

Independent Exercise
Grade 11 English

Questions 27-32

Do the following statements agree with the views of the writer in the article “Is there more to video games than people realise?”

Yes	if the statement agrees with the views of the writer
No	if the statement contradicts the views of the writer
Not Given	if it is important to say what the writer thinks about this

27. Much media comment ignores the impact that video games can have on many people’s lives.

28. The publication of the Bryon Report was followed by a worthwhile discussion between those for and against video games.

29. Susan Greenfield’s way of writing has become more complex over the years.

30. It is likely that video games will take over the role of certain kinds of books in the future.

31. More sociable games are brought out to satisfy the demands of the buying public.

32. Being afraid of technological advances is a justifiable reaction.

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Questions 32-37

*Choose the correct letter **A, B, C** or **D**.*

*Write the correct letter, **A-D** in boxes 33-37 on your answer sheet.*

33. According to the writer, what view about video games does Susan Greenfield put forward in her book?

- A. They are exposing a child to an adult view of the world too soon.
- B. Children become easily frightened by some of the situations in them
- C. They are changing the way children’s view of the world develops.
- D. Children don’t learn from them because they are too repetitive.

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34. According to the writer, what problems are faced when regulating video games?
- A. The widespread and ever changing use of games makes it difficult for lawmakers to control them.
 - B. The appeal of the games to a younger generation isn't really understood by many lawmakers.
 - C. The lawmakers try to apply the same rules to the games as they did to radio and television.
 - D. Many lawmakers feel it is too late for regulations to have much effect on the use of games.
35. What main point does Adam-Martin make about video games?
- A. People are learning how to avoid becoming addicted to them.
 - B. They enable people to learn without being aware of it happening.
 - C. They satisfy a need for people to compete with each other.
 - D. People learn a narrow range of skills but they are still useful.
36. Which of the following does Steven Johnson disagree with?
- A. The opinion that video games offer educational benefits to the user.
 - B. The attitude that video games are often labelled as predictable and undemanding.
 - C. The idea that children's logic is tested more by video games than at school
 - D. the suggestion that video games can be compared to scientific procedures.
37. Which of the following is the most suitable subtitle for Reading Passage 3?
- A. A debate about the effects of video games on other forms of technology.
 - B. An examination of the opinions of young people about video games.
 - C. A discussion whether attitudes towards video games are outdated
 - D. An analysis of the principles behind the historical development of video games.

Questions 38-40

*Complete each sentence with the correct ending **A-E** below.*

*Write the correct letter, **A-E** on your answer sheet.*

38. There is little evidence for the traditionalist prediction that....
39. A recent study by the US government found that...
40. Richard Bartle suggests that it is important for people to accept the fact that
- A. Young people have no problem separating their own lives from the ones they play on the screen
 - B. Levels of reading ability will continue to drop significantly
 - C. New advances in technology have to be absorbed into our lives
 - D. Games cannot provide preparation for the skills needed in real life
 - E. Young people will continue to play video games despite warnings against doing so.

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