



Listen!

Text Type: Proposal
Suggested finishing time: 25 mins

E-SPORTS CLUB

Let's think! 

1. What school clubs or activities have you joined?
2. Are there any new clubs and activities you would like your school to have?

To: Principal Wong
From: Joseph Lee
Date: 3rd October, 20XX

Subject: A proposal for an e-Sports Club at Chung Ming Secondary School

- 5 The aim of this proposal is to request the school to set up an e-Sports Club.

Introduction

E-sports (also known as electronic sports)—multi-player video game competitions—are blazing in town. In the light of its benefits and popularity, more and more schools are considering setting up their own e-Sports Club, seeking to be one of the pioneer schools to foster learning via gaming.

10 Current Situation at School

As shown in a survey conducted by Student Union in September, many of our students in Chung Ming Secondary School have a strong interest in mobile games. We are yearning for an e-Sports Club—a platform for avid supporters of e-sports to exchange ideas and information.

Benefits of e-Sports

- 15 E-sports could benefit students in many ways.

1) Social development

E-sports promote teamwork and friendship. According to a study conducted by British E-sports Association two years ago, more than 54% of e-sports players said that e-sports helped them connect with their friends, as they foster collaboration and communication.

20 2) Personal development

E-sports players compete for glory. Trained in strategic thinking, they achieve their goals more effectively with the problem-solving skills acquired. In addition to being more resilient in facing obstacles, they tend to be more optimistic as they are used to managing stress that arises from failure.



Engineering is not just about machines and buildings. Some engineers design and create new video games. Just imagine these game engineers as engineers who work on virtual infrastructure.

More to Take Away

Cyberport, a government-funded community, promotes e-sports hand in hand with the Innovation and Technology Bureau. It is an incubation site that nurtures start-ups and trains young players.



25 3) **Powerful learning tool**

E-sports boost learning. Gamers need to process a lot of information and make prompt responses while playing. It is believed that students can become more logical, intelligent and confident after engaging in e-sports. Several studies have reported that those who have taken part in e-sports events seem to be performing better in subjects like Science and Mathematics, and even have developed interests in Technology and Engineering.

4) **Balanced life and well-being**

E-Sports contribute to students' personal well-being. It drains away stress and anxiety in students who have been inundated with heavy workload. Games allow students to temporarily cut themselves off from the taxing schoolwork and refresh their minds.

35 **Government Support**

In Hong Kong, the e-sports industry is a fast-growing new one, whose enormous economic potential is likely to benefit other industries like tourism and entertainment. A research done by the City University of Hong Kong showed that there were more than 300,000 players in Hong Kong, the majority of which aged between 13 and 21. The government has taken the initiative to promote e-sports, such as by hosting international e-sports tournaments for gamers and the E-Sports & Music Festival. It has also invested money in nurturing young e-sports talents.

Suggestions

For the above reasons, Chung Ming Secondary School should set up an e-Sports Club as soon as possible. We suggest the school renovate the existing computer laboratory and purchase full sets of e-sports gear, including gaming headsets and consoles, for the club. We believe that an e-Sports Club would enable students with a keen interest in e-sports to get together. We, as students, can then make friends and hone life skills via communicating with one another. In addition, we would learn more about e-sports through increased participation in tournaments, and decide if we would like to become professional e-sports players or game engineers in the future.

50 **Closing**

We hope you would consider our suggestions and set up an e-Sports Club in the next school year. Thank you very much.

~550 words

Looking into Grammar

The connective 'In addition', followed by a comma, is used at the beginning of a sentence to add information to the subject that is being discussed, while 'In addition to' is used before a noun or a noun phrase.

✓ In addition to (✗ in addition) accessories, this store also sells clothes.

✓ This store sells accessories. In addition, (✗ in addition to) it sells clothes.

? Circle an example each of 'In addition,' and 'In addition to' in the proposal.



Part A Multiple Choice Questions

Answer the following questions based on the information provided in the proposal. Choose the best answer by blackening the appropriate circle.



1. In the section ‘Current Situation at School’, the word ‘We’ refers to _____.

- A. the mobile games
- B. the students
- C. Chung Ming Secondary School
- D. Student Union



2. Playing e-sports is good for _____.

- A. studying
- B. mental health
- C. building friendship
- D. all of the above

2 Do not rush to answer as soon as you locate one relevant idea in the passage.

3. According to the proposal, what is the government’s attitude towards e-sports?

- A. aloof
- B. favourable
- C. neutral
- D. critical

3 The adjective ‘aloof’ means ‘not friendly’ or ‘not interested’.

4. Which of the following is NOT a benefit of e-sports?

- A. making students smarter
- B. improving academic performance
- C. earning pocket money
- D. boosting students’ confidence

5. In line 33, the word ‘inundated’ is closest in meaning to _____.

- A. injured
- B. defeated
- C. unoccupied
- D. overwhelmed

6. The school will _____ if the proposal is pushed through.

- A. sponsor students
- B. renew some school facilities
- C. get funds from the government
- D. host e-sports competitions

7. Which of the following is NOT true?

- A. E-sports help build team spirit.
- B. The e-Sports Club is a platform for e-sports talents only.
- C. E-sports are getting popular in schools.
- D. Learning takes place while playing e-sports.



Self-evaluation Checklist

Please scan the QR code on P.6 to access the checklist for evaluating your own reading progress.


Part B Pre-HKDSE Questions

Answer the following questions based on the information provided in the proposal. For question 5, answer in a complete sentence.

1. Look for words in the proposal that are opposite in meaning to the following:

| | | |
|---------------------------------|-------|---------------|
| (i) disgrace (<i>n.</i>) | _____ | (lines 15-24) |
| (ii) success (<i>n.</i>) | _____ | (lines 20-30) |
| (iii) foolish (<i>adj.</i>) | _____ | (lines 25-34) |
| (iv) effortless (<i>adj.</i>) | _____ | (lines 31-41) |
| (v) limited (<i>adj.</i>) | _____ | (lines 35-49) |

1 Pay attention to the part of speech of each word.


 2. Look at the following pronouns and answer who/what they refer to in the proposal.

| Pronoun | Line | Reference |
|---------|---------|-----------|
| their | line 9 | (i) |
| them | line 18 | (ii) |
| you | line 51 | (iii) |

3 For each answer, look for a verb that collocates with the noun following it.

3. Complete the sentence below by filling in ONE word in each blank.

To (i) _____ goals we set for ourselves, we should (ii) _____ the initiative to make improvements and (iii) _____ obstacles with confidence.

 4. In each line, there MAY be a wrong word. If there is one, underline it and write a word that expresses the correct idea in the right-hand column. If not, put a tick (✓).

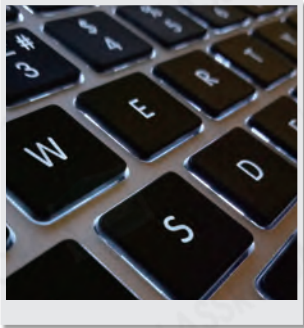
| | |
|---|---------|
| (i) E-sports will <u>harm</u> the growth of the economy. There is | benefit |
| (ii) now a record of over 300,000 gamers in Hong Kong, | _____ |
| (iii) many of which are adults. The government often | _____ |
| (iv) supports e-sports by hosting local competitions and | _____ |
| (v) events, and by sponsoring players who have shown | _____ |
| (vi) great investment in it. | _____ |

5. Why may the e-sports industry benefit the growth of certain industries?

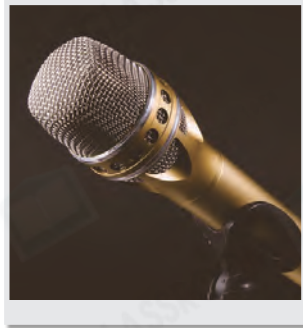
Part C Vocabulary Bank

Label the photos below with the names of the pieces of e-sports gear from the word box.

headset monitor controller laptop
 keyboard mousepad microphone games console



1. _____



2. _____



3. _____



4. _____



5. _____



6. _____



7. _____



8. _____

Word Craft

A **compound noun** is a noun consisting of two or more words.

e.g. mousepad briefcase
 photocopy railway

Let's Discuss!

1. Would you like to be a professional gamer or a game engineer? Why or why not?
2. What do you think about having an e-Sports Club at school?

Part D Cloze Passage

Complete the blog entry below with the appropriate nouns introduced on the previous page.

19th January, 20XX

posted by Joe at 14:13

I bought a (1) _____ to replace my grandma's old desktop computer for her 80th birthday. She has been using it stubbornly for the past 15 years. She once said, 2 years ago if I remember correctly, that she needed something more portable, something she could carry to the library without much effort. But she just wouldn't go and get it herself. When I unpacked the box for her, she asked me where the (2) _____ was (her exact words were: 'How in the world am I going to type?!') and why the (3) _____ was being attached to the whole machine. However, as soon as she started using it, she found it easy and convenient to use. Her complaint was that it did not come with a (4) '_____', which, she believed, she 'may listen to music with'. I corrected her, saying that what she had mentioned was used to record sounds, but what she had actually meant was a (5) _____.

About a month later, a package arrived at my home—it turned out to be a (6) _____, a gift she had bought in return! She must somehow have known that I like to play video games. Although I was grateful for the gift, I would have liked it more if only she had been thoughtful enough to include the (7) _____ as well, which is sold separately! Now I have to wait for another two weeks for the shipment before I can start playing it—just as my grandma insisted, 'I can't use what you bought me without a computer mouse!' And she even asked for a (8) _____ to go with it!