

Gaming – Entertaining or Educational?

B1 – B2

Module 2

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Here's What We Will Be Learning:



Summary

- ❑ Popularity of video games, especially as a teaching tool.
- ❑ What makes games fun and educational?
- ❑ A glimpse of some popular games.
- ❑ Parental Tips.
- ❑ Exercises.

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Vocabulary

Bane: a cause of great distress or annoyance.

A curriculum (*Plural - Curricula*): is all the different courses of study that are taught in a school, college, or university.

Equity: is the quality of being fair and impartial.

Insight: the capacity to gain an accurate and deep intuitive understanding of a person or thing.

Spooky: Sinister or ghostly in a way that causes fear and unease.

A tomb: Is a large grave that is above ground and that usually has a sculpture or other decoration on it.

Pitfall: A hidden or unsuspected danger or difficulty.

Simulation: Imitation of a situation or process.

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