

Unit 3: Playing with Design

Reading 1: Serious Problems, Playful Solutions

Answer the questions as you read.

1. What does the colon (:) signal in this sentence “And it’s true that play is vital for children.”? (paragraph 1) _____

2. What does *this theory* refer to in paragraph 1? _____

3. What does *this* refer to in the last sentence of paragraph 1? _____

4. Read the beginning of paragraph 2 and match the sentence to what it does. Note that sentences b) and e) do not have matches.

a) One doesn’t usually think of play when considering ways to help people with mental health issues. b) Traditional therapies and treatments have included a lot of talk and medicines. c) Recently, psychologists have started exploring more fun ways of helping these patients, for example, by using video games. d) Research shows that playing video games can have a positive effect on the brain and mood. e) Some game designers have taken this idea further. f) One example is SPARX, a video game that was designed to treat depression. g) It teaches life skills to people who suffer from depression to help them deal with negative feelings and enjoy life.

Sentence _____ introduces a specific example.

Sentence _____ gives additional detail about the example.

Sentence _____ connects to an idea in the previous paragraph.

Sentence _____ gives the main idea of the paragraph.

Sentence _____ gives a reason for the idea in sentence c).

5. What are examples of soft skills that play helps to develop? (paragraph 3) _____

6. What is the main idea of paragraph 4? _____

7. What does the writer do in the conclusion? (paragraph 6) _____
