

## The Podcast – Gérard

Listen to the interview with Gérard.

**1** Put the following information in the order that you hear it.

- why Gerard likes computer games
- what the article is about
- Microsoft's latest product
- playing on pinball machines when Gérard was young
- how the Wii works

Listen again and complete the following.

**2** Circle the correct information.

- a) Gérard says that the article talks about selling pinball machines to markets in *the South East / Middle East / Mid-West and South America / South Africa / South East Asia*.
- b) Gérard is from *France / Germany / Belgium*.
- c) Gérard has *a computer / an Xbox / a Wii / a PlayStation*.
- d) The Wii is popular because it's *cheap / a new type of technology / better than the PlayStation*.
- e) The Wii was originally targeted towards *young children / teenagers / parents / grandparents*.

**3** Choose a word from the box to complete the sentences. Then listen and check.

always    rather    sometimes    throughout    as well as

You have to sell the image, the quality and the services, which is always important

(1) \_\_\_\_\_ the price.

You see the story evolving or your character changing (2) \_\_\_\_\_ the story.

Pinball is good because you (3) \_\_\_\_\_ want to get better.

(4) \_\_\_\_\_ you will get the same kind of game.

A more family entertainment game (5) \_\_\_\_\_ than just for teenagers.

Discuss in pairs.

- 4** Gérard mentions different types of computer games and consoles. Some people say that spending hours playing games on a computer is bad for you. What do you think? Does the Wii console solve this problem? Can playing computer games be a healthy activity?



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### Teacher's Notes

#### Answers:

- 1** 3 why Gerard likes computer games  
1 what the article is about  
5 Microsoft's latest product  
2 playing on pinball machines when Gérard was young  
4 how the Wii works
- 2** a) the Middle East, South East Asia  
b) France  
c) a computer, a Wii  
d) a new type of technology  
e) teenagers, parents
- 3** 1 as well as 2 throughout 3 always 4 Sometimes 5 rather
- 4** As an alternative, put the students into two groups: one group gives a list of reasons why playing computer games is harmless and one group describes the dangers associated with this activity. Have a class debate.