
MASTER

CENTRO DI ALTA
FORMAZIONE

READING PART 1

INFORMAZIONI GENERALI SU «READING»

- La sezione di «Reading» comprende **QUATTRO parti**.
- Avrai **2 ore e 10 minuti** per svolgere la parte di Reading e Writing e ricopiare le risposte sulla «**Answer Sheet**» che è un foglio su cui devi riportare le risposte in MATITA prima che il tempo scade.



READING PART 1

- Nella prima parte, abbiamo un testo e alcune domande a risposta multipla. Bisogna leggere il testo e scegliere la risposta corretta.
 - Prima di procedere, ti invito a scaricare il pdf sulla parte di Reading. In questo modo, sarai in grado di seguire questa lezione con più facilità e svolgere gli esercizi in modo più accessibile.
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There's a reason why we love computer games

Computer games have become as much a part of our entertainment world as books and movies. Why is it that so many of us are drawn to the computer monitor or TV screen? A bit of history might help explain the phenomenon. Originally, computers were all work and no play, being expensive to build and operate. But computer engineers and designers, being overgrown kids after all, soon began to get comfortable with their big machines. It occurred to some of them that it might be a good idea to have the computer show some spaceships and planets cruising around the galaxy.

And in the 1960s a group of fun-loving computer geniuses created a game called *SpaceWar* in their idle hours. *SpaceWar* was well received by geniuses and many others as well, which motivated the geniuses to design some more fun stuff. Somehow the visual element of the games activated the imagination. Over time we got *Pong*, *PacMan* and a continually evolving string of games.

By the late 1980s, with the invention of *Sim City*, computer games software became quite sophisticated. This product expanded on what was going on in all the previous games; the players were drawn into an imaginary world. But *Sim City* actually allowed the user to create amazing cities and even worlds. Not unlike books and movies, such video games were therefore mentally very satisfying.

Also in the 1980s, a group of computer programmers began creating software that would show moving figures. The figures were stick people, but they could move their bodies to music. They had no facial features, but it was very exciting to think what might come with more powerful computers.

We have come a long way since then. The power of computers grew massively and the realism of games has taken a huge leap forward. A good computer game draws you in to another world and, unlike a book or a movie, it offers an interactive experience. There are now hundreds of options, numerous consoles to choose from and regular upgrades to keep the excitement high. You can really develop some hand-eye coordination by playing many of the current titles out there. But the biggest reason we love our computer games is that they capture our imagination in a variety of interactive ways.

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1. *SpaceWar* was developed
 - a) as part of a serious computer project.
 - b) by computer experts in their spare time.
 - c) to show people what space travel is like.
 2. After *SpaceWar*, more games appeared because
 - a) computer design improved.
 - b) it wasn't exciting enough.
 - c) people enjoyed playing it.
 3. *Sim City* was different because it
 - a) gave players more power.
 - b) showed cities in the future.
 - c) depended on advanced computers.
 4. The first moving figures
 - a) were very simply drawn.
 - b) were easy to tell apart.
 - c) weren't able to dance.
 5. According to the writer, many modern computer games
 - a) take their themes from movies.
 - b) allow players to be part of the game.
 - c) are only effective if you play them online.
 6. One of the benefits of computer games is that
 - a) players learn to develop games themselves.
 - b) special equipment is never necessary.
 - c) they improve physical abilities.
-

COME SVOLGERE QUESTO ESERCIZIO?

- Leggi il testo la prima volta, senza rispondere subito, per capire il contesto. Poi, leggi le domande.
 - Una volta finita la prima lettura del testo, ricomincia a leggerlo e questa volta cerca di scegliere l'alternativa corretta per ciascuna domanda.
 - Presta molta attenzione a quello che ti viene chiesto, al contesto e significato delle frasi. Può darsi che lo stesso concetto venga detto con parole diverse nel testo rispetto alla domanda.
 - Una volta terminato il compito, rileggi le risposte e controlla che tutto sembri giusto.
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ORA SVOLGI QUESTA PARTE IN AUTONOMIA. METTI IN PAUSA IL VIDEO.

- Cerca di fare in modo autonomo questo esercizio e poi vedremo le soluzioni assieme.
- Una volta terminato l'esercizio, fai ripartire questo video.



ECCO LE SOLUZIONI...

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GRAZIE PER L'ATTENZIONE E BUONO STUDIO!
