

STAGE 6			Arcades	Competitive Gaming	Freebies	Game Wars	Handheld Devices
HISTORY OF GAMING							
YEAR 3	WORD	Formation of nouns using a range of prefixes		✓			
		Use of the forms <i>a</i> or <i>an</i>	✓				✓
		Word families based on common words		✓		✓	
	SENTENCE	Expressing time, place and cause using conjunctions					✓
	TEXT	Introduction to paragraphs					
		Headings and sub-headings to aid presentation					
		Use of the present perfect form of verbs	✓		✓		
PUNCT.	Introduce inverted commas to punctuate direct speech						
YEAR 4	WORD	The difference between plural and possessive –s					
		Standard English forms for verb inflections					
	SENTENCE	Noun phrases expanded by the addition of modifying adjectives, nouns and preposition phrases	✓	✓	✓		✓
		Fronted adverbials					✓
	TEXT	Use of paragraphs to organise ideas around a theme		✓			
		Appropriate choice of pronoun or noun within and across sentences to aid cohesion and avoid repetition	✓	✓		✓	✓
	PUNCT.	Inverted commas and punctuation to show direct speech					
		Apostrophes to mark plural possession	✓				✓
	Use of commas after fronted adverbials	✓	✓	✓		✓	
YEAR 5	WORD	Converting nouns or adjectives into verbs using suffixes					
		Verb prefixes	✓				✓
	SENTENCE	Relative clauses				✓	✓
		Indicating degrees of possibility using adverbs		✓	✓		
		Modal verbs	✓			✓	
	TEXT	Devices to build cohesion within a paragraph	✓	✓		✓	
		Linking ideas across paragraphs using adverbials and tense choices					
PUNCT.	Brackets, dashes or commas to indicate parenthesis	✓		✓	✓		
	Use of commas to clarify meaning or avoid ambiguity						
YEAR 6	WORD	The difference between informal and formal speech and vocabulary appropriate for formal speech and writing		✓	✓		
		Synonyms and antonyms	✓	✓		✓	✓
	SENTENCE	Use of the passive sentence			✓		
		The difference between structures typical of informal speech and formal speech and writing					
		Subjunctive forms					
	TEXT	Use of a wider range of cohesive devices for paragraphs					
		Layout devices					
	PUNCT.	Use of the semi-colon, colon and dash to mark the boundary between independent clauses		✓	✓		
		Colon to introduce lists and use of semi-colons within lists					✓
		Punctuation of bullet points to list information					
How hyphens can be used to avoid ambiguity							

History of Gaming

Arcades

6

Most people play computer games in their homes nowadays, but it wasn't always the case. Home consoles didn't really take off until the 1990s; before that, computer games were exclusively found in arcades.

Just like arcades you might have been to on holiday, these were filled with computer games that people could pay a few pennies to play until they died. Some, such as Space Invaders, went on to become best-selling games when they moved to consoles as well.

At their peak in the 1980s, some arcades in the United States had hundreds of machines in use throughout the day. Lorries would often roll up to take away the bags of coins and deposit them in the bank.

One of the most popular arcade games of all time was Pac-Man. The yellow chomping circle was first released in 1980 before a group of developers released their own better version called Miss Pac-Man a year later.



FOCUS ON - WORD

1 Choose one word to replace the underlined words in the sentence below.

Lorries would often roll up to take away the bags of coins and deposit them in the bank.

2 Write all the words that can be made using the prefix re.
Use the words from the box.

fill

deposit

use

call

before

3 Use two nouns in the text below that could be adapted and used after the determiners a and an.

Home consoles didn't really take off until the 1990s; before then, computer games were exclusively found in arcades.

a _____

an _____

4 Circle the antonym of seldom in the sentence below.

Lorries would often roll up to take away the bags of coins and deposit them in the bank.

FOCUS ON - SENTENCE

1 What grammatical term is given to the words underlined in the sentence below?

Tick one.

The yellow chomping circle was first released in 1980.

- ☐ relative clause
- ☐ prepositional phrase
- ☐ expanded noun phrase
- ☐ subordinate clause

2 Identify the determiners in the sentence below.

Tick all the relevant boxes.

☐ ☐ ☐ ☐ ☐

Most people play computer games in their homes nowadays.

3 Rewrite the sentence below with the subordinate clause at the start.

The yellow chomping circle of Pac-Man was first released in 1980 before a group of developers released their own and better version called Miss Pac-Man a year later.

4 Underline the modal verbs.

Just like arcades you might have been to on holiday, these were filled with computer games that people could pay a few pennies to play until they died.

FOCUS ON - TEXT

- 1** Identify the different adverbial in the words underlined below.
Tick one box in each row.

sentence	adverbial of time	adverbial of place
In the <u>1980s</u> , some arcades in the United States had hundreds of machines in use throughout the day.		
In the 1980s, some arcades <u>in the United States</u> had hundreds of machines in use throughout the day.		
In the 1980s, some arcades in the United States had hundreds of machines in use <u>throughout the day</u> .		

- 2** Match the underlined pronoun to who or what it is referring to.

Most people play computer games in <u>their</u> homes nowadays but before that, computer games were found exclusively in arcades.
At <u>their</u> peak in the 1980s, some arcades in the United States had hundreds of machines in use through the day.
A group of developers, released <u>their</u> own arcade game called Miss Pac-Man.

developers
people
the arcades

- 3** Tick the box which shows the verb form in present perfect.

Most people ☐ play computer games in their homes nowadays, but this ☐ hasn't always been the case as home consoles ☐ weren't really popular until the 1990s.

FOCUS ON - PUNCTUATION

1 Explain the difference between the two sentences below.

The arcade's coins were taken away by lorries and deposited in banks.

The arcades' coins were taken away by lorries and deposited in banks.

2 Replace the commas with a different punctuation mark.

Some computer games, such as Space Invaders, went on to become best-selling games when they moved to consoles as well.

Some computer games such as Space Invaders went on to become best-selling games when they moved to consoles as well.

3 Insert the missing comma into each of the sentences below.

Until the 1990s home consoles didn't really take off.

A year later developers released a computer game called Miss Pac-Man.

Often lorries would roll up and take away the bags of coins and deposit them in banks.

4 Create three hyphenated words to describe the computer game of Pac-Man.

Use each of the words below only once.

well
old
fun

packed	= _____
known	= _____
fashioned	= _____

History of Gaming

Competitive Gaming

6

Ever since the first multiplayer computer games came out, people have been competing against each other to see who is the best. This became a big deal in the 1990s when both Nintendo and Sega announced international tournaments as ways to promote their new games and consoles.

Nowadays, these competitions, known as eSports, are international and professional events. Most of these events see well-trained people from around the world compete in multiplayer battles with massive prizes for the winners. The International eSports event in 2019 had a total prize fund of over \$34million. It was the biggest prize fund ever for an eSports competition.

One of the first big competitive gaming competitions was in 1980. The game was Space Invaders, and over 10,000 people took part. At the time, computer games were only just taking off, and most of them were in arcades, so it was a significant point in computer game history.

FOCUS ON - WORD

1 Underline the prefix in the word following word.

international

Circle the suffix in the following word.

international

2 Which root word do all these words have in common?

competition

competing

competitive

3 Write an antonym for each of the words in the table below.

word	antonym
first	
over	
significant	

4 Match the words in the text to a more formal word.
Use each word only once.

came out
massive
took part

gargantuan
participated
debuted

FOCUS ON - SENTENCE

- 1 Match the sentence to its verb tense.**
Use each only once.

Most of these events see well-trained people from around the world compete in battles.	past
In the 1990s, both Nintendo and Sega announced international tournaments.	present
People have been competing against each other to see who is the best.	present perfect continuous

- 2 Circle the correct form of the verb 'to be' in the sentence below.**
The biggest prize fund ever for an eSports competition was / were over \$34 million in 2019.
One way that Nintendo and Sega promoted their new games and consoles was / were to hold international tournaments.
Arcades was / were a great place to find computer games.

- 3 Underline the prepositional phrase in the sentence below.**

Most of these events see well-trained people from around the world competing for massive prizes.

- 4 Choose an appropriate adverb of possibility to show that the event in the sentence below did occur. Write your answer in the missing space.**

With a total of over \$34 million, the International eSports event in 2019 was _____ the biggest prize fund ever seen in any eSports competition.

maybe

perhaps

definitely

possibly



FOCUS ON - TEXT

1 Match the paragraph to its contents.

1 st paragraph	Competitions where players compete for vast sums of money.
2 nd paragraph	The first competition involving computer games.
3 rd paragraph	The introduction of international game tournaments.

2 Replace the underlined noun with an appropriate pronoun. Write your answer in the box.

The first competitive gaming competition involved the game Space Invaders where over 10,000 people played Space Invaders.

↑

3 Rewrite the sentence below with the subordinate clause at the start.

Competitive gaming became a big deal in the 1990s when both Nintendo and Sega announced international tournaments.

4 Insert the most appropriate adverb of manner into the sentence below.

Many well-trained people from the world _____ battle against one another to win massive monetary prizes.

slowly

happily

awkwardly

competitively



FOCUS ON - PUNCTUATION

1 Tick the box which shows the correct position for a semi-colon.

The International eSports event in 2019 ☐ had a total prize fund of over \$34 million ☐ it was the biggest prize fund ever for an eSports competition. ☐

2 Insert the missing comma.

In the 1990s both Nintendo and Sega announced international tournaments as a way to promote their new games and consoles.

3 Insert the possessive apostrophe.

Nintendo and Segas international tournaments were highly competitive with many competitions seeing well-trained people from around the world competing for massive prizes.

4 Which punctuation mark is missing?

Tick one box.

One of the first big competitive gaming competitions was in 1980 ☐ over 10,000 people took part.

- ☐ full stop
- ☐ hyphen
- ☐ dash
- ☐ brackets

History of Gaming Freebies

6

Not all games have to cost a lot of money to play. Some of the most addictive and successful games are actually free to play, making their money by adverts that appear between levels or whenever a player dies.

Released in 2013, Flappy Bird was one of the first free games to go completely viral across the world. It was downloaded over 50 million times in less than a year and generated around \$18million in advertising revenue.

Before Flappy Bird exploded, Angry Birds set the benchmark for free to play games. It was released in 2009 and was soon downloaded millions of times. In 2012, it generated over \$50million. Combined, Angry Birds and Angry Birds 2 are played for 200 million minutes every day around the world.

Perhaps the most successful free game of all time is Fortnite. In 2020, there were over 80 million active users, all battling against each other without having to spend a penny unless wanting to upgrade.

It just goes to show that gaming doesn't always have to break the bank.

FOCUS ON - WORD

1 Write the root word for each of the words in the table below.

root word	suffixed word
	addictive
	successful
	advertising

2 Underline the two compound words in the sentence below.

Angry Birds set the benchmark for free to play games as millions of people were able to download it for free.

3 Match these words to their more formal word.

make
appear
around

emerge
approximate
generate

4 In which of the words below could the prefix 'in' be used to form a new word?

Circle one.

In 2020, there were over 80 million active users.

FOCUS ON - SENTENCE

1 The words underlined in the sentence below are an example of which grammatical term?

Tick **one**.

Combined, Angry Birds and Angry Birds 2 are played for 200 million minutes every day around the world.

- ☐ relative clause
- ☐ fronted adverbial
- ☐ passive sentence
- ☐ prepositional phrase

2 Tick the box which shows the adverb of possibility.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
↓	↓	↓	↓

Perhaps the most successful free game of all time is Fortnite.

3 Identify whether the sentence below is active or passive.

Angry Birds and Angry Birds 2 are played for 200 million minutes every day.

4 Choose a coordinating conjunction to complete the sentence below.

Some of the most addictive and successful games are actually free,
_____ games companies have to make their money from the adverts
that appear between levels.

nor

or

yet

so

FOCUS ON - TEXT

1 Which of the underlined words are written in the present perfect?

Write the correct letter in the box.

Some of the most addictive and successful games have been free to play making their money by adverts that appear between levels or whenever a player dies.

A

B

C

D

2 Identify whether the underlined clause is the main or a subordinate clause.

Tick one box in each row.

sentence	main clause	subordinate clause
Games do not have to cost a lot of money to play <u>as some of the most addictive and successful games are actually free</u> .		
<u>Games do not have to cost a lot of money to play</u> as some of the most addictive and successful games are actually free.		

3 Re-write the underlined verb so that the sentence is in the past progressive.

In 2013, Flappy Birds, one of the first free games to go viral across the world, and generated around \$18 million in advertising revenue.

FOCUS ON - PUNCTUATION

1 Which sentence is punctuated correctly?

Tick one.

- ☐ Released in 2013 Flappy bird (one of the first free games to go completely viral across the world) was downloaded over 50 million times in less than a year
- ☐ Released in 2013, Flappy bird (one of the first free games to go completely viral across the world was downloaded over 50 million times) in less than a year.
- ☐ Released in 2013, Flappy bird (one of the first free games to go completely viral across the world) was downloaded over 50 million times in less than a year.
- ☐ Released in 2013, (Flappy bird one of the first free games to go completely viral across the world) was downloaded over 50 million times in less than a year.

2 Identify whether the possessive or contraction apostrophe has been used in each of the words.

It just goes to show that gaming doesn't always have to break anyone's bank.

3 Insert a colon in the sentence below.

Not all games have to cost a lot of money to play some are free to play as they make their money through advertising.

4 Insert a semi-colon and two commas in the sentence below.

In 2009 Angry Birds was released and downloaded millions of times by 2012 it had generated over \$50 million.

History of Gaming

Game Wars

6

Nowadays, most people will have heard of Nintendo, but for a while, a console war raged between Nintendo and their main competitor, Sega.

Nintendo started the process when it released its NES system in the United States in 1985. They took a large share of the US computer games market, even after Sega released their Master System in 1986.

By the 1990s, Sega was desperate to win customers from Nintendo, but nothing they did seemed to work. Nintendo had its own best-selling character in Mario, and people just kept flocking to their computers. Sega knew that their only option was to create a character of their own and to try to appeal to a slightly older market than Nintendo, who aimed for younger children.

Enter Sonic the Hedgehog.

Sonic was designed to be cooler than Mario and was given a bad attitude. The Sega Mega Drive was much quicker than Nintendo's SNES, so Sega made Sonic extremely quick to show off the new machine's capabilities. They also made their system cheaper than the SNES, which made it more attractive. Sega was finally able to make a dent in Nintendo's market.

When Sony released the PlayStation in 1994, they quickly

FOCUS ON - WORD

1 Identify whether the following words are singular or plural nouns, or neither.

adjective	comparative adjective	superlative adjective
	quicker	
large		
		oldest
	younger	

2 Complete the sentences by writing a word formed from the root word create.

Sega were _____ and introduced their own character, Sonic.

The _____ of Sonic the Hedgehog finally meant that Sega made a dent in Nintendo's dominance in the games market.

3 Draw a line to match each of the words to its correct antonym.

most
enter
release
try

depart
relinquish
least
retain

FOCUS ON - SENTENCE

1 Underline the relative clause in this sentence.

Sega knew that their only option was to create a character of their own and to try to appeal to a slightly older market than Nintendo, who aimed for younger children.

2 Identify the different verb tenses.

Write an answer in each box.

Most people will have heard of Nintendo, but for a while, a console war raged between Nintendo and their main competitor, Sega, who were breaking into the games industry.

past progressive

past

future perfect

3 Which modal verb needs to be included in the sentence below?

Tick **one**.

Sega knew that they _____ create a character of their own and to appeal to a slightly older market than their rival.

- ☐ could
- ☐ must
- ☐ may
- ☐ will

4 Underline the subject in the sentence.

Sonic was designed to be cooler than Mario.

FOCUS ON - TEXT

1 Identify what type of pronoun has been underlined.

sentence	personal pronoun	possessive pronoun
Nintendo had won <u>its</u> best-selling character in Mario.		
When Sony released the PlayStation in 1994, <u>they</u> quickly overtook Sega.		
Sega's Mega Drive was quicker than Nintendo's SNE; in addition to this, <u>theirs</u> was also cheaper.		

2 What type of adverbials are the words below?
Draw a line to match them up.

nowadays
slightly
in the United States

manner
place
time

3 Replace the underlined word with a different coordinating conjunction.

By the 1990s, Sega was desperate to win customers from Nintendo, but nothing they did seemed to work.

4 What type of clause is underlined in this sentence?

Nintendo took a large share of the US computer games market, even after Sega released their Master System in 1986.



FOCUS ON - PUNCTUATION

1 Which type of apostrophe are used in the sentence below?



The Sega Mega Drive was much quicker than Nintendo's SNES, so Sega made Sonic extremely quick to show off the new machine's capabilities.



2 Insert two hyphens into the sentence below.

The bright blue hedgehog was given the name Sonic and became a world famous gaming character.

3 Insert the two missing commas.

The Sega Mega Drive was quicker cheaper and had a cool character with a bad attitude.

4 Which sentence uses the dash correctly?

Tick one.

- ☐ Sega knew that their only option was to create a character of their own — a character with a bad attitude called Sonic the Hedgehog.
- ☐ Sega knew that their only option — was to create a character of their own a character with a bad attitude called Sonic the Hedgehog.
- ☐ Sega knew that their only option was to create a character of their own a character with a bad attitude — called Sonic the Hedgehog.
- ☐ Sega knew that their only option was to create a character — of their own a character with a bad attitude called Sonic the Hedgehog.

History of Gaming

Handheld Devices

6

The first usable hand-held gaming console was released by Nintendo in 1980. Called the Game & Watch, each device had a single game on it and never sold in great numbers.

It wasn't until Nintendo released the Game Boy in 1989 that the idea of playing a game in your hands really took off. Some of the most popular games of all time began life on the Game Boy, including Tetris and Pokemon. Early Game Boys had a black and white screen (actually, it was more green and beige) and only one speaker. If you wanted to hear stereo sound, you had to plug in a pair of headphones.

Sega followed two years later with the Sega Game Gear, but it never sold nearly as many units as the Game Boy.

The first colour console was released in 1998, again by Nintendo. Imaginatively named the Game Boy Colour, users could play all of their old games on it as well, although not in colour.



FOCUS ON - WORD

1 Tick one box in each row to show which prefix can be placed before the root word to create a new word.

root word	mis	un	dis
hear			
plug			
colour			
popular			

2 Circle all the plural nouns in the sentence below.

Sega's first colour console was named the Game Boy Colour where users could still play their old games.

3 Circle the correct determiner.

a/an idea

a/an speaker

a/an Game Boy

a/an old game

4 Underline the word in the sentence which means one.

Called the Game & Watch, each device had a single unit on it and never sold in great numbers.

FOCUS ON - SENTENCE

1 Circle the causal conjunction in the sentence below.

If you wanted to hear stereo sound, you had to plug in a pair of headphones.

2 Re-write the sentence below but as an active sentence.

The first usable hand-held device gaming console was released by Nintendo in 1980.

3 Underline the adverb in this sentence.

Imaginatively named the Game Boy Colour, users could play all of their old games on it.

4 Draw lines to match the different word classes to the words in the sentence below.

Use each box only once.

Each device had a single game on it.

Each
device
had
on

noun
preposition
determiner
verb

FOCUS ON - TEXT

1 Identify what or who the underlined pronouns are referring to.



Imaginatively named the Game Boy Colour, users could play all of their old games on it.



2 Replace the underlined word with a different coordinating conjunction without altering its meaning.

Tick one sentence.

- ☐ Sega followed two years later with the Sega Game Gear, but it never sold nearly as many units as the Game Boy.
- ☐ Sega followed two years later with the Sega Game Gear, yet it never sold nearly as many units as the Game Boy.
- ☐ Sega followed two years later with the Sega Game Gear, for it never sold nearly as many units as the Game Boy.
- ☐ Sega followed two years later with the Sega Game Gear, nor it never sold nearly as many units as the Game Boy.
- ☐ Sega followed two years later with the Sega Game Gear, or it never sold nearly as many units as the Game Boy.

3 The underlined words are an example of which verb tense?

Tick one.

Nintendo had had the idea of playing a game in your hands, and in 1989, they released a hand-held game console called the Game Boy.

- ☐ present
- ☐ past
- ☐ present perfect
- ☐ past perfect

FOCUS ON - PUNCTUATION

1 Insert a possessive apostrophe into the sentence below.

Early Game Boys screens were black and white.

2 Where should the other comma be placed in this sentence?
Tick one box.

☐☐☐☐

Two years later Sega followed with the Sega Game Gear, selling a lot less units than the Game Boy.

3 Insert an apostrophe in the correct place.

☐☐☐

Some of Nintendo's most popular games included Tetris and Pokeman.

4 Insert a pair of punctuation marks.

Nintendo who initially released the first usable hand-held gaming console in 1980 enjoyed immense success with consoles such as Game Boy and Game Boy Colour.

5 Insert a colon and two semi-colons into the sentence below.

Nintendo have released many different hand-held gaming consoles including the Game & Watch device in 1980 the original Game Boy in 1989 and the first colour console called the Game Boy Colour in 1998.

Answers - Arcades

WORD

1. remove
2. refill, redeposit, reuse , recall
3. a home/console/computer/game
an arcade
4. Lorries would often roll up to take away the bags of coins and deposit them in the bank.

SENTENCE

1. 3rd option – expanded noun phrase
2. Most, their
3. Before a group of developers released their own and better version called Miss Pac-Man a year later, the yellow chomping circle of Pac-Man was first released in 1980n
4. Just like arcades you might have been to on holiday, these were filled with computer games that people could pay a few pennies to play until they died.

TEXT

1. adverbial of time – In the 1980s, some arcades in the United States had hundreds of machines in use throughout the day.
adverbial of place – In the 1980s, some arcades in the United States had hundreds of machines in use throughout the day.
adverbial of time – In the 1980s, some arcades in the United States had hundreds of machines in use throughout the day.
2. people = Most people play computer games in their homes nowadays but before that, computer games were found exclusively in arcades.
arcades = At their peak in the 1980s, some arcades in the United States had hundreds of machines in use through the day.
developers = A group of developers, released their own arcade game called Miss Pac-Man.
3. hasn't always been

PUNCTUATION

1. The apostrophe in the first sentence refers to the fact that there is just one arcade, whereas the apostrophe in the second sentence, means that there are two or more arcades.
2. Some computer games (such as Space Invaders) went on to become best-selling games when they moved to consoles as well.
Some computer games — such as Space Invaders — went on to become best-selling games when they moved to consoles as well.
3. Until the 1990s, home consoles didn't really take off.
A year later, developers released a computer game called Miss Pac-Man.
Often, lorries would roll up and take away the bags of coins and deposit them in banks.
4. old-fashioned
fun-packed
well-known

Answers - Competitive Gaming

WORD

1. prefix = international
suffix = internationalal
2. compete
3. first = last, final, end, etc...
over = under/beneath/below, etc...
significant = insignificant, unimportant, irrelevant, trivial, meaningless, immaterial, negligible, etc...
4. came out – debuted
massive – gargantuan
took part – participated

SENTENCE

1. present - Most of these events see well-trained people from around the world compete in battles.
past - In the 1990s, both Nintendo and Sega announced international tournaments.
present perfect continuous - People have been competing against each other to see who is the best.
2. The biggest prize fund ever for an eSports competition **was** / were over \$34 million in 2019.
One way that Nintendo and Sega promoted their new games and consoles **was** / were to hold international tournaments.
Arcades **was** / **were** a great place to find computer games.
3. Most of these events see well-trained people **from around the world** competing for massive prizes.
4. With a total of over \$34 million, the International eSports event in 2019 **was** **definitely** the biggest prize fund ever seen in any eSports competition.

TEXT

1. Paragraph 1 – The introduction of international game tournaments.
Paragraph 2 – Competitions where players compete for vast sums of money
Paragraph 3 – The first competition involving computer games.
2. it
3. **When both Nintendo and Sega announced international tournaments,** competitive gaming became a big deal in the 1990s.
4. competitively

PUNCTUATION

1. The International eSports event in 2019 had a total prize fund of over \$34 million; it was the biggest prize fund ever for an eSports competition.
2. In the 1990s, both Nintendo and Sega announced international tournaments as a way to promote their new games and consoles.
3. Nintendo and Sega's international tournaments were highly competitive with many competitions seeing well-trained people from around the world competing for massive prizes.
4. 3rd option – dash

Answers - Freebies

WORD

1. addict
success
advert
2. Angry Birds set the benchmark for free to play games as millions of people were able to download it for free.
3. make – generate
appear – emerge
around – approximate
4. In 2020, there were over 80 million active users. = inactive

SENTENCE

1. 4th option – prepositional phrase
2. perhaps
3. passive
4. Some of the most addictive and successful games are actually free, so games companies have to make their money from the adverts that appear between levels.

TEXT

1. A
2. subordinate clause – Games do not have to cost a lot of money to play as some of the most addictive and successful games are actually free.
main clause – Games do not have to cost a lot of money to play as some of the most addictive and successful games are actually free.
3. In 2013, Flappy Birds, one of the first free games to go viral across the world, and was generating around \$18 million in advertising revenue.

PUNCTUATION

1. 3rd option – Released in 2013, Flappy bird (one of the first free games to go completely viral across the world) was downloaded over 50 million times in less than a year.
2. doesn't = contraction apostrophe
anyone's = possessive apostrophe
3. Not all games have to cost a lot of money to play: some are free to play as they make their money through advertising.
4. In 2009, Angry Birds was released and downloaded millions of times; by 2012, it had generated over \$50 million.

Answers - Game Wars

WORD

1. quick, quicker, quickest

large, larger, largest

old, older, oldest

young, younger, youngest

2. Sega were creative and introduced their own character, Sonic.

The creation of Sonic the Hedgehog finally meant that Sega made a dent in Nintendo's dominance in the games market.

3. most – least

enter – depart

release – retain

try - relinquish

SENTENCE

1. Sega knew that their only option was to create a character of their own and to try to appeal to a slightly older market than Nintendo, who aimed for younger children.

2. will have heard – future perfect

raged – past

were breaking – past progressive

3. 2nd option – must

4. Sonic was designed to be cooler than Mario.

TEXT

1. its – possessive pronoun

they – personal pronoun

theirs – possessive pronoun

2. nowadays – time

slightly – manner

in the United States – place

3. yet

4. subordinate clause

PUNCTUATION

1. They are both possessive apostrophes.

2. The bright-blue hedgehog was given the name Sonic and became a world-famous gaming character.

3. The Sega Mega Drive was quicker, cheaper and had a cool character, with a bad attitude.

1st option – Sega knew that their only option was to create a character of their own — a character with a bad attitude called Sonic the Hedgehog.

Answers - Handheld Devices

WORD

1. mishear
unplug
discolour
unpopular
2. Sega's first colour console was named the Game Boy Colour where users could still play their old games.
3. an idea
a speaker
a Game Boy
an old game
4. Called the Game & Watch, each device had a single unit on it and never sold in great numbers.

SENTENCE

1. **If** you wanted to hear stereo sound, you had to plug in a pair of headphones.
2. Nintendo released the first usable hand-held device gaming console in 1980.
OR In 1980, Nintendo released the first usable hand-held device gaming console.
3. Imaginatively named the Game Boy Colour, users could play all of their old games on it.
4. Each = determiner
device = noun
had = verb
on = preposition

TEXT

1. their = the users
it = Game Boy Colour
2. Sega followed two years later with the Sega Game Gear, yet it never sold nearly as many units as the Game Boy.
3. 4th option – past perfect

PUNCTUATION

1. Early Game Boys' screens were black and white.
2. Two years later, Sega followed with the Sega Game Gear, selling a lot less units than the Game Boy.
3. Some of Nintendo's most popular games included Tetris and Pokeman.
4. Nintendo, who initially released the first usable hand-held gaming console in 1980, enjoyed immense success with consoles such as Game Boy and Game Boy Colour.
5. Nintendo have released many different hand-held gaming consoles including: the Game & Watch device in 1980; the black and white version of the Game Boy in 1989; and the first colour console called the Game Boy Colour in 1998.