

Your brain on video games

[Listening Test Questions]

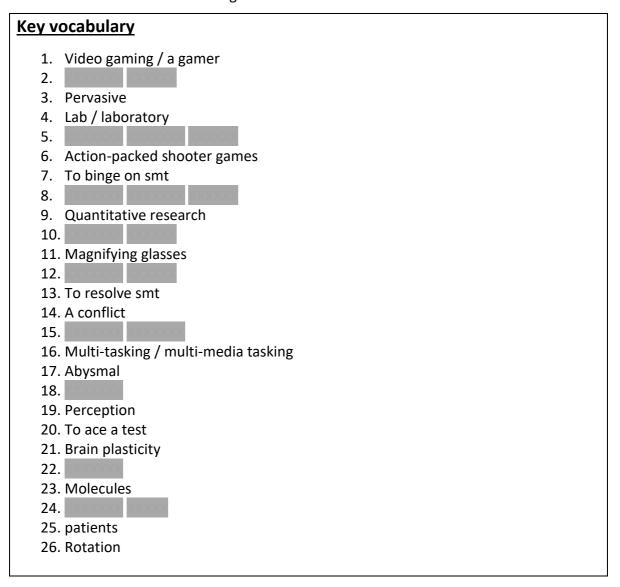
Author: Daphne Bavelier

Date: June 2012 **Time:** (17:57)

Location: TEDxCHUV Level: ***** [B1/B2]

Link: https://www.ted.com/talks/daphne bavelier your brain on video games

Check these words before listening:



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Student

TED Talks Test Questions

Time: Approximately 1- 1:30 hours

1. Read the title

- Try to predict the content of lecture
- Write down key terms / ideas
- Check key vocabulary using a dictionary

Try to listen ONLY two times

Three types of lesson

Lesson#1: [hard]

- 1. Listen once take notes
- 2. Give 5 minutes to tidy notes
- 3. Listen again and add to notes (use a different colour pen)
- 4. Answer questions set <u>20-25 minutes</u> to answer.
- 5. Check answers
- 6. Listen again to check answers

Lesson #2: [medium]

- 1. Listen once take notes
- 2. Answer questions: 10-15 minutes
- 3. Listen again answer the questions as they listen
- 4. Give yourself 10 minutes to tidy answers. Then check answers
- 5. Listen again to check answers

Lesson #3: [easier]

- 1. Read questions highlight key terms
- 2. listen once and answer questions
- 3. 5 minutes to tidy notes
- 4. Listen again answer missed question
- 5. 5-10 minutes to tidy answers. Then check answers
- 6. Listen again to check answers





Teacher

TED Talks Test Questions

Lesson Plan

Aim: to develop the students' ability to listen to a 10 min+ lecture, to take notes and then use those notes to answer a range of test-type questions.

Lesson Time: Approximately 1:30-2:00 hours

Lesson Plan

1.Lead in

- Ask Students to discuss the 'title' and predict the content of lecture
- Ask students to write down key terms / language from discussion
- Feed in / check key vocabulary

Three types of lesson

Lesson#1: [hard]

- 1. Students listen once take notes
- 2. Give 5 minutes to tidy notes
- 3. Listen again and add to notes (use a different colour pen)
- 4. Give out questions set <u>20-25 minutes</u> to answer
- 5. Feedback answers (give out answers or go through on board)

Lesson #2: [medium]

- 1. Students listen once take notes.
- 2. Give out questions: Set 15 minutes for students to answer questions from notes
- 3. Listen again students answer the questions as they listen
- 4. Give extra 10 minutes to consolidate answers
- 5. Feedback answers (give out answers or go through on board)

Lesson #3: [easy]

- 1. Give out guestions students have 10 minutes to look at guestions
- 2. Students listen and answer questions
- 3. Give <u>5 minutes</u> to tidy notes
- 4. Students listen again check answers and answer questions missed
- 5. <u>5-10 minutes</u> to tidy answers
- 6. Feedback answers (give out answers or go through on board)





Your brain on video games

By Daphne Bavelier (2012)

https://www.ted.com/talks/daphne_bavelier_your_brain_on_video_games

Introduction

1. What is her profession and what is her key interest in brains?

Profession:							
Her key inte	rest						
is making ou		1 Sm	arter / Faster /	VOXOOOOOOO	1 (2000)		
brains:		1. 5111	arter y raster y		/		
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70							
Call of Duty:	Black	Ops					
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68							
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Outline							
3. Summ	arv of	lecture					
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I'm going to a	rgue th	nat in i) R		XXXXXXXXX	XXXXXXXX XXXXXXXX	actually	the
very game I	XXXXXX	at the be	ginning, those	action-	shooter game	s have qu	ıite ii)
Р		XXXXXXXXX	and iii) P		_ effects on many	XXXXXXXXX	
					- ′'		I
aspe	ects of	our iv) B _					
							/ 5
Eyesight							
	are the	two exam	iples of	being good	for your	?	
Example 1							
Example 2							
•							
	1						/ 2



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Attention /

_	14/1 T 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				
5.	What are the two examples given that	have	s in	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	

Example 1	
Example 2	

/ 2

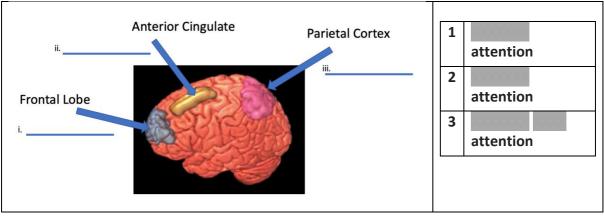
6. Which one of these statements is correct?

- a) A normal adult can have a span of of attention.
- b) A normal adult can have a span of of attention.
- c) A normal adult can of six or seven objects of attention.

___/1

The brain

7. Match the function with the parts of the brain [use the number]



/ 3

Multi-tasking

8. Are these statements true or false?

		T/F
i.	Good multi-tasking is switching from one task to another.	
ii.	Most people are and using a at the same time.	
iii.	Multi-media tasking is listening to music, surfing the internet and communicating on social media at the same time.	
iv.	A study found multi-media taskers are multitasking.	
v.	Multi-media users at multi-tasking.	

/ 5





Kea v	ine .
9.	What is the about red wine?
	/
	tion / Rehabilitation Summary put in the missing numbers.
In the	e training studies, people and play i) hours of action games. They
do	, so little shots of ii) minutes several days over a period of iii)
	weeks. A few days later they are tested on a task. After only iv)
	weeks on action video games, they actually and the
XXXXX	is still there $_{\nu)}$ months after.
	/
Concl 11	sion What is meant by the broccoli and chocolate metaphor?
i.	What is the
ii	What is the ?
iii	The Market Marke

___/3

Total Score _____ / 36





Your brain on video games **ANSWERS**

By Daphne Bavelier (2012)

https://www.ted.com/talks/daphne bavelier your brain on video games#t-62478

Introduction

1. What is her profession and what is her key interest?

Profession:	Brain scientist
Her key interest is making our brains:	Smarter / faster / <u>better</u> / <u>stronger</u>

___/3

Gaming

2. Numbers – fill in the box.

ALL ANSWERS ARE INCLUDED IN PAID VERSION...

