Super English

Level 4 - Unit 20
Video Games - Lesson 2

Video Games - Vocabulary

simple: easy to understand or do; not difficult (adj)

The math problem was **simple**, so I solved it quickly.

Video Games - Vocabulary

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design: to make or draw plans for something, for example clothes or buildings (verb)

She wants to **design** her own dress for the party.

Video Games - Vocabulary

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coding: telling a computer or machine what to do by writing computer languages (verb)

In our computer class, we started **coding** a simple website.

Video Games - Vocabulary

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release: to let a movie, game, news, etc., to be seen or bought by the public; let something go free (verb)

After its **release**, the movie quickly became a hit.

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Let's Read

Welcome to the World of Video Game Creation!

Hey, young gamers! Have you ever wondered how your favorite video games are made? It's like building a magical world, but on a computer! Let's dive into the amazing process.

Welcome to the World of Video Game Creation!

1. A Spark of an Idea: Every video game starts with an idea like a tiny seed. Game creators think, "What if you could build your own world?" (like in Minecraft) or "What if you raced with friends on crazy tracks?" (like in Mario Kart). These ideas are the first step in making a game.

Fun Fact: Some games start with a simple idea- like "jumping over a log" – and turn into big adventures! Or from real-world things like sports.

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2. Designing the Game: Next, artists and designers draw what the game will look like. They **design** characters, worlds, and even the items you use. Imagine drawing Kirby or designing a race track for Mario Kart – that's what they do!

Fun Fact: Game designers use their imagination to create new worlds, just like you do when drawing!

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3. <u>Coding</u>: Now, it's time for coding! Coders use computer languages to tell the game what to do. They write instructions like "When the player presses A, Kirby flies up." Coding is like the magic that brings the game to life!

Fun Fact: Coding is how you talk to a computer. Just like learning English, if you want to talk to a computer, you have to learn its language.

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4. Testing: After coding, it's important to play the game to find any mistakes. This is called testing. Testers play the game over and over to make sure everything works well and is super fun.

Fun Fact: Testers get to play games before you can buy them. They help make sure the game is ready for you! If you enjoy playing video games, then this could be a good job for you!

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5. <u>Releasing</u> the Game – Sharing with the World 🌍🎉**:** Once everything is perfect, the game is ready to be shared with gamers like you! And that's how a video game is made! From a cool idea to a game you can play. It's a mix of art, imagination, coding, and lots of testing.

Grammar

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How Questions

We can use 'how' questions to find out about things like size, weight, distance, or time.

How often?

frequency

How often do you study

I study every day.

How big?

size

How big is a T-Rex?

A T-Rex is huge!

How Questions

We can use 'how' questions to find out about things like size, weight, distance, or time.

How many?

amount (countable nouns)

How many books are there?

There are four books.

How much?

amount (uncountable nouns)

How much milk do you want?

I want a full glass.

Phonics

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Prefixes

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The prefixes ‘un’ and ‘non’ mean ‘not, opposite of, or without.’

un

unusual

uncover

unveil

unify

unseen

unfold

non

nonstop

nontoxic

nonverbal

nonplussed

nonprofit

nonlinear

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See You Next time!