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:

**Key vocabulary**
1. Video gaming / a gamer
2. Pervasive
3. Lab / laboratory
4. Action-packed shooter games
5. To binge on smt
6. Quantitative research
7. Magnifying glasses
8. To resolve smt
9. A conflict
10. Multi-tasking / multi-media tasking
11. Abysmal
12. Perception
13. To ace a test
14. Brain plasticity
15. Molecules
16. patients
17. Rotation

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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)
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 20-25 minutes 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 questions - students have 10 minutes to look at questions
2. Students listen and answer questions
3. Give 5 minutes to tidy notes
4. Students listen again – check answers and answer questions missed
5. 5-10 minutes to tidy answers
6. Feedback answers (give out answers or go through on board)
Your brain on video games
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Introduction
1. What is her profession and what is her key interest in brains?

<table>
<thead>
<tr>
<th>Profession:</th>
<th>Her key interest is making our brains:</th>
<th>1. Smarter / Faster / ___ / ___</th>
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<tbody>
<tr>
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</table>

Gaming

<table>
<thead>
<tr>
<th>Video Games</th>
<th>Call of Duty: Black Ops</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td></td>
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<tr>
<td>___</td>
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<td>70</td>
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<td>68</td>
<td></td>
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</tbody>
</table>

Outline
3. Summary of lecture

I'm going to argue that in i) R_______________________ actually the very game I __________ at the beginning, those action-_________ shooter games have quite ii) P__________________ and iii) P__________________ effects on many_________ aspects of our iv) B__________ .

<table>
<thead>
<tr>
<th>Eyesight</th>
<th>Example 1</th>
<th>Example 2</th>
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___ / 3

___ / 5

___ / 5

___ / 2
5. What are the two examples given that _______ have _______ s in _______?

<table>
<thead>
<tr>
<th>Example 1</th>
<th>Example 2</th>
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</thead>
</table>

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.

The brain

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

<table>
<thead>
<tr>
<th></th>
<th>Anterior Cingulate</th>
<th>Parietal Cortex</th>
</tr>
</thead>
<tbody>
<tr>
<td>i.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ii.</td>
<td>Frontal Lobe</td>
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<table>
<thead>
<tr>
<th></th>
<th>attention</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>_______</td>
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<tr>
<td>2</td>
<td>_______</td>
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<tr>
<td>3</td>
<td>_______</td>
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</table>

Multi-tasking

8. Are these statements true or false?

<table>
<thead>
<tr>
<th></th>
<th>T / F</th>
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<tbody>
<tr>
<td>i. Good multi-tasking is switching from one task to another.</td>
<td></td>
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<tr>
<td>ii. Most people are _______ _______ and using a _______ at the same time.</td>
<td></td>
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<tr>
<td>iii. Multi-media tasking is listening to music, surfing the internet and communicating on social media at the same time.</td>
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<tr>
<td>iv. A _______ _______ study found multi-media taskers are _______ multitasking.</td>
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<tr>
<td>v. Multi-media users _______ _______ at multi-tasking.</td>
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   / 5
Red Wine

9. What is the _______ _______ about red wine?

Education / Rehabilitation

10. Summary put in the missing numbers.

In these 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 _______ _______ is still there v) ________ months after.

Conclusion

11. What is meant by the broccoli and chocolate metaphor?

<p>| | |</p>
<table>
<thead>
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</thead>
<tbody>
<tr>
<td>i.</td>
<td>What is the _______</td>
</tr>
<tr>
<td>ii</td>
<td>What is the _______?</td>
</tr>
<tr>
<td>iii</td>
<td>The _______</td>
</tr>
</tbody>
</table>

Total Score _____ / 36
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Introduction
1. What is her profession and what is her key interest?

<table>
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<tr>
<th>Profession:</th>
<th>Brain scientist</th>
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<tbody>
<tr>
<td>Her key interest is making our brains:</td>
<td>Smarter / faster / <strong>better</strong> / <strong>stronger</strong></td>
</tr>
</tbody>
</table>


**ALL ANSWERS ARE INCLUDED IN PAID VERSION...**