



# Gaming – Entertaining or Educational?

B1 – B2

Module 2

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.

# 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.