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## **Level 5 – 23rd June 2025**

### **Grow a Garden game breaks record for concurrent users**

**FREE online quizzes, mp3 listening and more for this lesson here:**

<https://breakingnewsenglish.com/2506/250623-grow-a-garden-5.html>

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**Please try Levels 4 and 6. They are (a little) harder.**

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# THE READING

From <https://breakingnewsenglish.com/2506/250623-grow-a-garden-5.html>

A game about gardening has broken the record for the most users being online at the same time. The game is called Grow a Garden. It first broke the record on the 14th of June, when there were 16.4 million users. This surpassed the previous milestone of 14.3 million set by the game Fortnite. Grow a Garden then shattered its own record on the 21st of June, with 21.3 million players. This made it the most-played game ever at a single moment. The game is owned by the game platform Roblox. It said the game's success is "fuelled by exceptional user retention and vibrant social interactions".

Grow a Garden is a simulation game in which players care for a patch of virtual land. Players buy seeds, plant vegetables, and grow flowers. They then harvest their produce to earn in-game money. Users can upgrade their garden to get better tools. They can also unlock rare seeds, exotic crops, and areas like underwater gardens and magical forests. A behavioural expert on the BBC said it is unlikely that Grow a Garden will lead to a love of gardening. He said the game would not encourage real-world gardening any more than Super Mario would encourage plumbing.

Sources: <https://www.bbc.com/news/articles/cj4edkdxz2xo>  
<https://sherwood.news/markets/roblox-hits-a-52-week-high-as-a-wildly-simple-gardening-game-created-by-a-16/>  
<https://www.soapcentral.com/pop-culture/roblox-s-grow-garden-breaks-world-record-16-4m-players-surpassing-fortnite-s-peak>  
[https://en.wikipedia.org/wiki/Grow\\_a\\_Garden](https://en.wikipedia.org/wiki/Grow_a_Garden)

# PHRASE MATCHING

From <https://breakingnewsenglish.com/2506/250623-grow-a-garden-5.html>

## PARAGRAPH ONE:

- |                                |                     |
|--------------------------------|---------------------|
| 1. A game about                | a. played game ever |
| 2. at the same                 | b. interactions     |
| 3. This surpassed the previous | c. gardening        |
| 4. shattered its               | d. moment           |
| 5. This made it the most-      | e. own record       |
| 6. at a single                 | f. time             |
| 7. fuelled by exceptional user | g. milestone        |
| 8. vibrant social              | h. retention        |

## PARAGRAPH TWO:

- |                                 |                         |
|---------------------------------|-------------------------|
| 1. Grow a Garden is a           | a. and grow flowers     |
| 2. players care for a patch     | b. expert               |
| 3. buy seeds, plant vegetables, | c. seeds                |
| 4. They then harvest their      | d. of gardening         |
| 5. They can also unlock rare    | e. of virtual land      |
| 6. a behavioural                | f. produce              |
| 7. lead to a love               | g. real-world gardening |
| 8. the game would not encourage | h. simulation game      |

# LISTEN AND FILL IN THE GAPS

From <https://breakingnewsenglish.com/2506/250623-grow-a-garden-5.html>

A game about gardening has broken the record for the most users being online at (1) \_\_\_\_\_. The game is called Grow a Garden. It first broke the record on the 14th of June, when there were 16.4 million users. This (2) \_\_\_\_\_ milestone of 14.3 million set by the game Fortnite. Grow a Garden (3) \_\_\_\_\_ own record on the 21st of June, with 21.3 million players. This made it the most-played game ever at (4) \_\_\_\_\_. The game is owned by (5) \_\_\_\_\_ Roblox. It said the game's success is "fuelled by exceptional user retention and (6) \_\_\_\_\_".

Grow a Garden is a (7) \_\_\_\_\_ which players care for a patch of virtual land. Players buy (8) \_\_\_\_\_, and grow flowers. They then harvest their produce to earn in-game money. Users (9) \_\_\_\_\_ garden to get better tools. They can also unlock rare (10) \_\_\_\_\_, and areas like underwater gardens and magical forests. A behavioural expert on the BBC said it is unlikely that Grow a Garden will lead (11) \_\_\_\_\_ of gardening. He said the game would not encourage real-world gardening any more than Super Mario (12) \_\_\_\_\_.

# PUT A SLASH ( / ) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/2506/250623-grow-a-garden-5.html>

A game about gardening has broken the record for the most users being online at the same time. The game is called Grow a Garden. It first broke the record on the 14th of June, when there were 16.4 million users. This surpassed the previous milestone of 14.3 million set by the game Fortnite. Grow a Garden then shattered its own record on the 21st of June, with 21.3 million players. This made it the most-played game ever at a single moment. The game is owned by the game platform Roblox. It said the game's success "fuelled by exceptional user retention and vibrant social interactions". Grow a Garden is a simulation game in which players care for a patch of virtual land. Players buy seeds, plant vegetables, and grow flowers. They then harvest their produce to earn in-game money. Users can upgrade their garden to get better tools. They can also unlock rare seeds, exotic crops, and areas like underwater gardens and magical forests. A behavioural expert on the BBC said it is unlikely that Grow a Garden will lead to a love of gardening. He said the game would not encourage real-world gardening any more than Super Mario would encourage plumbing.

# GARDENING SURVEY

From <https://breakingnewsenglish.com/2506/250623-grow-a-garden-4.html>

Write five GOOD questions about gardening 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) \_\_\_\_\_

*Grow a Garden game breaks record for concurrent users – 23rd June 2025*  
More free lessons at [breakingnewsenglish.com](http://breakingnewsenglish.com)

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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) \_\_\_\_\_

