

## Computer games

**How much do you remember after listening to the audio?**

**Complete the following**

The two main speakers are \_\_\_\_\_ and \_\_\_\_\_.

Today's double question is : are computer games bad for our \_\_\_\_\_ and bad for \_\_\_\_\_?

If you are unable to stop doing something, you are \_\_\_\_\_ to it.

What percentage of American gamers are female gamers? \_\_\_\_\_%

Finn's favourite games are fantasy \_\_\_\_\_ - \_\_\_\_\_ games.

These are games where you create your own \_\_\_\_\_ and stories in an imaginary \_\_\_\_\_.

He also likes shoot-'em-up games where you have to do a lot of \_\_\_\_\_.

Harmless (wouldn't hurt a fly!) or gentle is the opposite of \_\_\_\_\_.

Alan (the interviewee) discusses the \_\_\_\_\_ effects of games on children in particular.

If playing games all night doesn't make you violent, it certainly makes you \_\_\_\_\_.

Showing things in an open and direct way : \_\_\_\_\_ content

The interviewee thinks we need to educate the \_\_\_\_\_ and the wider community.

**Essay :** In your opinion, why do so many people play games?

**Place the stress on the following words (mettre en gras et souligner la syllabe accentuée)**

addicted

effect

virtual

particular

explicit

ridiculous

percentage

content

access

percent

sexualisation

behaviour

female

inappropriate

responsibility

fantasy

opinion

relatives

imaginary

entertainment

women

violent

decide

negative

affected

### Vocabulary from the document

fatigué	T			indécent, inapproprié	I		
veiller (nuit blanche)	S	U	all night	divertissement	E		
conseils	A			déchiré, indécis	T		
accro	A			des heures et des heures	for H		on E
santé	H			se comporter	B		
le fantastique	F			inquiet	W		about
dans mes cordes	up my A			de la même famille	R		
goûts	T			avoir accès à	A		
inoffensif	H			contrôler, vérifier	C		on
blessé, faire mal	H						
le contenu	C						

### Vocabulary from the document

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inoffensif	H			contrôler, vérifier	C		on
blessé, faire mal	H						
le contenu	C						

## Computer games - TEACHER

The two main speakers are **Rob** and **Finn**.

Today's double question is : are computer games bad for our **health** and bad for **children**?

If you are unable to stop doing something, you are **addicted** to it.

What percentage of American gamers are female gamers? **48%**

Finn's favourite games are fantasy **role-playing** games.

These are games where you create your own **characters** and stories in an imaginary **world**.

He also likes shoot-'em-up games where you have to do a lot of **shooting**.

Harmless (wouldn't hurt a fly!) or gentle is the opposite of **violent**.

Alan (the interviewee) discusses the **negative** effects of games on children in particular.

If playing games all night doesn't make you violent, it certainly makes you **tired**.

Showing things in an open and direct way : **explicit** content

The interviewee thinks we need to educate the **parents** and the wider community.

### Essay : In your opinion, why do so many people play games?

Place the stress on the following words (mettre en gras et souligner la syllabe accentuée)

<b>addicted</b>	<b>effect</b> /ɪ'fɛkt/	<b>virtual</b> /'vɜ:rtʃuəl/
<b>particular</b>	<b>explicit</b> /ɪk'splɪsɪt/	<b>ridiculous</b> /rɪ'dɪkjʊləs/
<b>percentage</b>	<b>content</b> /'kɒntɛnt/	<b>access</b> /'æksɛs/
<b>percent</b>	<b>sexualisation</b>	<b>behaviour</b> /bɪ'heɪvjər/
<b>female</b>	<b>inappropriate</b> /,ɪnə'prɒpriət/	<b>responsibility</b> /rɪ'spɒnsɪ'bɪləti/
<b>fantasy</b> /'fæntəsi/	<b>opinion</b> /ə'pɪnjən/	<b>relatives</b>
<b>imaginary</b>	<b>entertainment</b>	<b>women</b> /'wɪmɪn/
<b>violent</b>	<b>decide</b>	
<b>negative</b>	<b>affected</b>	