

Games for you to play

Vocabulary

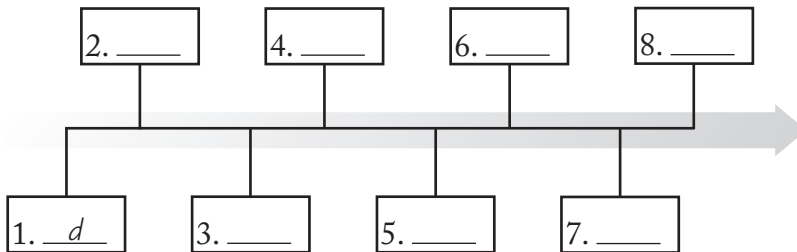
A Find the words or phrases in paragraph 5 with these meanings.

1. except for _____ *but* _____
2. close _____
3. one at a time (2 words) _____
4. change places (2 words) _____
5. play it yourself (4 words) _____

Sequencing

B Write the letter for each step of Kaleidoscope in order.

- a. The remaining player opens his or her eyes.
- b. All the players except for one stand in a line.
- c. The remaining player closes his or her eyes.
- d. You need at least four players.
- e. The players change places in the line.
- f. Each player in the line says what color they are.
- g. The remaining player faces the other players.
- h. The remaining player tells the other players their original colors.



Restating

C Write the name of the game that each sentence describes.

1. To win, you must complete the most squares on the board. _____ *Boxes* _____
2. In one minute, players say every word they know that begins with a specific letter. _____
3. The object of the game is to get through all of the cards in the deck. _____
4. The player must be able to remember the colors the other players said. _____

CHALLENGE

D Underline the sentences in the reading with the same meaning as the sentences in Exercise C.

Majestic

Details

A What does each sentence describe? Write traditional video game (T), Majestic (M), or both (B).

- T 1. It contains a lot of violence.
 _____ 2. It takes several days to complete one game.
 _____ 3. You navigate a digital, 3-D environment.
 _____ 4. You can play it any time, day or night.
 _____ 5. All of the action takes place on your computer screen.
 _____ 6. You don't always know what is real and what is fantasy.
 _____ 7. The game is designed to be completed in about two hours.

Context clues

B Find the words in *italics* in the reading. Circle the meaning of each word.

1. A *shoot-'em-up* is a game or movie that contains a lot of **violence** / **colors** / **details**. (par. 2)
2. If you become a part of an *intricate web*, you get involved in something **complex** / **relaxing** / **humorous**. (par. 2)
3. When a game is *geared for* a certain group, it is **suitable** / **difficult** / **boring** for that group. (par. 4)
4. If *the line goes dead* while you are talking to your friend on the phone, it means **you can't hear him very well** / **you hear another person on the phone** / **you can't hear him at all**. (par. 5)
5. When something is *staged*, it is **real** / **acted out** / **a dream**. (par. 7)

Compound nouns

C Complete these compound nouns from the reading with the words from the box.

| | | | | | |
|---|---------------------------------------|--|---|--|---|
| <input type="checkbox"/> <i>account</i> | <input type="checkbox"/> <i>call</i> | <input type="checkbox"/> <i>conspiracy</i> | <input checked="" type="checkbox"/> <i>game</i> | <input type="checkbox"/> <i>games</i> | <input type="checkbox"/> <i>servers</i> |
| <input type="checkbox"/> <i>base</i> | <input type="checkbox"/> <i>chief</i> | <input type="checkbox"/> <i>file</i> | <input type="checkbox"/> <i>game</i> | <input type="checkbox"/> <i>messages</i> | <input type="checkbox"/> <i>show</i> |

- | | |
|-------------------------------|---------------------|
| 1. computer <i>game</i> _____ | 7. government _____ |
| 2. e-mail _____ | 8. phone _____ |
| 3. instant _____ | 9. computer _____ |
| 4. production _____ | 10. video _____ |
| 5. military _____ | 11. video _____ |
| 6. central _____ | 12. radio _____ |

CHALLENGE

D Underline the compound nouns from Exercise C in the reading.

Women playing games

Inferencing

A Check (✓) the statements that the writer would agree with.

- 1. In general, men are more interested in games than women.
- 2. Fewer than 20 percent of video game players are female.
- 3. Girls play fewer video games than boys because they can't use computers.
- 4. The video-game industry makes more money than the movie industry.

Text organization

B Complete the outline with the phrases and sentences from the box.

- | | |
|--|---|
| <input type="checkbox"/> How to get more women to play video games | <input type="checkbox"/> They think it is a waste of time. |
| <input type="checkbox"/> Women buy video games for others, not themselves. | <input type="checkbox"/> Why women do not play video games |
| <input checked="" type="checkbox"/> Fewer women than men play video games. | <input type="checkbox"/> Involve more women in designing video games. |

I. Facts about women and video games

A. *Fewer women than men play video games.* _____

B. _____

C. When women play video games, they usually play as adjuncts to men.

II. _____

A. _____

B. The structure of the games is not appealing to women.

III. _____

A. Make games that involve things women enjoy doing.

B. _____

Reference words

C Find these words in the reading. What do these words refer to? Circle the correct answer.

1. all this success (par. 1, line 3)
 - a. the number of video games sold
 - b. the number of women playing video games
2. the experience (par. 7, line 3)
 - a. playing video games
 - b. developing video games
3. these values (par. 8, line 1)
 - a. competition and goal-orientation
 - b. interaction and sharing
4. half the population (par. 9, line 5)
 - a. women
 - b. men