

SFLEP – Longman Secondary English Graded Readers

外教社 — 朗文中学英语分级阅读

新课标百科丛书

游戏天地

GAMES



新课标
第3级
之十二

 上海外语教育出版社
外教社 SHANGHAI FOREIGN LANGUAGE EDUCATION PRESS



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图书在版编目 (CIP) 数据

新课标百科丛书. 第3级 / (加) 比尔蒂 (Beatty, K.) 等著. —2版.

—上海: 上海外语教育出版社, 2016

ISBN 978-7-5446-4063-3

I. ①新… II. ①比… III. ①英语—阅读教学—初中—课外读物

IV. ①G634.413

中国版本图书馆CIP数据核字 (2015) 第205495号

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出 版 人: 庄智象 (外教社) 吴天祝 (朗文)

策划编辑: 林心心 陈 骅 (朗文)

责任编辑: 刘 蕊 (外教社) Maureen Nienaber (朗文)

美术总监: 孔繁生 (朗文)

出版发行: **上海外语教育出版社**

(上海外国语大学内) 邮编: 200083

电 话: 021-65425300 (总机)

电子邮箱: bookinfo@sflep.com.cn

网 址: <http://www.sflep.com.cn> <http://www.sflep.com>

责任编辑: 刘 蕊

印 刷: 上海锦佳印刷有限公司

开 本: 889×1280 1/32 印张 21.25 字数 510千字

版 次: 2016年4月第1版 2016年4月第1次印刷

印 数: 5 000 册

书 号: ISBN 978-7-5446-4063-3 / G · 1292

定 价: 88.00 元

本版图书如有印装质量问题,可向本社调换

出版说明

随着新《英语课程标准》(以下简称《新课标》)的颁布,中学英语教学改革推进到了一个新的阶段,对学生的知识面、交际能力、文化意识等方面的要求提到了新的高度。课外阅读不再是课堂教学可有可无的补充,而已成为英语学习不可或缺的部分。《新课标》对学生课外阅读在数量上作出了明确的规定,在培养目标上提出了一系列新的要求。为此,上海外语教育出版社与朗文合作编写了这套“外教社·朗文中学英语分级阅读:新课标百科丛书”。其目的是将《新课标》的教学理念贯彻到课外阅读当中,帮助学生达到《新课标》所提出的各项要求。

丛书的编写以《新课标》为指导,主要有以下特点:1.在总体设计上,根据《新课标》分级编写,针对性强,充分满足各阶段中学生的阅读需求;2.在选材上,突出个性化特征,根据不同年龄段学生的不同阅读兴趣,选择具有时代感、内容丰富的题材,帮助学生在完成《新课标》阅读任务的同时,扩大知识面,培养跨文化交流意识;3.在难度的把握上,兼顾能力的提高和阅读兴趣及自信心的培养,为学生营造宽松的学习氛围;4.在学习策略的指导上,根据《新课标》对各级的要求为每册书编写阅读技巧指南,引导学生养成良好的学习习惯;5.在单元后的练习编排上,突出灵活性、开放性及参与性,将读、说、写等相结合,激发学生的想象力和创造力,帮助学生全面达到《新课标》的各项要求。

丛书共56册,分3、5、7、9四级,每级各14册。本丛书与“外教社·朗文小学英语分级阅读”一脉相承,是外教社与朗文合作推出的阅读精品。

作为以《新课标》为指导编写课外阅读的积极性尝试,我们衷心希望广大读者能够多与我们联系、沟通,提出宝贵的意见和建议,协助我们精益求精,将丛书不断提高、完善。

上海外语教育出版社

Acknowledgements

We would like to thank the following for permission to reproduce photographs and artwork:

Pearson Education Asia Ltd; Lau Siu Yuen; Corbis; Corel; CNSPHOTO; Dorling Kindersley; Pearson Scott Foresman; Wikipedia; Ann Chan.

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Do you know?

- Where did the Pac-Man idea first come from?
- Who invented the game SimCity?
- Which is the best-selling game system in the world?
- Where did chess start?
- What game uses *stones*?
- Who is the Queen of Hearts?
- Who do some people think invented mah-jong?

Read this book and find the answers to these and other questions. Learn about games around the world. You'll have fun!



It's a Record

Listen to this amazing record.
In 2002, 11,320 people played
chess at the same time!

Wow!





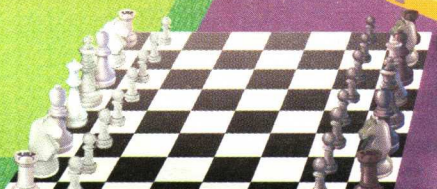
NOTES

set a record 创下纪录
break a record 打破纪录
Guinness / 'ɡɪnɪs / Book of World
Records 《吉尼斯世界纪录大全》

Hey Sue! Let's get our names in your record book. We can find a game and set or break our own record!

Let's start by looking at computer games. I know a lot about them.

You can find most games records in the *Guinness Book of World Records*. It has all the records in the world! It started in 1951 and there is a new book every year.



That's such a good idea, Dan.
Where should we start? There are
so many different kinds of games.



Do you know these games?

Match the names of the games with the correct pictures.

- | | |
|-------------|-------------|
| 1. go | 5. monopoly |
| 2. scrabble | 6. mah-jong |
| 3. bridge | 7. chess |
| 4. bingo | 8. dominoes |



Answers: 1. b; 2. e; 3. d; 4. h; 5. c; 6. f; 7. a; 8. g

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Computer Games

So what computer games are famous?



READY!

There are so many!
Let me show you
one by one.

Pac-Man

Pac-Man started as an arcade game in 1981. People played it on a big machine. In its first year, the inventors sold more than 100,000 machines! Today, we can play Pac-Man on computers. More than 10 billion people around the world have played Pac-Man!



An arcade machine

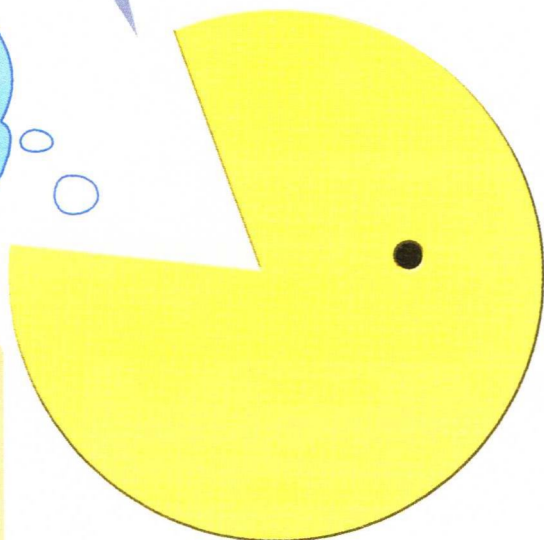
In 2001, England voted Pac-Man the best computer game character ever.



NOTES

arcade / ɑ: 'keɪd / game
(游乐场) 的电脑游戏, 街机游戏
inventor / ɪn 'ventə / 发明者
vote / vəʊt / 投票, 选举
character / 'kærəktə / 角色, 人物

A Japanese man, Toru Iwatani (1955–), invented me. He got the idea when he saw a pizza with a slice missing. It looked like an open mouth! In the game, I eat pills and fruit and run away from ghosts in a maze. I must eat everything to go up a level. Then the game gets faster. You need to go through all 255 levels with ONE Pac-Man in order to get the highest score – 3,333,360!



NOTES

pill / pɪl / 药丸, 药片
ghost / gəʊst / 鬼, 幽灵
maze / meɪz / 迷宫
score / skɔː / 得分, 分数

SimCity

Early computer games always had a goal, for example, to kill an enemy. But in 1988, Will Wright (1960–) invented a game without a goal. He called it *SimCity*.



Will Wright

SIMCITY

Sim is short for simulated. This means that something looks real.



NOTES

goal / gəʊl / 目标

short for 缩写, 简称

simulated / 'sɪmjələteɪd / 模拟的



When you play SimCity, you name your city and build everything in it from houses to roads. You also need to manage your city and control all the people in it.



A simulated city

If your decisions are good, people move into your city and it grows. But bad things can also happen, like flooding, fires and earthquakes. In fact, it is just like real life.



NOTES

manage / 'mænidʒ / 管理
 flooding / 'flʌdɪŋ / 洪水泛滥
 earthquake / 'ɜ:θkweɪk / 地震