

St. Paul's Convent School, Primary Section
English Supplementary Exercise (2019-2020) 2nd term
Unit 2 Games – Past and Present — Comprehension

Answer

Name: _____

Date: _____

Class: 5 () No: ()

Cycle: ()

What games did children play in the past?

When the first video game was **invented** in the late 70s early 80s, it was impossible to **predict** where the video game industry would take us. It has gone so far and fast in such a short period of time. With every new technological advance in computers, **intelligent** developers wanted to turn it into something that is more fun.

Traditional children's games do not include items such as boards and dice, but do include items such as string, chalk, and marbles. Despite being passed down **primarily** through word of mouth, traditional games have also evolved over time into new versions. Here are some of the examples:



Cat's cradle [Reference: <https://www.youtube.com/watch?v=ZM53k3pKCqg>]

It is a skill-based game. Cat's cradle involves creating different string figures, either individually or by passing a loop of string back and forth between two or more players. After making each figure, the next player **manipulates** that figure and moves the string to create another one.

Marbles [Reference: <https://www.youtube.com/watch?v=ewqFhNw9k7g>]

Playing marbles is pretty simple. Both players start by **scattering** their marbles on the ground within a big circle. First, a 'shooter marble' is chosen. The shooter marble will be what you use to try to **knuckle** other marbles out of the circle. Then, players take turns to try to hit their **opponents'** marbles outside the big circle.

With the **evolution** of electronic devices, such as mobile phones and tablets, and the advances in technology, the way we play games has also changed a lot. We can bring our electronic devices anywhere and play them at any time. There are tons of games online, which develop thinking skills and **strategy**. Most, importantly, we can connect with players across the world instead of just with our friends and family.

[Extracted from <https://www.bmmagazine.co.uk/in-business/gaming-past-present-future/> on 4th February, 2020]

A. Answer the following questions in complete sentences.

1. How were traditional games passed down in the past?

Traditional games were passed down primarily through word of mouth.

2. Are board games considered as traditional children's games? Why or why not?

No, they are not. Board games are not considered as traditional children's games because they have boards and dice.

3. What is the goal of marbles?

The goal of marbles is to try to hit their opponents' marbles outside the big circle.

4. Would you prefer playing traditional games or online games? Why?

(Any reasonable answer)

B. Choose and tick for the most suitable answer.

1. In what year was the first video game possibly invented?

a) 1963

b) 1978

c) 1990

2. Which of the following items is **NOT** mentioned in the passage?

a) String

b) Jump rope

c) Dice

3. What do I need to prepare if I want to play cat's cradle?

a) An electronic device

b) Some marbles

c) A loop of string

C. Choose and match the words from the passage below with their meaning.

invented (v.) (line 2)	predict (v.) (line 2)	intelligent (adj.) (line 4)	primarily (adv.) (line 8)	manipulates (v.) (line 14)
scattering (v.) (line 17)	knuckle (v.) (line 19)	opponent (n.) (line 20)	evolution (n.) (line 21)	strategy (n.) (line 24)

1. *primarily* → mainly
2. *knuckle* → to move something using the bone at the finger-joint
3. *opponent* → someone who competes with another in a contest, game
4. *intelligent* → showing the power of learning and understanding
5. *scattering* → moving in different directions
6. *predict* → say in advance that something will happen
7. *manipulates* → to handle something with skill
8. *strategy* → a plan for achieving success in game, sport, business
9. *invented* → made or created
10. *evolution* → a gradual development

D. Fill in the blanks below with the words from Part C. You may need to change the form of the word.

1. A man fainted suddenly on a crowded street. An ambulance was called immediately and the crowd *scattered* in all directions in order to give the man better ventilation.
2. Robots can *manipulate* objects that weigh many tons, so they are used widely in manufacturing.
3. In the badminton match, the game was tied until the very end, when Amelie missed the shot and her *opponent* won the match.
4. Thomas Edison *invented* incandescent light bulb in the 19th century. This has brought light and convenience to the world.

