

Guía o actividad de Auto Aprendizaje

NIVEL	3° Medio A B C D
ASIGNATURA	Inglés
O.A./A.E.	Leer y demostrar comprensión de ideas principales en texto simples y breves
I.E./C.E.	
ACTIVIDAD:	Leer texto en relación a la Unidad número 1 y responder las preguntas en relación.
RECURSOS A UTILIZAR PARA DESARROLLAR ACTIVIDAD (Texto, guía, ejemplo, fuente de modelamiento, otro)	<p>En la guía de trabajo encontraran toda la información necesaria para responder, pueden ocupar textos de estudios y diccionario para resolver algunas dudas.</p> <p>Indicaciones generales: Lee el texto relacionada a Gaming disorder, luego responde las preguntas de forma cuidadosa, recuerda implementar técnicas de lectura, tales como : palabras claves, escaneo de información (scanning), leer por encima (skimming), etc.</p> <p>Pd: muy importante mantener una buena actitud a la hora de enfrentar la guía de trabajo y recordar todas las características de las clases realizadas en 2 medio.</p>
TIPO DE EVALUACIÓN	Evaluación formativa
MODALIDAD DE ENTREGA Incorporar correo y fecha máxima de entrega	<p>Enviar solo las respuestas al correo</p> <p>Cristian.camposj@mail.com</p> <p>Dudas al +56976580237</p> <p>Instagram: @homero_rge</p> <p>Fecha de entrega máxima: 3 de abril</p>



"GAMING DISORDER"

SEMANA 30 de MARZO

Name: _____ Grade: 3 _____ Date: _____

Leer texto y responder las actividades. (Read the text and complete the activities)

The World Health Organization (WHO) has said that too much gaming is officially a mental health problem. The WHO has put "gaming addiction" as a mental health condition on its official list of diseases. The list is called the International Classification of Diseases (ICD). It says that gaming disorder happens when people cannot stop playing and gaming



becomes more important than other interests in life. The WHO says this must happen for at least a year for a doctor to say someone has gaming disorder. Someone with gaming disorder will insist on gaming even if they know they have a problem and they have suffered "negative consequences" from gaming too much.

The WHO said doctors should be aware that addiction to gaming is a clear and present danger to people's health because it has "serious" consequences. A WHO spokesman said: "Most people who play video games don't have a disorder, just like most people who drink alcohol don't have a disorder either. However, in certain circumstances, overuse can lead to adverse effects." Some doctors believe that too much gaming should not be considered a mental illness. Psychiatrist Allen Frances compared an addiction to gaming to coffee addiction. He said: "Billions of people around the world are hooked on caffeine for fun or better functioning, but only rarely does this cause more trouble than its worth."

2- Read the text again and complete using TRUE OR FALSE. (Comprender) responder verdadero o falso en relación al texto

1. The WHO recognized too much gaming as a mental disorder. T / F
2. Gaming addiction is now on the WHO's official list of diseases. T / F
3. Gaming is not a disorder if the gamer has played for less than a year. T / F
4. Gamers usually stop gaming when they suffer negative consequences. T / F
5. The WHO said all doctors know about the dangers of gaming. T / F
6. The WHO said that most people who drink alcohol have a disorder. T / F
7. The WHO said overuse of games can bring about adverse effects. T / F
8. The WHO said billions of people around the world are hooked on gaming. T / F

3. SYNONYM MATCH. (identificar) Une los sinónimos de las palabras relacionadas con el texto

1-PROBLEM	A-OCCURS
2-CONDITION	B-OPERATING
3-HAPPENS	C-STRESS
4-INSIST	D-SITUATIONS
5-CONSEQUENCES	E-ADDICTED
6-AWARE	F-DIFFICULTY
7-CIRCUMSTANCES	G-BENEFIT
8-HOOKED	H-KNOWLEDGEABLE
9-FUNCTIONING	I-ILLNESS
10-WORTH	J-RESULTS

4. MATCH THE VOCABULARY WITH THE MEANING. (RECONOCER) Une el significado de las palabras

Paragraph 1

- | | |
|-----------------|---|
| 1. officially | a. A breakdown of normal physical or mental functions. |
| 2. addiction | b. In a formal and public way. |
| 3. condition | c. An illness or other medical problem. |
| 4. disorder | d. Ask for something very strongly, not accepting no as an answer. |
| 5. at least | e. Results or effects of an action or condition. |
| 6. insist | f. The fact or condition of physically or mentally needing a thing (like alcohol or drugs) or activity. |
| 7. consequences | g. Not less than |

Paragraph 2

- | | |
|----------------|--|
| 8. aware | h. Harmful; unfavorable. |
| 9. serious | i. Significant or worrying because of possible danger or risk. |
| 10. overuse | j. Estimated, measured, or noted the similarity or dissimilarity between things. |
| 11. adverse | k. Using something too much. |
| 12. considered | l. Thought carefully about something, usually before making a decision. |
| 13. compared | m. Having knowledge or the ability to see, hear, smell or feel something. |
| 14. hooked | n. Became in great need of something. |

5.MULTIPLE CHOICE QUIZ. (reconocer)

Elige la alternativa correcta

- 1) Which organization said gaming addiction was a disease?
 - a) the WHO
 - b) the IMF
 - c) Sony
 - d) the FBI
- 2) What kind of list did an organization put gaming addiction on?
 - a) a big list
 - b) a computer database
 - c) an official list of diseases
 - d) a blacklist
- 3) What must gaming become more important than for it to be a disorder?
 - a) free time
 - b) other interests in life
 - c) other diseases
 - d) addictions
- 4) How long must someone have a gaming problem for if it is a disorder?
 - a) 10 years
 - b) 2 weeks
 - c) 6 months
 - d) at least a year
- 5) What will someone with gaming disorder insist on doing?
 - a) gaming
 - b) quitting
 - c) suffering
 - d) winning
- 6) Who should be aware of the dangers of an addiction to gaming?
 - a) most people
 - b) a spokesman
 - c) gaming company CEOs
 - d) doctors
- 7) What kind of effects did a spokesman say overuse could lead to?
 - a) great effects
 - b) adverse effects
 - c) personal effects
 - d) nice effects
- 8) What did psychiatrist Allen Frances compare a gaming addiction to?
 - a) psychiatry
 - b) a drug addiction
 - c) circumstances
 - d) an addiction to coffee
- 9) How many people around the world are hooked on coffee?
 - a) hundreds of millions
 - b) millions
 - c) billions
 - d) hundreds of thousands
- 10) How often did the psychologist say caffeine addiction caused trouble?
 - a) twice a month
 - b) rarely
 - c) often
 - d) every day

6. COMPREHENSION QUESTIONS

1. Which organization said gaming addiction was a disease?
2. What kind of list did an organization put gaming addiction on?
3. How long must someone have a gaming problem for if it is a disorder?

