

6.24 READING COMPREHENSION

A. Complete the sentences with ONE word. They can only be taken from the text below.
at least in the context that, to their own satisfaction, as often as the study

Required: your choice of 10-15 words

B. Questions on **the text below, use your own words**

GENERALISING

190 Considering a new report on the effectiveness of the use of computer games with children from published in 2014, the study found that those who had previously used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not.

200 Just because the study has shown that children who use computer games are more likely to use them than those who do not, it does not mean that all children who use computer games are more likely to use them than those who do not. The study also found that those who had used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not.

EXTRACT INFORMATION

210 The study found that those who had used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not.

220 The study also found that those who had used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not. The study also found that those who had used computer games were more likely to use them than those who had not.

230 B. 1. Find in the text

- 1. a key finding of the study _____
- 2. the number of children who used computer games _____
- 3. how many children who used computer games were more likely to use them than those who had not _____
- 4. an interesting finding _____