to read text and answer the questions
4. Take in and correct or go through answers in class (pass mark is 70%)
5. Extra activity – students write the summary* (add 30 minutes to test)

Lesson #2: [hard] ***** [C1]

1. Test day – give out text and questions
2. Set 1 hour to read text and answer the questions
3. Take in and correct or go through answers in class (pass mark is 70%)
4. Extra activity – students write the summary* (add 30 minutes to test)

*Summary writing: see summary reading lesson [pg.15].

The Impact of Video Games on Health

By J. Smith (2020)

1. A video game is defined as any game played using specialised electronic gaming devices, computers or mobile technology with a means to control graphic images.

significantly since the 1970s when **it** was worth \$40 million to \$152 billion in 2019. In fact, just in two years from 2019 to 2017 it increased by \$44 bn. It is expected to hit over

has the biggest growth with 45% market share, followed by consoles at 32% and PCs representing 23%. This article will focus on the controversy that surrounds whether playing video games has positive or negative health effects on gamers.

2. With the rise in the popularity of video games there is also a significant rise in online gaming addiction. WHO (2018) have recently addressed the public health concern of excessive

by impaired control over gaming, increased priority given to gaming over other activities and the continuation of gaming despite the occurrence of negative consequences. Deleuze et al (2015) argues that behavioural addiction and

is **those** who are spending more than five hours a day / twenty-five hours a week gaming are at possible risk of demonstrating addictive behavioural patterns. Overall,

3. It has been estimated by WHO (2018) that 97% of young adolescents play video games

. Engelhardt et al (2017) claims that by the age of 18, it is estimated that American Children have seen over 10,000 murders and 200,000 acts of violence through video games. In their research **they** found a causal link between violent game exposure and an increase in the brain's response to

, is associated with desensitisation to violence and increases in aggressive behaviour. Thus, it seems to suggest that subjection to daily violence reduces emotional and physical responses in both the short and long term.

4. There has been a considerable amount of research on video games and cognitive skills. A recent study on the plasticity of the hippocampus by West et al (2017) found that first shooter action video games such shrinkage in brain area called the hippocampus. **This** part of the brain is critical to healthy cognition and is

associated with spatial navigation, stress regulation and memory. The research suggests that the more depleted the hippocampus becomes, the more a person is at risk of developing brain illnesses and diseases such as depression,

in the hippocampus indicating that some video games can be beneficial to the hippocampal system.

5. There are many academic studies that argue video games have a positive effect on well-being and cognition. **This is**). In addition, **it** improves the cognitive skills of multiple domains, processing speed and response time (RTs), memory, task-switching/multitasking and mental spatial rotation (Eichenbaum et al, 2014). Nevertheless, this article is presenting the key opposing argument that the popularity of , increasing the exposure to violence and escalating the depreciation of important brain cells. Overall, this current situation seems to highlight a future public health concern.

Reference List

Bartholow, B., Bushman, B. and Sestir, M. (2006). Chronic violent video game exposure and desensitization to violence: Behavioral and event-related brain potential data. *Journal of Experimental Social Psychology*, 42(4), pp.532-539.

Deleuze, J., Rochat, L., Romo, L., Van der Linden, M., Achab, S., Thorens, G., Khazaal, Y., Zullino, D., Maurage, P., Rothen, S. and Billieux, J. (2015). Prevalence and characteristics of addictive behaviors in a community sample: A latent class analysis. *Addictive Behaviors Reports*, 1, pp.49-56.

Eichenbaum, A. E., Bavelier, D., & Green, C. S. (2014). Video games: Play that can do serious good. *American Journal of Play*, 7, 50-72

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Pallavicini, F., Ferrari, A. and Mantovani, F. (2018). Video Games for Well-Being: A Systematic Review on the Application of Computer Games for Cognitive and Emotional Training in the Adult Population. *Frontiers in Psychology*, 9.

Statista.com (2019). *Video Games - worldwide | Statista Market Forecast*. [online] Statista. Available at: <https://www.statista.com/outlook/203/100/video-games/worldwide> [Accessed 22 Dec. 2019].

West, G., Konishi, K., Diarra, M., Benady-Chorney, J., Drisdelle, B., Dahmani, L., Sodums, D., Lepore, F., Jolicoeur, P. and Bohbot, V. (2017). Impact of video games on plasticity of the hippocampus. *Molecular Psychiatry*, 23(7), pp.1566-1574.

WHO (2019). *Gaming disorder*. [online] World Health Organization. Available at: <https://www.who.int/features/qa/gaming-disorder/en/> [Accessed 22 Dec. 2019].

Comprehension Questions

1. Headings – choose a subheading for each paragraph – one title is not needed

1	B	A	Opposing arguments
2		B	Video gaming market
3		C	A waste of time
4		D	Cognitive mental processes
5		E	Gaming addiction
		F	Desensitization to violence

___ / 5

2. Outline: What is the controversy?

___ / 1

3. True / False / Not Given – one question per paragraph

		T / F / NG
Paragraph 1		
i.	The video gaming industry will be worth an estimated \$175Bn by 2021.	
ii.	The video gaming [redacted] business markets in the world.	
Paragraph 2		
iii.	The WHO (2018) classification of a gaming disorder is the same as being addicted to playing video games.	
iv.	There is a [redacted] to playing video games.	
Paragraph 3		
v.	Playing violent video games reduces the ability to show empathy.	
vi.	Playing violent video games leads to committing crime.	
Paragraph 4		
vii.	Playing action games can lead [redacted] and memory.	
viii.	Logic and puzzle games are what everyone should be playing to improve grey matter in hippocampus.	
Paragraph 5		
ix.	Research suggests that video [redacted] on thinking ability and happiness.	
x.	The key health concern is the rapid growth of the video games market.	

___ / 10

4. In-text citation matching – connect the research to the source.

	Source		
i.	Statista.com (2019)	A	Market share and revenue
ii.	The WHO (2018)	B	Improves wellbeing and stress
iii.	Deleuze et al (2015)	C	Reduction [REDACTED]
iv.	Engelhardt et al (2017)	D	Improves cognitive skills
v.	Bartholow, Bushman and Sestir (2006)	E	Research link [REDACTED] and desensitisation
vi.	West et al (2017)	F	Behavioural traits in addiction
vii.	Pallavicini, Ferrari and Mantovani (2018)	G	The classification of ‘gaming disorder’
viii.	Eichenbaum et al (2014)	H	Research [REDACTED] games and desensitising the mind

i.	A	ii.		iii.		iv.		v.		vi.		vii.		viii.	
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___ / 7

Reference Words

5. Reference words – explain what these reference words connect to: (underlined in the text)

Paragraph	Word	Connection
1	<i>It</i>	
2	<i>This</i>	
2	<i>Those</i>	
3	<i>They</i>	
3	<i>This</i>	
4	<i>This</i>	
5	<i>This</i>	

___ / 4

6. Is the author for or against video games?

i.	For / Against (circle one)
ii.	Why?

___ / 2

Critical thinking

7. Find two points in the text that you question.

i.	
ii.	

___ / 2

Vocabulary

8. Key language – search for the word in the paragraph that means:

Paragraph	Word	Explanation
1	controversy	<i>disagreement, typically when prolonged, public, and heated</i>
2		<i>to give attention to or deal with a matter or problem</i>
2		<i>a generally [redacted] among a group of people</i>
3		<i>the way that something is represented or shown</i>
3		<i>likely to [redacted] thing, especially something unpleasant</i>
4		<i>the quality of being soft enough to be changed into a new shape</i>
4		<i>the darker tissue containing nerve fibres in the brain</i>
5		<i>to cause [redacted]</i>
5		<i>to become or make something become greater or more serious</i>

___ / 8

Overall Total: ___ / 38

Comprehension Questions **ANSWERS**

1. Headings – choose a subheading for each paragraph – one title is not needed

1	B	A	Opposing arguments
2	E	B	Video gaming market
3	F	C	A waste of time
4	D	D	Cognitive mental processes
5	A	E	Gaming addiction
		F	Desensitization to violence

___ / 5

2. Outline: What is the controversy?

Whether it is true that video games are good or bad for health

___ / 1

3. True / False / Not given – one question per paragraph

		T / F / NG
Paragraph 1		
i.	The video gaming industry will be worth an estimated \$175Bn by 2021.	T

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Video Games

Summary Writing

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Student

Two types of lesson

Lesson#1: [Easy] ***** [B2/C1]

1. Try to predict the content of text / write down key terms / ideas.
2. Read text – check words and meanings with a dictionary
3. Fill in the outline to identify key points and support
4. Write the summary – only one paragraph (200-250 words)
5. Check key points & model answer (try to achieve 4 key points and 4 support points)
6. Answer critical thinking questions & check answers

Lesson #2: [Hard] ***** [C1]

1. Read text – no dictionary
2. Fill in outline to identify key points and support / or take notes from text
4. Write the summary – only one paragraph (200-250 words)
5. Check key points & model answer (try to achieve 4 key points and 4 support points)
6. Answer critical thinking questions & check answers

Teacher

Two types of lesson

Lesson#1: [easy] ***** [B2/C1]

1. Give out text a week /day before the test – students read, check vocabulary and meaning.
2. Test day – give out a new copy of text and summary question
3. Set 1 hour to read text, take notes and write the summary
4. The summary – only one paragraph (200-250 words)
5. Feedback¹: take in and mark [use correction code*]
6. Feedback²: give out key points & model answer
7. Summary Marking: Should contain at least 4 main ideas with support – see Summary Key Points pg.21
8. Extra: Answer critical thinking questions / group discussion (30 minutes)

Lesson #2: [hard] ***** [C1]

1. Set 1 hour to read text and write the summary
2. The summary – only one paragraph (200-250 words)
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Correction code*: www.academic-englishuk/error-correction

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Outline: summary note-taking – take notes on the key points of the article

1) main idea:

Support:

2) main idea:

Support:

3) main idea:

Support:

4) main idea:

Support:

5) main idea:

Support:

Summary Key Points ANSWERS

A good summary should have 4 main ideas and 2 points of support for each main idea

1) Video Games Market Growth
<ul style="list-style-type: none"> a) Video games market grown significantly since the 1970s \$40 million to 2019 where \$152 billion (Statista.com, 2019). b) Market share figures (2018) [REDACTED] c) This article = the controversy positive or negative health effects on gamers.
2) Gaming Addiction
<ul style="list-style-type: none"> a) Significant rise in online gaming addiction. b) WHO (2018) public health concern 'gaming disorder' (a classification of disease). c) Deleuze et al (2015): [REDACTED] = similar. d) Consensus = > 5 hours a day / 25 hours = addictive behavioural patterns. e) Addiction = [REDACTED]
3) Aggression and desensitisation
<ul style="list-style-type: none"> a) WHO (2018) 97% of young adolescents play video games that contain violence. b) Young age = long-term [REDACTED]. c) Engelhardt et al (2017): a causal link between violent game exposure & increase in the brain's response to depictions of real-life violence. d) Bartholow, Bushman and Sestir (2006): [REDACTED] violence and increases in aggressive behaviour. e) Subjection to violence reduces emotional & physical responses in both the short and long term.
4) Reduction of cognition
<ul style="list-style-type: none"> a) West et al (2017): first shooter action video games = a negative effect on the brain by gamers [REDACTED]. b) Depleted hippocampus = brain illnesses & diseases = depression to schizophrenia, PTSD and Alzheimer's. c) Logic or [REDACTED] grey matter in the hippocampus indicating that some video games can be beneficial.
5) Opposing studies
<ul style="list-style-type: none"> a) Academic studies = positive effect on well-being and cognition. b) [REDACTED] (Pallavicini, Ferrari and Mantovani, 2018). c) Improves the cognitive skills (Eichenbaum et al, 2014). d) The popularity of video [REDACTED] of addiction, creating brain cell depreciation = public health concern.

Summary Model

Task: Write a 200-250 word summary on the key elements of the video games text by Smith (2020).

Word count: _____

Video Games Model Summary

Task: Write a 200 - 250-word summary on the key features of the text

Video games have become incredibly popular over the last fifty years. At the present moment, [REDACTED] (Statista.com, 2019). According to Smith (2020), there are three key health issues associated with the rise in video gaming that are possibly a serious public health concern. The first issue [REDACTED] [REDACTED] and physical health effects. In fact, the severity of the situation has led WHO (2018) to define excessive video game playing as a disorder under their disease classification system. The second most serious issue is the exposure of violence on [REDACTED] tendencies in gamers. Smith (2020) provides [REDACTED] [REDACTED]. The final issue is the affect that video games have on the part of the brain known as the Hippocampus that is responsible for healthy cognition. West et al's (2017) research highlights that action shooter games cause shrinkage of the grey [REDACTED] [REDACTED] be at risk of developing brain related diseases later in life. Smith (2020) acknowledges that there is much evidence that [REDACTED] [REDACTED] it improves cognitive skills and wellbeing. However, the author warns that with the rise in popularity of video gaming the three key issues are in urgent need to be addressed.

[245 words]

Critical thinking Questions

i) What's the stance of the author? What is the evidence for this?

[2 points]

ii) Is this a credible article? Yes /no – why?

[2 points]

iii) Highlight four ideas in the text you would use for an essay on 'video gaming is becoming a serious problem'.

[4 points]

iv) Highlight two areas in the text that you question, disagree with or lack evidence

[2 points]

Critical thinking Questions

i) What's the stance of the author? What is the evidence for this?

The author is generally arguing that there are three serious concerns with video gaming. 1) addiction 2) exposure to violence 3) depletion of the hippocampus.

[2 points]

ii) Is this a credible article? Yes /no – why?

Yes, good source choice with eight credible sources used.

[2 points]

iii) Highlight four ideas in the text you would use for an essay on 'video gaming is becoming a serious problem'.

P1: Statista.com (2019), grown significantly since the 1970s \$40 million to 2019 \$152 billion.

P2: Significant rise in online gaming addiction.

P2: WHO (2018) public health concern 'gaming disorder' (a classification of disease).

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[4 points]

iv) Highlight two areas in the text that you question, disagree with or lack evidence

P1: Video gaming market [what will happen to the PC market?].

P1: Not enough information connected to the controversy [How controversial is it? data?]

P2: Addiction [Is this true? How serious is the problem? Data / stats?]

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[any 2 of these – obviously subjective: any credible student answer too]

[2 points]



Video Games

Lecture Listening

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Your brain on video games

[Listening Test Questions]

Author: Daphne Bavelier

Date: June 2012

Time: (17:57)

Location: TEDxCHUV

Level: *** ** [B1/B2]

Link: https://www.ted.com/talks/daphne_bavelier_your_brain_on_video_games

Check these words before listening:

Key vocabulary

1. Video gaming / a gamer
2. [REDACTED] [REDACTED]
3. Pervasive
4. Lab / laboratory
5. [REDACTED] [REDACTED] [REDACTED]
6. Action-packed shooter games
7. To binge on sth
8. [REDACTED] [REDACTED] [REDACTED]
9. Quantitative research
10. [REDACTED] [REDACTED]
11. Magnifying glasses
12. [REDACTED] [REDACTED]
13. To resolve sth
14. A conflict
15. [REDACTED] [REDACTED]
16. Multi-tasking / multi-media tasking
17. Abysmal
18. [REDACTED]
19. Perception
20. To ace a test
21. Brain plasticity
22. [REDACTED]
23. Molecules
24. [REDACTED] [REDACTED]
25. patients
26. Rotation

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Student

TED Talks Test Questions

Time: *Approximately 1- 1:30 hours*

1. Read the title

1. Try to predict the content of lecture
2. Write down key terms / ideas
3. Check key vocabulary using a dictionary

Try to listen ONLY two times

Three types of lesson

Lesson#1: [hard]

1. Listen once – take notes
2. Give 5 minutes to tidy notes
3. Listen again and add to notes (use a different colour pen)
4. Answer questions – set 20-25 minutes to answer.
5. Check answers
6. Listen again to check answers

Lesson #2: [medium]

1. Listen once – take notes
2. Answer questions: 10-15 minutes
3. Listen again – answer the questions as they listen
4. Give yourself 10 minutes to tidy answers. Then check answers
5. Listen again to check answers

Lesson #3: [easier]

1. Read questions – highlight key terms
2. listen once and answer questions
3. 5 minutes to tidy notes
4. Listen again answer missed question
5. 5-10 minutes to tidy answers. Then check answers
6. Listen again to check answers

Teacher

TED Talks Test Questions

Lesson Plan

Aim: to develop the students' ability to listen to a 10 min+ lecture, to take notes and then use those notes to answer a range of test-type questions.

Lesson Time: Approximately 1:30-2:00 hours

Lesson Plan

1. Lead in

1. Ask Students to discuss the 'title' and predict the content of the lecture
2. Ask students to write down key terms / language from discussion
3. Feed in / check key vocabulary

Three types of lesson

Lesson#1: [hard]

1. Students listen once – take notes
2. Give 5 minutes to tidy notes
3. Listen again and add to notes (use a different colour pen)
4. Give out questions – set 20-25 minutes to answer
5. Feedback answers (give out answers or go through on board)

Lesson #2: [medium]

1. Students listen once – take notes.
2. Give out questions: Set 15 minutes for students to answer questions from notes
3. Listen again – students answer the questions as they listen
4. Give extra 10 minutes to consolidate answers
5. Feedback answers (give out answers or go through on board)

Lesson #3: [easy]

1. Give out questions - students have 10 minutes to look at questions
2. Students listen and answer questions
3. Give 5 minutes to tidy notes
4. Students listen again – check answers and answer questions missed
5. 5-10 minutes to tidy answers
6. Feedback answers (give out answers or go through on board)

Your brain on video games

By Daphne Bavelier (2012)

https://www.ted.com/talks/daphne_bavelier_your_brain_on_video_games

Introduction

1. What is her profession and what is her key interest in brains?

Profession:	
Her key interest is making our brains:	1. Smarter / Faster / [] / []

___ / 3

Gaming

2. Numbers – fill in the box.

Video Games	
90	
[]	
70	
Call of Duty: Black Ops	
[]	
68	

___ / 5

Outline

3. Summary of lecture

I'm going to argue that in i) R_____ [] [] [] actually the very game I [] at the beginning, those action-[] shooter games have quite ii) P_____ [] and iii) P_____ effects on many [] [] aspects of our iv) B_ [] _.

___ / 5

Eyesight

4. What are the two examples of [] being good for your []?

Example 1	
Example 2	

___ / 2

Attention /

5. What are the two examples given that have s in ?

Example 1	<input type="text"/>
Example 2	<input type="text"/>

___ / 2

6. Which one of these statements is correct?

- a) A normal adult can have a span of of attention.
- b) A normal adult can have a span of of attention.
- c) A normal adult can of six or seven objects of attention.

___ / 1

The brain

7. Match the function with the parts of the brain [use the number]

	<table border="1"> <tr> <td style="text-align: center;">1</td> <td><input type="text"/></td> <td style="text-align: center;">attention</td> </tr> <tr> <td style="text-align: center;">2</td> <td><input type="text"/></td> <td style="text-align: center;">attention</td> </tr> <tr> <td style="text-align: center;">3</td> <td><input type="text"/> <input type="text"/></td> <td style="text-align: center;">attention</td> </tr> </table>	1	<input type="text"/>	attention	2	<input type="text"/>	attention	3	<input type="text"/> <input type="text"/>	attention
1	<input type="text"/>	attention								
2	<input type="text"/>	attention								
3	<input type="text"/> <input type="text"/>	attention								

___ / 3

Multi-tasking

8. Are these statements true or false?

		T / F
i.	Good multi-tasking is switching from one task to another.	<input type="text"/>
ii.	Most people are <input type="text"/> <input type="text"/> <input type="text"/> and using a <input type="text"/> at the same time.	<input type="text"/>
iii.	Multi-media tasking is listening to music, surfing the internet and communicating on social media at the same time.	<input type="text"/>
iv.	A <input type="text"/> <input type="text"/> study found multi-media taskers are <input type="text"/> multitasking.	<input type="text"/>
v.	Multi-media users <input type="text"/> <input type="text"/> <input type="text"/> at multi-tasking.	<input type="text"/>

___ / 5

Red Wine

9. What is the [] [] about red wine?

___ / 2

Education / Rehabilitation

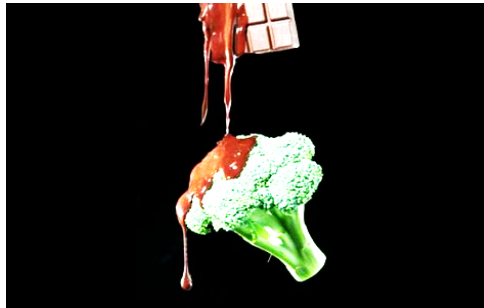
10. Summary put in the missing numbers.

In these training studies, people [] and play i) _____ hours of action games. They do [] [], so little shots of ii) _____ minutes several days over a period of iii) _____ weeks. A few days later they are tested on a [] [] task. After only iv) _____ weeks [] on action video games, they actually [] [] and the [] [] is still there v) _____ months after.

___ / 5

Conclusion

11. What is meant by the broccoli and chocolate metaphor?



i.	What is the []	
ii	What is the [] ?	
iii	The []	

___ / 3

Total Score ___ / 36

Your brain on video games **ANSWERS**

By Daphne Bavelier (2012)

https://www.ted.com/talks/daphne_bavelier_your_brain_on_video_games#t-62478

Introduction

1. What is her profession and what is her key interest?

Profession:	Brain scientist
Her key interest is making our brains:	Smarter / faster / better / stronger

___ / 3

Gaming

2. Numbers – fill in the box.

ALL ANSWERS IN PAID VERSION...



Video Games

Speaking - seminar

How to run a seminar: <https://www.academic-englishuk.com/seminars>

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Seminar Questions

Key sources:

Reading: **Smith (2020):**

[Bartholow, Bushman and Sestir (2006), Deleuze et al (2015), Eichenbaum (2014), Engelhardt et al (2017), Pallavicini, Ferrari and Mantovani (2018), Statista.com (2019, West (2017), WHO (2019)]

Lecture: **Bavelier (2012)**

- 1) **Discuss the popularity of video gaming.**
- 2) **In what ways are video games beneficial to health?**
- 3) **In what ways are video games negative to health?**
- 4) **Discuss possible solutions to addressing the key issues discussed in the texts?**
- 5) **From an economic, social and environmental perspective what is the future for video gaming?**
- 6) **Summarise your findings.**