

Points for

- Playing computer games does not necessarily lead to an (6) *nadodicit* _____ . Violent computer games allow you to let off steam (выпустить пар).
- People who play computer games (7) *iithwn abelsonrea lmtiis* _____ know the difference between games and real life.
- Dr Guy Cumberbatch, a psychologist and expert in media violence, has said that research shows that some people are stimulated simply by action and adventure of computer games, rather than their violence.
- Many gamers say there will always be violent people but this is not because of computer games.
- In (8) *ononccttradii* _____ to common beliefs, computer games are often a way for people to socialise and spend (9) *yqutali* _____ time with their friends.
- Many young people who play computer games with violence as teenagers become (10) *ccsslufstue* _____ in adult life

1b Write a short paragraph to express your opinion on the topic.

2 Find relative pronouns and write *S* for **subject** pronouns, *O* for **object** pronouns and *P* for **possessive** pronouns. Cross out the relative pronouns where possible.

1. That's the man who invented the radio. (S)
2. These programmes keep telling us things which we already know. (O)
3. There once was a man whose name was Brett. (P)
4. He had a simple idea which changed the world.
5. That's the man who invented 'rabbit ears'.
6. I've lost the iPhone which my parents gave me on my birthday.
7. Vladimir Zvorykin is a person who is known all over the world.
8. It's a computer game that everybody talks about and nobody plays.
9. A game console is an electronic machine that is used for playing games on the screen.
10. That's the man whom I respect.

Lesson 5

ARE YOU ADDICTED TO THE INTERNET?

1 Work out the meaning of the conjunctions in bold and write them next to their translations.

1. Early electronic computers, developed around the 1940's, were as big as a large room and consumed huge amounts of electricity.