



6

It's Your  
Turn



### Question Starts

**A** Look at the picture. Then brainstorm questions. Write a list.

Who

What

Where

When

Why

How

**B** Look at your list from **A**. Which questions seem most interesting? Discuss them with the class.

How does virtual reality work?

Are they together?

**C** What new ideas or questions do you have now? Talk about your ideas with your partner.

When will virtual reality be part of everyday life?

Is his character rich?

**D** Think and discuss. What games do you play?

**E** Read and underline. Choose the words or phrases that you think make the paragraph sound more positive.

On a **stormy** / **rainy** day on the weekend, there's nothing I like more than staying **at home** / **in the house** and **relaxing** / **being lazy**. I often **ask** / **invite** some **friends** / **people** I **know** to come and **play** / **join** in a board game with me. Sometimes we choose **an uncomplicated** / **a simple** game like checkers. Other times we want something more **challenging** / **complicated**, like chess. Whichever game we choose, we always **like it** / **have fun**.

Now read *The History of Board Games*



# THE HISTORY OF BOARD GAMES



As the famous author Roald Dahl said, "Life is more fun if you play games." Go, chess, Snakes and Ladders, and many more board games have been enjoyed all over the world for centuries by people old and young. New games are designed all the time, but traditional games have been part of our cultures for thousands of years and are one of the oldest forms of social interaction. Let's have a look at the history of board games!

Which of the board games in this reading do you know?



Archaeologists have found painted stones and bones that might have been pieces from early board games. These games existed before we had written language! Even the Ancient Egyptians enjoyed escaping from daily life by playing Senet—a set of this early board game was found in Tutankhamun's tomb. There is no record of the exact rules, but it was a kind of race across a grid between two players and it may have inspired the game of backgammon.

Go was invented in China more than 2,500 years ago. The rules of this ancient game with black and white pieces are simple, but the game is challenging and requires discipline and strategic thinking in order to carefully plan each step. People still play Go today and after all these years, the game has hardly changed.



**AlphaGo, a computer program, beat the three-time European Go champion Fan Hui in an amazing scientific breakthrough in 2016.**



Early games of chess were played in India hundreds of years ago, but the pieces were different from those we recognize today. Instead of castles, bishops, knights, and pawns, there were elephants, horses, chariots, and soldiers. Today, over 600 million people play chess and there are tournaments all around the world. Chess requires concentration, as well as logic and strategic thinking. It may also help us to plan ahead and to search for solutions to our real-life problems.

### Words in Context



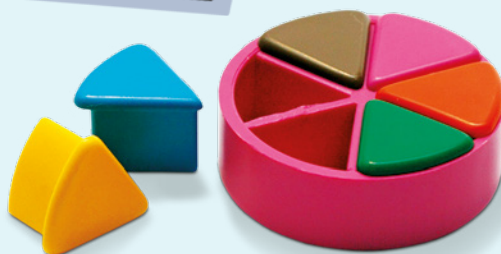
Find these words in the reading. What do you think they mean?

grid   strategic thinking   pawns   gracefully   intricately

Many board games teach us life skills, such as communicating, following rules, taking turns, and, most importantly, learning how to win and lose gracefully. Snakes and Ladders was originally used to teach important life lessons. The ladders represented positive things people might do, while the snakes represented the negative ones. This reflects the fact that although great things might happen to us in real life, there will also be disappointments. We also learn more than just vocabulary and spelling when we play Scrabble, which requires us to be patient and wait our turn, and the real estate game of Monopoly may even help us to spend our money more wisely.



Today, games like Trivial Pursuit and Pictionary are on the shelves of most board game lovers. Whether players are good at geography, history, art, or science, there are questions for everyone in the general knowledge game of Trivial Pursuit. Creative types enjoy playing Pictionary, in which teammates try to guess what image is being drawn.



Perhaps inspired by the interactive worlds of video games, more modern games involve imaginative settings and intricately designed boards with wonderful details. In Catan, the beautiful board represents an island. Players compete for resources to build cities and roads to colonize the island.



For people who don't like competition, there are cooperative games like Pandemic or Forbidden Island. Instead of competing with other players, everyone must collaborate to win these games. In Pandemic, players work together traveling between cities treating diseases, discovering cures, and building research stations. Forbidden Island has a team of adventurers racing to collect treasures before the island sinks under the sea.

In these days of digital gaming, it may be surprising that sales of board games are increasing, but many games are timeless as well as ageless. Families and friends still love getting together to move plastic pieces around a piece of cardboard. Perhaps, like the ancient Egyptians, we enjoy the face-to-face interaction and friendly competition that they offer. So, come on everybody, Roald Dahl was right—let's have some fun and play a game!

**Do you prefer board games or video games? Why?**

**A Read and choose the answers to complete each sentence.**

- 1 Two ancient board games are \_\_\_\_\_ and \_\_\_\_\_.  
 a. Senet c. Monopoly  
 b. Pandemic d. Go
- 2 Pieces were originally made of \_\_\_\_\_ and \_\_\_\_\_.  
 a. plastic c. cardboard  
 b. bones d. stones
- 3 Senet was played by \_\_\_\_\_.  
 a. the king c. the pharaoh  
 b. the emperor d. the queen
- 4 In Snakes and Ladders, the snakes represent \_\_\_\_\_.  
 a. long journeys c. bad behavior  
 b. challenges d. being lost
- 5 Pandemic and Forbidden Island are \_\_\_\_\_ games.  
 a. competitive c. cooperative  
 b. computer d. ancient

**B Write *True* or *False*. Then discuss evidence from the reading.**

- 1 Games have always been played for social reasons.
- 2 It's easy to win at Go.
- 3 Chess hasn't changed since early times.
- 4 Trivial Pursuit and Pictionary aren't very popular.
- 5 Modern board games have taken ideas from digital gaming.
- 6 Cooperative games are ideal for people who want to win.

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**C Think and discuss. What are the traditional board games in your country? Compare and contrast them to the games in the reading.****Literary Term Antonym**

An **antonym** is a word that means the opposite of another word.

**Underline the antonyms in each pair of sentences.**

- 1 I borrowed your book last week. It was nice of you to lend it to me.
- 2 These shoes are expensive. You can buy two cheap pairs for the same money.
- 3 It's dangerous in a thunderstorm. You should stay inside where it's safe.
- 4 If you're sick, go to a hospital. They'll help you get healthy again.

**Now find four pairs of antonyms in the reading.**

**A Complete the table. Look back at *The History of Board Games*.**

| Meaning                  | Paragraph | Word or Phrase in the Reading |
|--------------------------|-----------|-------------------------------|
| Played                   | 1         | <i>enjoyed</i>                |
| Getting away from        | 2         |                               |
| Give ideas for           | 2         |                               |
| Difficult or complicated | 3         |                               |
| Players on the same team | 6         |                               |
| Not competitive          | 8         |                               |
| Kind and pleasant        | 9         |                               |

Words or phrases can have two kinds of meanings. The **denotation** is the dictionary definition of a word. The **connotation** is an additional idea or emotion associated with a word. Some words have positive or negative connotations, which set the tone of the text and elicit certain feelings in the reader.

**B Read, think, and discuss. Look at the underlined words and phrases. Which have a similar meaning? Explain how each word or phrase has a positive or negative connotation.**

SuperSoccer is an interesting new video game where you enter a fascinating and original world in which extraordinary players, like wolves and robots, compete to win the international Kingdom Cup. Choose your favorite player and 10 teammates and then play against other teams online. The feature players like most is being able to talk to other competitors on the SuperSoccer Forum—it's great for making friends all over the world as you chat, share unusual tips, and all kinds of other useful information.



**C Think and discuss. Have you ever played online multiplayer games? How did you feel about playing with others?**

Now read *The Game of Life*



# THE GAME OF LIFE

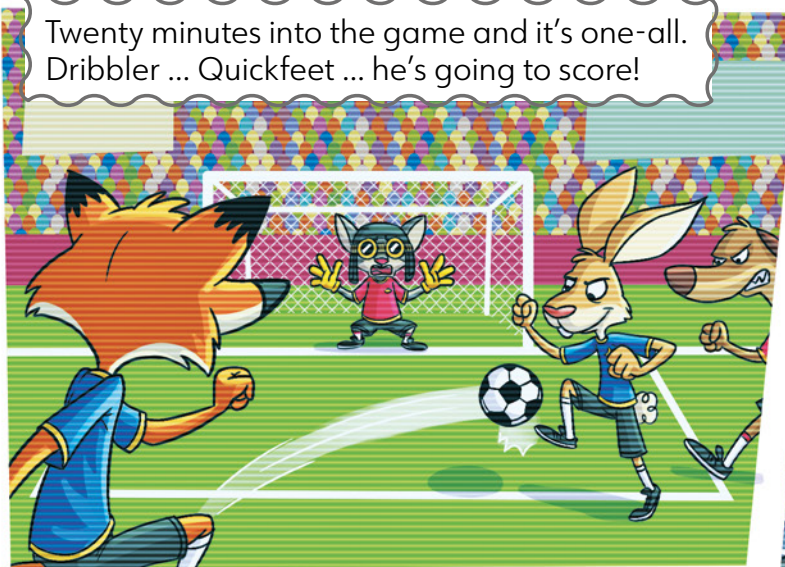


The atmosphere is electric ...  
There's the whistle ...



Why do you think some people are unkind to others?

Twenty minutes into the game and it's one-all.  
Dribbler ... Quickfeet ... he's going to score!



It flies off his boot,  
past the goalie. Goal!



US

goalie

UK

goalkeeper

Just one minute to go, the pink team is in  
real trouble ... Quickfeet ... Dribbler ... Yes!



The blue team wins three goals to one.



The next day at soccer practice ...



Ouch! And the name's Will ...



What's up, Tom? You seemed distracted out there.

Just ... stuff at home. It's nothing. I put on my headset and play SuperSoccer, then I can't hear the arguing.



What do you think Tom means by *stuff at home*?

Yeah, I really like it! I'm pretty good but I've lost a lot of games recently.

There are two awesome players, Quickfeet and Dribbler ...



## Words in Context

Find these words in the reading. What do you think they mean?

headset tackled bully forum opponent tactics

At Will and Caitlin's house ...

**Conflict** in a story is a struggle between two opposing forces. In this story there are two types of conflict: external conflict and internal conflict.



Maybe he's unhappy or something.  
Can I look at the question?

OK ...

## SUPER SOCCER FORUM



**TacklerTom today: 18:30**  
**Location: Fairview**

Help!!

I keep losing games. It's getting me down. I wonder if you have any tips?



**Dribbler today: 18:34**  
**Location: anonymous**

Don't let it get you down. It's only a game. Keep practicing, be patient. Remember, soccer starts in your head. Plan your strategy.

## SUPER SOCCER FORUM



**Quickfeet today: 19:38**  
**Location: anonymous**

Here's a trick. If you can't get past an opponent, try a rainbow kick to get the ball over their head. Just pull the right stick down, then forward really quickly.

## SUPER SOCCER FORUM



**TacklerTom today: 19:40**  
That's so cool! Thanks, guys.



**Dribbler today: 19:42**  
Do you want to play a game and try it out now? We can talk you through it.

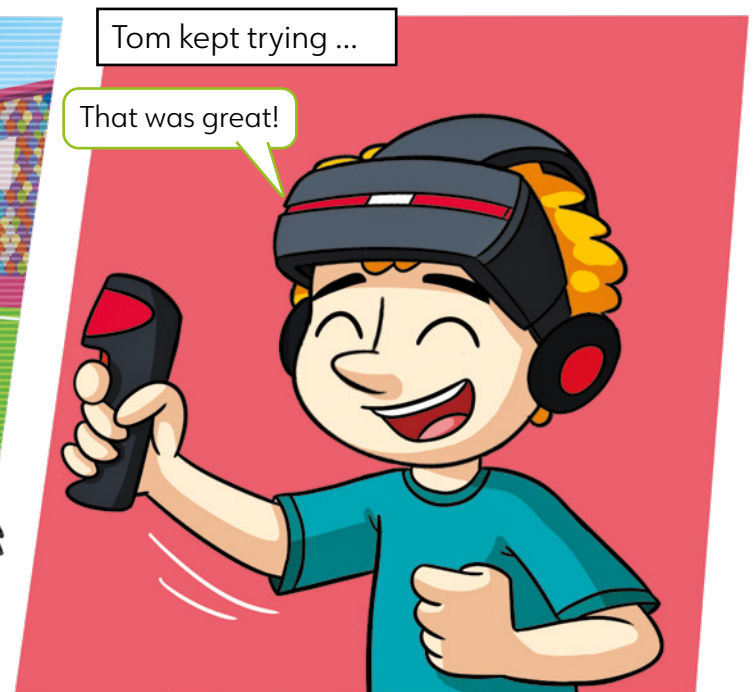
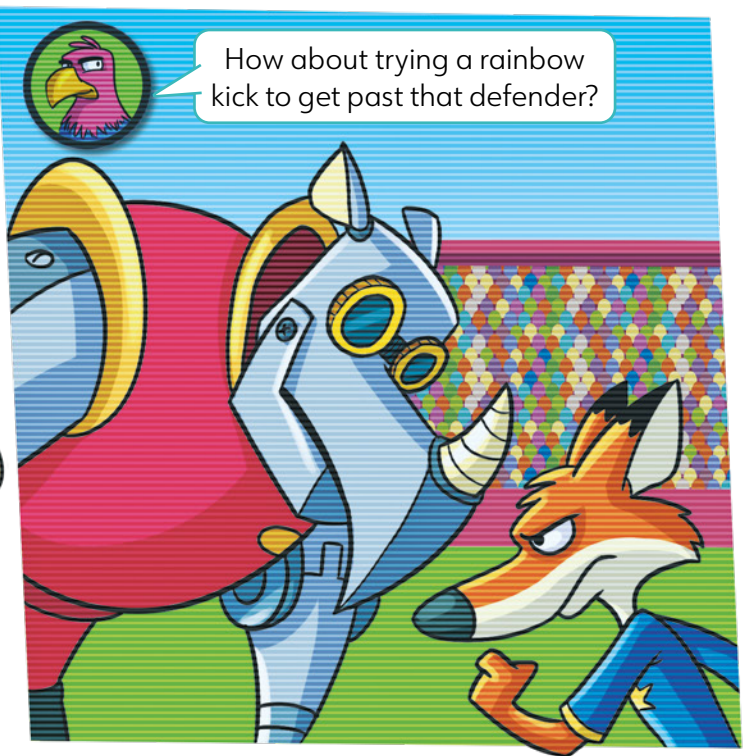
Why do you think the trick is called a *rainbow kick*?

No, Caitlin!

Shh! We'll still beat him!

Come on, Will.  
Just one game ...

OK. Just one.





**A Answer the questions.**

1 How is Tom mean to Will in the story?

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2 Why does Tom play SuperSoccer every evening?

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3 How does Will find out that he and Caitlin have been playing SuperSoccer against Tom?

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4 What do you think Caitlin means by "soccer starts in your head"?

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5 Why do you think Tom suddenly asks his dad to kick around some balls?

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6 Why does Tom think Will is Dribbler?

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**B Think, write, and discuss. Write whether the underlined words and phrases have positive (P) or negative (N) connotations. Discuss why.**

1 Just ... stuff at home. \_\_\_\_\_

2 I barely touched you! \_\_\_\_\_

3 OK. Just one. \_\_\_\_\_

4 Amazing tactics ... \_\_\_\_\_

**C Think and discuss. Other than Caitlin, who else could have recognized that Tom was unhappy? What could they have done about it?****D Think and discuss. Which of these statements do you agree with? Why?**

1 You shouldn't say something online that you wouldn't say to someone's face.

2 You should double-check what you've written before you send or post it.

3 Some things you write could be misunderstood or might sound mean or rude.

4 It's OK to say anything on social media because you can hide behind your username.

5 You should write kindly and remember the other person reading your message.

6 You don't need to be polite on social media.

## Why do people play games?

- A** Complete the table. What do *The History of Board Games* and *The Game of Life* say about these topics?

|                                      | <i>The History of Board Games</i> | <i>The Game of Life</i> |
|--------------------------------------|-----------------------------------|-------------------------|
| Playing games for social interaction |                                   |                         |
| Playing games to escape              |                                   |                         |
| What players learn from games        |                                   |                         |
| Playing games for enjoyment          |                                   |                         |

- B** Think and discuss. Look at **A**. Do *The History of Board Games* and *The Game of Life* have similar messages? Why do you think that?
- C** What different types of games do you play? Do a Think, Pair, Share. Make a list.

|       |       |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

- D** Think and discuss. Do you prefer cooperative or competitive games? Why?



### My Reading Journal

How did the readings in this unit make you think differently about games?

\_\_\_\_\_

Can you recommend a game, a video about games, or a game strategy?

\_\_\_\_\_

Go back to page 89. What new questions do you have?