

FULL NAME:

CLASS:

The Second Term Test of English

A new national survey from the Pew Internet & American Life Project illustrates how electronic games have become in youth culture. The survey, released Tuesday, combined the telephone responses from a sample of 1,102 young people, aged between 12-17, and **their** parents.

When the young people were asked whether they played video games, 97% of them said that they did (that is 99% of boys and 94% of girls). In fact, 7% of those surveyed said that **they** didn't have a computer at home, but they had a game console, such as Sony's PlayStation, Microsoft's Xbox or Nintendo's Wii. When they were questioned about the games they liked to play, 80% of the respondents replied that they played five or more different game genres like racing, puzzles, sports and action games. The favourite games were Guitar Hero, Halo 3, Madden NFL, solitaire and Dance Dance Revolution.

Interestingly, about a third (1/3) of the parents who were surveyed said that they played video games with their children some or all of the time. Most of those parents were younger than 40, part of a generation that had grown up playing video games themselves.

As expected, the survey found that, while young Americans did not necessarily play the same thing, nearly all of **them** — girls included — played video games of one kind or another.

Adapted from: <https://abcnews.go.com/Technology/story?id=5817835&page=1>

I- **Comprehension:** Read the text and do the activities:

1- **Choose the correct answer:**

A- The text above is: **a-** an interview. **b-** a survey. **c-** a report.

B- The text is about: **a-** American young people and their relationship with their parents.

b- American young people electronic games using habits.

c- American young people's culture.

2- **Say whether the following statements are true or false:**

A- The reporter asked the young people why they played video games.

B- The majority of parents played video games with their children.

C- Girls played games less than boys.

3- **Answer the following questions according to the text:**

A- Why did the reporters decide to conduct this survey?

B- Did the surveyed young people like to play the same game? Justify your answer.

C- Why did some parents play video games with their children?

4- Say what or who the underlined words refer to in the text:

their (§1) :.....

they (§2):.....

them (§4) :.....

II/ Text Exploration:

1- Find in the text words that are close in meaning to the following:

a- answers (§1) =..... b- if (§2) =

c- type (§4) =

2- Complete the following table with the appropriate words:

Nouns	Adjectives	Adverbs
.....	different	
Care		
.....		interestingly

3- Re-write the sentence B so that it means the same as sentence A:

a-He asked me, "What do you do in your free time?"

b-He asked me
.....

a- He says, "Most of teenagers like to play electronic games".

b- He says

a- He declared, "I played Fortnite video game yesterday".

b- He declared
.....

4- Classify the following words according to the stressed syllable:

Television - statistics - action - majority.

The 1 st syllable	The 2 nd syllable	The 3 rd syllable
.....		
.....		

5- Fill in the gaps using words from the list:

Result- questionnaire- reading – informants – report- survey.

This is a report of the findings of a about teenagers' newspaper
habits. I submitted a to thirty informants. Surprisingly, I found out that most of
the did not read newspapers at all.

ALL THE BEST