

PLAYING THE GAME

Before listening to/reading the story

Lead in...

What is this? *Activity done for fun on a machine that stores programs and information in electronic form etc., in which you take part in an adventure **

Where on a world map is Iraq? What do you know about Iraq? What do you know about the wars there? Do you know anyone from Iraq?

While listening to/reading the story

Gist

What are Ade's emotions towards playing war games on the computer?

What made playing war games different this time?

Details

Why didn't Ade like to play multiplayer with other people?

Why was Ade's character called Private Jack?

Why was Ade surprised when one of the soldiers talked to him after he had been killed?

How many lives does Jack have?

Why doesn't Ade like the hot chocolate his dad makes for him?

What do the soldiers refer to when they say "He made it through one war, now this one will get him!"

What does it mean that Jack was shot by his own side?

What does Ade try to do in order to escape the game?

How many more minutes did Ade's dad give him to play the game?

How did Ade play the last minutes?

After listening to/reading the story

Discussion

What is your opinion of computer war games?

To what extent do you think that seeing violence in video games make teenagers treat real-life violence less seriously?

Should computer war games be banned? Are age restrictions enough? Are age restrictions necessary at all? Why - Why not?

Creative writing

Imagine that you are Ade's dad. You find out that your son is playing war games on the computer, even though he knows you hate it. What would you say to your son to make him understand that you really want him to stop playing that game?

Write the dialogue to that discussion.

Grammar – fill in the gaps. Use a suitable verb. Note – use only ONE verb in each gap!

Ade _____ to himself as the tank burned up. He'd _____ the grenade perfectly, placing it just so that it rolled in through the hatch and into the turret, where it blew up. The tank _____ a wreck, black and broken. The men inside _____ all dead. If there had been any men, Ade thought. But there weren't, not really. After all, this _____ only a computer game, and all the men were just megabytes and pixels.

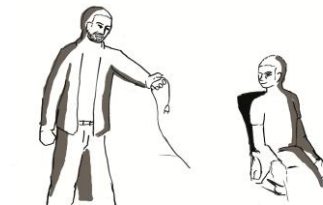
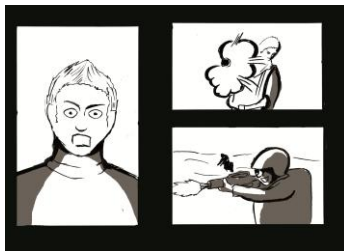
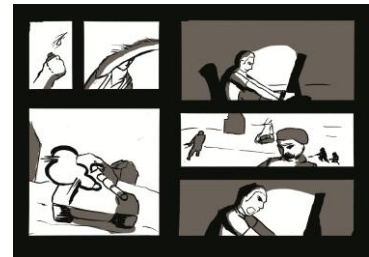
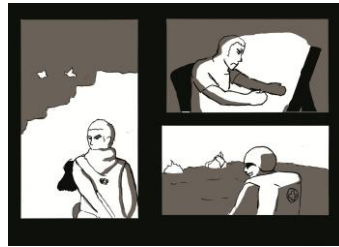
"Well done men," _____ the captain of Ade's squad. "On to the next target!"

"Yes sir!" Ade shouted. Although actually the captain couldn't hear him - it was just the game, the program, talking. Ade wasn't playing online because he didn't like playing multiplayer with other people, he didn't want anyone to _____ he was involved with war games. And there was one person in particular who Ade didn't _____ to know the truth.

"Adrian! What are you doing? You doing your homework?" That was the sound of that particular person's voice. Adrian's dad was an army veteran who _____ left the army after being injured in Iraq. He did not like wars, and he didn't like his son playing war games.

"Yes dad! Don't worry! I'm working!" shouted Ade. He wasn't really lying - he'd done all that day's homework already. Ade loved his dad very much, and although he didn't dare say so, he admired his dad's army action. So much so that he'd _____ his character in the game his dad's real name. He was called Jack. An ordinary soldier, Private Jack.

Cut out the pictures below and place them in the correct order together with the text on the following page:



Cut out the text below and place them in the correct order together with the pictures on the previous page:

<p>His squad was meant to attack a group of buildings somewhere in the middle of nowhere, to capture a flag. He ran through the back door of an old farmhouse, but just as he ran in there, there was a big bang.</p>	<p>“You’d better stay alive now, otherwise Jack’ll die for real! Ten lives eh? That’s all you’ve got. Haha..” The soldier turned away and ran off, leaving Ade too shocked to make his character run after him. What did it mean, die for real? Was something wrong in the game?</p>
<p>“Adrian?” There was a knock at the door. “Do you want some hot chocolate?”</p>	<p>He played brilliantly, better than ever before. Fast, clever, decisive. But it didn’t help. War had never felt more real to Ade.</p>
<p>No! No! Don’t kill my dad!” shouted Ade, tears in his eyes. “Stop it, stop it!” He only had one life left, what could he do?</p>	<p>By the bedroom door stood his dad, holding the electric plug he had pulled out of its socket.</p>
<p>Adrian! What are you doing? You doing your homework?” That was the sound of that particular person’s voice.</p>	<p>Ade wasn’t playing online because he didn’t like playing multiplayer with other people, he didn’t want anyone to know he was involved with war games.</p>
<p>His fingers flew over the keyboard and his right hand flicked the computer mouse left and right.</p>	<p>Without warning, there was a shot from behind him and the screen went dark as Private Jack died again. “What?” cried Ade. “But I was covered...”</p>

Place the pictures in the correct order - key:

1)



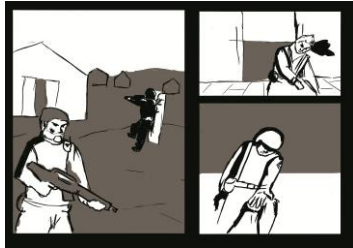
Ade wasn't playing online because he didn't like playing multiplayer with other people, he didn't want anyone to know he was involved with war games.

2)



"Adrian! What are you doing? You doing your homework?" That was the sound of that particular person's voice.

3)



His squad was meant to attack a group of buildings somewhere in the middle of nowhere, to capture a flag. He ran through the back door of an old farmhouse, but just as he ran in there, there was a big bang.

4)



"You'd better stay alive now, otherwise Jack'll die for real! Ten lives eh? That's all you've got. Haha.." The soldier turned away and ran off, leaving Ade too shocked to make his character run after him. What did it mean, die for real? Was something wrong in the game?

5)



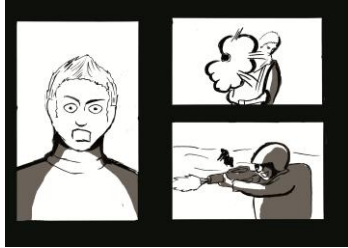
His fingers flew over the keyboard and his right hand flicked the computer mouse left and right.

6)



"Adrian?" There was a knock at the door. "Do you want some hot chocolate?"

7)



Without warning, there was a shot from behind him and the screen went dark as Private Jack died again. "What?" cried Ade. "But I was covered..."

8)



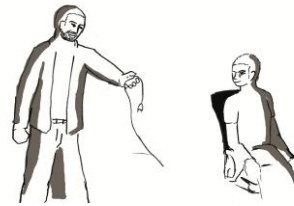
He played brilliantly, better than ever before. Fast, clever, decisive. But it didn't help. War had never felt more real to Ade.

9)



No! No! Don't kill my dad!" shouted Ade, tears in his eyes. "Stop it, stop it!" He only had one life left, what could he do?

10)



By the bedroom door stood his dad, holding the electric plug he had pulled out of its socket.

Key for grammar part:

Ade **chuckled** to himself as the tank burned up. He'd **thrown** the grenade perfectly, placing it just so that it rolled in through the hatch and into the turret, where it blew up. The tank **was** a wreck, black and broken. The men inside **were** all dead. If there had been any men, Ade thought. But there weren't, not really. After all, this **was** only a computer game, and all the men were just megabytes and pixels.

"Well done men," **shouted** the captain of Ade's squad. "On to the next target!" "Yes sir!" Ade shouted. Although actually the captain couldn't hear him - it was just the game, the program, talking. Ade wasn't playing online because he didn't like playing multiplayer with other people, he didn't want anyone to **know** he was involved with war games. And there was one person in particular who Ade didn't **want** to know the truth.

"Adrian! What are you doing? You doing your homework?" That was the sound of that particular person's voice. Adrian's dad was an army veteran who **had** left the army after being injured in Iraq. He did not like wars, and he didn't like his son playing war games.

"Yes dad! Don't worry! I'm working!" shouted Ade. He wasn't really lying - he'd done all that day's homework already. Ade loved his dad very much, and although he didn't dare say so, he admired his dad's army action. So much so that he'd **named** his character in the game his dad's real name. He was called Jack. An ordinary soldier, Private Jack.