

Reading for the Real World 1 - Unit 2

Name _____

I. Vocabulary: Choose the best word to fill in the blank.

1. The purpose of any business is _____: to earn profit.
 - a. exponential
 - b. military
 - c. elementary
 - b. annual

2. The city is developing a new park that will _____ both sides of the river.
 - a. span
 - b. encode
 - c. convey
 - d. imply

3. The _____ on my new computer is so well designed that even my grandparents can find it easy to use.
 - a. privacy
 - b. interface
 - c. consortium
 - d. stereotype

4. The _____ of stop signs in the town actually decreased the number of car accidents.
 - a. elimination
 - b. profit
 - c. property
 - d. transmission

5. She lost her memory after the _____ of her brain was injured in the accident.
 - a. device
 - b. task
 - c. leisure
 - d. cortex

II. Cloze Test

Questions 6 - 10

There are many _____ (6) _____ about gamers. The most common one is that gamers are nearly all males. Another stereotype about gamers is that they are not interesting or attractive people. Part of this image is that gamers have no interests outside games, so games are all that they can talk about, besides computers. Further, this image of gamers _____ (7) _____ they have inferior social skills. They do not know how to communicate with other people, they spend all of their _____ (8) _____ time alone with their computers, and they only connect with other people through the Internet.

A 2014 survey of thousands of gamers was reported on the technology website CNET. It found that instead of causing the elimination of social interactions, online gaming _____ (9) _____ them. Another study, from 2015, found that there are actually slightly more female gamers than males. Furthermore, recent research has found various benefits of gaming, including improved skill at tasks involving spatial reasoning. Gamers in one study even showed more development in parts of the _____ (10) _____, the outer layer of the brain that controls its higher functions.

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|---|--|
| <p>6. a. devices
 b. properties
 c. transmissions
 d. stereotypes</p> | <p>9. a. sophisticated
 b. supplemented
 c. committed
 d. conveyed</p> |
| <p>7. a. navigates
 b. accelerates
 c. spans
 d. implies</p> | <p>10. a. fiber optic
 b. interface
 c. cortex
 d. cable</p> |
| <p>8. a. leisure
 b. military
 c. annual
 d. spatial</p> | |

III. Reading Comprehension: Based on the reading in section II, put the information below into the correct columns.

<p>Have no interests outside of games 11. Fewer male gamers than female gamers 12. Online gaming adds to social interaction</p>	<p>13. More male gamers than female gamers 14. Gamers have bad social skills 15. Gaming improves spatial reasoning</p>
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A. Stereotypes about Gamers	B. Survey Findings
<p>Have no interests outside of games</p>	

IV. Word Study: Match the word to its definition.

- a. encode
- b. exponential
- c. spatial
- d. inferior
- e. leisure

- 16. ___ of or relating to space and the relationship of objects within it
- 17. ___ very fast; increasingly rapid
- 18. ___ free time
- 19. ___ to change into a set of symbols that can be read by a computer
- 20. ___ low or lower in quality

V. Fill in the blank with the correct word.

transmission spatial exponential consortium supplement

- 21. City planners have to consider the _____ distribution of bus stops so that all citizens can access public transportation.
- 22. _____ growth of human population can cause serious problems for Earth's environment.
- 23. The _____ of the Zika virus happens through mosquito bites.
- 24. She takes vitamin pills to _____ the nutrition she gets from her diet.
- 25. A large _____ of companies have asked the government to give them money in order to build renewable energy centers.

1	2	3	4	5
c	a	b	a	d
6	7	8	9	10
d	d	a	b	c
11	12	13	14	15
B	B	A	A	B
16	17	18	19	20
c	b	e	a	d
21	22	23	24	25
spatial	exponential	transmission	supplement	consortium