

Lekcja kulturowa na temat zalet i wad gier komputerowych.

Ćwiczenie 1. Posłuchaj nagrania i zapisz słówka znajdujące się poniżej do zeszytu.

To play or not to play?

More than two billion people play computer games – that's almost a quarter of all the people on Earth! At any time, around the world, millions of people are playing computer games. Is this making life better? Let's go round the world and see what we can find out.



Thailand
In Thailand, it's two o'clock in the middle of the night. A teenage boy has logged out after three hours of gaming. His parents are worried about him because he hasn't done his homework ...



England
In England, it's eight o'clock in the evening. A 14-year-old boy has just started playing a computer game. He says he can concentrate, think faster and react more quickly. A lot of child psychologists think the same!



New York, the USA
In New York, it's three o'clock in the afternoon and it's the first day of the summer holidays for some schools. A 13-year-old boy has just started a two-week course. It's for teens who are addicted to computer games. He's going to learn to live without four hours of computer games every day. It's going to be difficult.



Vancouver, Canada
In Vancouver, it's 12 o'clock midday. A teenage girl has won a professional tournament. The BBC is going to interview her and a computer game company wants to work with them. It's a dream come true!



Glossary

- a quarter – jedna czwarta
- addicted – uzależniony
- come true – spełniać się
- midday – środek dnia

Ćwiczenie 2. Rozwiąż poniższe ćwiczenie.

Sprawdź, co pamiętasz na temat grania w gry komputerowe w różnych częściach świata. Przeczytaj zdania i napisz T (*Thailand*), E (*England*), NY (*New York*) lub V (*Vancouver*).

- 1 The boy is doing a special course for teens who are addicted to computer games. _____
- 2 The boy's parents are worried because he spends a lot of time gaming. _____
- 3 The girl has won a lot of money in an e-sports tournament. _____
- 4 The boy thinks that computer games can be good for your brain. _____

Opracowanie: Agnieszka Kowalczyk

Na podstawie: Beare Nick. Brainy klasa 6. Macmillan Education 2019.