Extra exercises:

**→ W a t c h t h e vi d e o t o co m pl et e t he f oll o w in g exe rci se s:**

<https://vimeo.com/566617729/b67a08a445>

1- Circle the correct elements:

a) The game is a (racing/shooting/strategy) video game.

b) The action takes place (in the past/ in the present/ in the future).c) The main character is a middle-aged (man/woman).

d) The character ﬁghts (spiders/creatures).

2- True (T) or False (F) ?

a) The character is a pilot ?

b) The character uses a spaceship ?

c) The landscape is composed of beaches and lakes ?d) The planet is di erent every time she dies ?

3- Fill in the blanks:

a) Over and over I relive my ﬁrst moments on this \_\_\_\_\_\_\_\_\_\_\_ planet:

the crash, the \_\_\_\_\_\_\_\_\_\_, my death.

b) Trapped in this endless cycle, even death is no \_\_\_\_\_\_\_\_\_\_ .

c) This \_\_\_\_\_\_\_\_\_\_ is becoming part of me, infecting my mind, mymemories.

d) But I \_\_\_\_\_\_\_\_\_\_ lose hope. My only choice is to keep \_\_\_\_\_\_\_\_\_\_ .

**→ Use language tools:**

**- Use *be* in the present tense in the negative (-) or positive (+) form:**

a) I \_\_\_\_\_ fond of video games. (+)

b) My favourite game \_\_\_\_\_ *Minecraft*. (+)

c) The landscape \_\_\_\_\_ incredible. (+)

d) We \_\_\_\_\_ video game addicts! (+)

**- Complete with *is* or *has:***

e) The game \_\_\_\_\_ di cult. (-)

f) The characters \_\_\_\_\_ funny. (-)

g) But they \_\_\_\_\_ realistic. (-)

h) The plot \_\_\_\_\_ interesting. (-)

a) Who \_\_\_ your favourite character ?

b) He \_\_\_\_ short brown hair.

c) He \_\_\_\_ intelligent and courageous.

d) He \_\_\_\_ blue eyes.

e) He \_\_\_\_ young.

f) He \_\_\_\_ a beautiful outﬁt.

**- Observe the cards to circle the right answer :**

a) (His/her) name is Kratos.b) (His/her) name is Athena.

c) (His/her) main weapons are bladesand an axe.

d)( His/her) weapons are swords.

e) (His/her) mission is to spread(his/her) wife’s ashes.

f) (His/her) mission is to liberatemankind\* with the power of hope.

g) Athena (can/can’t) create weaponsbut she (can/can’t) become invisible.

→ TIME TO PLAY ! Student 1 chooses a character and Student 2 asks questions.