

**1 Przeczytaj tekst. Podkreśl na zielono zdania, w których występuje czas *Present perfect*.**

**To play or not to play?**

More than two billion people play computer games – that's almost a quarter of all the people on Earth! At any time, around the world, millions of people are playing computer games. Is this making life better? Let's go round the world and see what we can find out.

- In Thailand, it's two o'clock in the middle of the night. A teenage boy has logged out after three hours of gaming. His parents are worried about him because he hasn't done his homework ...
- In England, it's eight o'clock in the evening. A 14 year-old boy has just started playing a computer game. He says that computer games help him to concentrate, think faster and react more quickly. A lot of child psychologists think the same!
- In New York, it's three o'clock in the afternoon and it's the first day of the summer holidays for some schools. A 13-year-old boy has just started a two week course. It's for teens who are addicted to computer games. He's going to learn to live without four hours of computer games every day. It's going to be difficult.
- In Vancouver, it's 12 o'clock midday. A teenage girl has won an e-sports tournament. The prize is a lot of money. Television channels want to interview her and a computer games company wants her to work with them. It's a dream come true!

Are computer games good or bad? Or both?

**2 Wykonaj zadania a–d.**

- a Wytnij karty z pytaniami.
- b Przeczytaj pytania.
- c Połóż karty z pytaniami obok odpowiednich fragmentów tekstu.
- d Odpowiedz na pytania.

What problem does the boy from New York have?  
What is he going to learn during the course?

What has the girl from Vancouver won and what was the prize?

How many people play computer games?

How do computer games help the boy from England?

Has the boy from Thailand already done his homework?

