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Level 4

Candy Crush Saga most downloaded app

3rd January, 2014

<http://www.breakingnewsenglish.com/1401/140103-candy-crush-saga-4.html>

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Please try the harder Level 5 and the 26-page Level 6 (harder).

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THE READING

From <http://www.breakingnewsenglish.com/1401/140103-candy-crush-saga-4.html>

Candy Crush Saga was 2013's most downloaded app, being downloaded 500 million times. It also earned the most revenue. It is a favourite with gamers. One thinks she plays it at least 10 times a day, before, during and after work. She said it was addictive. Her colleague said she has stayed away from the game. She knows too many people who are addicted. She said: "I have to block invites to Candy Crush. It's a slippery slope."

Other top downloads of 2013 include Snapchat, a photo and video-sharing app. Snapchat went from being a niche app to being so popular that Facebook was reported to consider spending billions of dollars to buy it. A mobile analyst believes mobile apps could rival television this year. He said people pay a lot for TV, which is neither personalized nor mobile. He believes better content, a new device, or a better business model will challenge the popularity of TV.

Sources: <http://www.reuters.com/article/2013/12/31/us-apps-top-idUSBRE9BU0K820131231>
<http://ibnlive.in.com/news/snapchat-vine-candy-crush-saga-among-top-smartphone-apps-of-2013/442681-11.html>
<http://www.13wmaz.com/story/tech/2013/12/30/candy-crush-addiction/4250099/>

MATCHING

From <http://www.breakingnewsenglish.com/1401/140103-candy-crush-saga-4.html>

PARAGRAPH ONE:

- | | |
|------------------------------|----------------------|
| 1. downloaded | a. to Candy Crush |
| 2. It also earned | b. was addictive |
| 3. She said it | c. slope |
| 4. She knows too many people | d. the most revenue |
| 5. I have to block invites | e. who are addicted |
| 6. It's a slippery | f. 500 million times |

PARAGRAPH TWO:

- | | |
|---|-------------------------------|
| 1. a photo and video- | a. rival television this year |
| 2. a niche | b. the popularity of TV |
| 3. consider spending | c. sharing app |
| 4. mobile apps could | d. nor mobile |
| 5. neither personalized | e. app |
| 6. a better business model will challenge | f. billions of dollars |

LISTEN AND FILL IN THE GAPS

From <http://www.breakingnewsenglish.com/1401/140103-candy-crush-saga-4.html>

Candy Crush Saga was 2013's (1) _____, being downloaded 500 million times. It (2) _____ revenue. It is a favourite with gamers. One thinks she plays it at least 10 times a day, before, during and after work. She (3) _____. Her colleague said she has (4) _____ game. She knows too many people who are addicted. She said: "I (5) _____ to Candy Crush. (6) _____."

Other top downloads of 2013 include Snapchat, a (7) _____ app. Snapchat went from (8) _____ to being so popular that Facebook was (9) _____ spending billions of dollars to buy it. A mobile analyst believes (10) _____ television this year. He said people pay a lot for TV, which (11) _____ nor mobile. He believes better content, a new device, or a better business model will (12) _____ of TV.

MOBILE PHONE APPS SURVEY

From <http://www.breakingnewsenglish.com/1401/140103-candy-crush-saga-4.html>

Write five GOOD questions about mobile phone apps in the table. Do this in pairs. Each student must write the questions on his / her own paper. When you have finished, interview other students. Write down their answers.

	STUDENT 1 _____	STUDENT 2 _____	STUDENT 3 _____
Q.1.			
Q.2.			
Q.3.			
Q.4.			
Q.5.			

- Now return to your original partner and share and talk about what you found out. Change partners often.
- Make mini-presentations to other groups on your findings.

WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student A: Do not show these to your speaking partner(s).

a)

b)

c)

d)

e)

f)

g)

h)

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WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student B: Do not show these to your speaking partner(s).

a)

b)

c)

d)

e)

f)

g)

h)

