

Lesson 19

I love board games.

Target: Having a conversation about games.

Vocabulary

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Games



Related vocabulary

- | | | |
|--------------------|---------------------------------|------------------------------------|
| - Tag | - a board game | - graphics / visuals |
| - Hide and seek | - be addictive to... | - to be interactive |
| - Go fish | - gamification | - to have replay value |
| - Cops and Robbers | - a console | - gameplay |
| - Duck Duck Goose | - to be state-of-the-art | - to cheat |
| - I spy | - to kill time | - the objective of the game |
| - Hopscotch | - the thrill of ~ | - the rules of the game |

Conversation

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1 Use the questions below to have a conversation with your partner about the topic

Partner #1: Questions

1. Why do people play video games?
2. What games have you been playing recently? / What games are popular at the moment?
3. What card games do you like?
4. Do you like interactive active video games like: Kinect, Wii and Playstation Move? Why? / Why not?
5. What do you think is the most influential game of this decade / last decade? Why?
6. What do you think is more popular; console gaming or mobile gaming? Why?
7. Do you enjoy thumb wrestling?
8. What are the different pieces in Chess called?
9. What are some traditional Japanese games? How do you play them? What's the objective of the game?
10. What's more important in video games; graphics or plot?

Partner #2: Questions

1. What games do you like to play?
2. What are some different kinds of games?
3. What's your stance on cheating? When is it OK, when is it not OK?
4. What games have you downloaded on your phone recently?
5. What games did you use to play as a child?
6. What is gamification and what are some good ways it can be used?
7. What video games do you think have the most replay value?
8. What makes a game fun?
9. When was the last time you played hide and seek?
10. Why do you think some people get addicted to certain games?

2 Complete one or more of the situations below

1. **Role play:** Partner #1: Interview a game designer about their upcoming titles & inspiration.
Partner #2: You are a game designer. Answer the reporter's questions.
2. **Speech:** Tell / Teach your partner how to play your favorite game.
3. **Speech:** Describe how video games have changed since they were first introduced.
4. **Debate:** You think video games are a complete waste of time, but your partner doesn't agree.