

4748-413 VER98B



**Functional Skills English
Reading Level 2**

Video Games

Source Documents

**Do not write your answers in this
booklet as this will not be marked.**

**All answers should be written in the
space provided on the question paper.**

Source Documents

**These documents MUST be returned to
City & Guilds.**

Read both documents.

Use **Document 1** to answer questions 1 to 6.

Use **Document 2** to answer questions 7 to 13.

Use **both** documents to answer questions 14 and 15.

**Document 1 – newspaper article.
Use this document to answer
questions 1–6.**

The Daily Gazette

Wednesday 15th March

Playing with fire!

The dangers of video games

by Archana Singh

Medical experts, charities and parents are becoming increasingly worried about the amount of time children are spending playing video games. Meanwhile, the gaming industry

is reluctant to conduct research into the effects of prolonged gaming. However, they are very keen on cashing in on growing demand.

Excessive gaming is a problem for an increasing number of young people, driving a wedge between family members.

Spending too much time at a screen means players are not getting enough fresh air or interaction with other people. This can lead to a person losing their friends.

Spending hours gaming late into the night can cause exhaustion and negatively affect a person's health. Some

students' grades suffer as a result of sleepless nights - we are gambling with people's futures! Sitting still all day and night can also lead to back pain, although it is true that some games can actually encourage physical activity.

What actions can be taken? Experts have recommended putting some measures in place to control the amount of time spent playing games. Having one screen-free day a week is

one good solution. 93% of gamers reported better sleep after switching off screens at 9pm every day. Following this advice will lead to stress-free evenings. However, you must stick to these methods if they are to work!

“It is important people are aware of their screen habits,” says Jane Simons of Game Safe, a London-based charity set up to help people with gaming addictions. “If you’re

worried, you should ask for help. Some people report spending 8 hours playing a game, with only minimal breaks. That’s not a good idea.”

It is hard to deny that many games offer real benefits, helping to develop creative skills and teaching patience. But with benefits come risks. Prolonged game playing, although starting out as fun, can quickly become an

obsession in people's lives and actually increase their stress.

Reports from addiction charities show that the number of young people seeking help for gaming habits is increasing every year. We seem to be leaping into the unknown. Yet games producers continue to make and sell video games in astonishing numbers. Data analysts Euromonitor calculate that UK spending on computer games will top £3bn this year, 10 times more than

households spend on traditional board games such as Monopoly or Scrabble. The gaming industry is turning a blind eye to the risks.

Where to get help

Game Safe charity:
0300 555 444

NHS: www.nhs.uk

**Document 2 – magazine article.
Use this document to answer
questions 7–13.**

LET THE GAMES BEGIN!

BY HARRIOT GREGORY

The world of video games is amazing. Already users can enter worlds that look and feel so much more exciting than the traditional 9-5 existence of modern society. And with graphics only getting better and better, I can't wait to play the games of the future!



Make friends

Gaming is a way to bring people closer together, allowing them to share hours of enjoyment in front of their screens. At a simple press of a button, gamers can start playing with partners anywhere. Those distances between countries disappear.

Be creative

Some of the most enjoyable games are based around designing towns or telling stories. The current best-selling game, Castlecraft, gives players the opportunity to build and explore. These games offer a fantastic opportunity to develop creativity skills. You will also have fun at the same time. I have a collection of city building games, as I love the unique challenge they present.

Earn money

It's possible for gamers to earn money through sponsorship by gaming companies. For those not dedicated enough, there are chances to win money, with some fantastic prizes on offer. Competitions are held internationally, often at trade shows, so there are exciting opportunities to travel as well. People who don't play games are missing out on big bucks!

Keep Fit

The benefits don't end there. Some console games encourage physical activity and are a real alternative to outdoor exercise. My favourite game, VR Dance Champ, challenges players to physically dance to earn points. Dance and sports games like this can really help people keep fit. These can be combined with games that educate about nutrition, giving a person an all-round fitness regime.

Start playing

The biggest advantage that is so overlooked is that video games are simply fun, and we could all do with more fun in our lives. The characters, the worlds and the challenges all combine to provide hours of entertainment. Video games now sell ten times more than the board games of yesterday. People wouldn't love them as much if they weren't incredibly engaging, so why not join in and start playing video games?

Timeline of Fun!

