



## 2008 HKCEE English Mock Exam – Paper 1B - Sample essays

### Things Positive about Video Games:

#### 1. Enhance social skills and communication

*Playing video and computer games can be a social activity, during which kids and adults learn from each other and open up lines of communication and understanding. In addition, children from all over the world can **chat** (閒聊), build an online **identity** (身份), and learn math and science as they **roam** (漫遊) **the virtual world** <sup>1</sup>.*

#### 2. Better physical co-ordination

*Video and computer games have the **potentials** (潛力) to **inspire** (引發) learning. They can help players improve **coordination** (協調) and visual skills. And kids who play computer games often **end up** (最終) knowing more about computers.*

#### 3. Channeling excess energy

*Playing **action-oriented** (充滿動感的) video games is also a good way to vent frustration. At least, it is better than to **vent one's anger** <sup>2</sup> or frustration by punching a wall or do other stupid things like **bullying** (欺負) others.*

### Task 2 Write about 250 words.

*Q1. When it comes to <sup>3</sup> video games, most parents will have a **negative perspective** (負面看法) **owing to** (由於) their **addictive** (上癮的) nature and the concern that they will **hamper** (影響) the studies of their children. It is a common complaint among parents that their children spend much more time on playing video games than on their studies. These **remarks** (說法) are quite **legitimate** <sup>4</sup> in the sense that most young people these days are*

<sup>1</sup> Virtual本來是「事實上」、「實際上」的意思。但在今天Internet的年代，有所謂virtual reality。virtual字面雖然是「真正」的意思，但其實是一種「模擬」，但非常「逼真」，甚至乎可以亂真。Virtual reality就是一些「虛擬實境」，現在已普遍用在電腦遊戲或電影裡。這裡的virtual chatrooms所指的就是網上的一些「聊天室」。virtual world也是cyberspace的同義詞。

<sup>2</sup> vent作名詞時是「通風口」，作為動詞是表示「抒發」，後面通常加跟「情緒」有關的名詞，如anger, frustration, grievances等字。

<sup>3</sup> When it comes to (談到) 是要帶出要談的具體方面，to是介系詞，所以後面跟名詞(noun)或動名詞(gerund)，指出句子要談的具體題目。如When it comes to money, he is a stingy (吝嗇的/小氣的) guy.

<sup>4</sup> legitimate是right的同義詞，後者指的是「道德上」的對錯，legitimate是「情理上」是否恰當。另外還有lawful或legal，指的是在「法律上」是否有所抵觸。





more **obsessed with**<sup>1</sup> video games than their textbooks. Nonetheless, it brings out the **perspective** (看法) that video games are much more interesting than traditional school classes. Therefore, with **proper channeling** (適當的引導), video games can actually become very powerful learning tools.

**Pure and simple**<sup>2</sup>, the reason why video games are so **attractive** (吸引人的) to the young people is that they are interesting and entertaining. This has a lot to do with the **interactive** (相互作用的) nature of video games. Most games have colourful characters, **captivating plots** (令人神魂顛倒的情節) and 3-dimensional **visual** (視覺的) and sound effects that provide **sensational** (感覺的) experiences in different **scenarios** (局面). **In the course of** (在...過程中) playing the games, players also need to make a lot of decisions and **independent thinking** (獨立思考) in order to solve problems or crises.

The traditional classroom and textbooks on the other hand are more often than not 2-dimensional, **monotonous**<sup>3</sup> and boring. The “board and chalk” approach is still the **predominant** (主要的) way which teachers use in their classroom. Most of the time, it is still **a one-way traffic**<sup>4</sup> and students are always **on the receiving end** (「被動」或「處於下風」的意思) without much opportunity to **exercise**<sup>5</sup> their imagination and **creativity** (創造力). **No wonder** (難怪) so many kids who can not sit still for an hour in school can spend hours playing video games. This **phenomenon** (現象) also points to the failure of traditional teaching media that do not offer enough interaction and total experience.

With this in mind, the task at hand for educators is not to **focus on** (集中於) the harmful effects, which do exist, and **discredit**<sup>6</sup> the beneficial aspects of video games. With proper channeling, video games can be a powerful tool to **enhance** (增加) the total experience in learning instead of just listening to teachers’ **talk the talk** (齋講). Yes, it is definitely much more **time consuming**<sup>7</sup> to create fun and educational video games. But for the improvement of the learning experience of our next generation, this new approach should be taken seriously.

<sup>1</sup> be obsessed with是迷戀上一樣東西，通常有負面的意思，有失去理智的意味。而同義詞be preoccupied with表達較正面，表示「專注於」。

<sup>2</sup> pure and simple是複合的副詞，以此開句表示後面的原因有點「直接了當」，一點都不複雜而難懂。

<sup>3</sup> monotonous是由mono (單一)和tone (聲調)兩個字組成，合起來就是「單調」、「乏味」的意思。

<sup>4</sup> one-way traffic是「單向行車」，這裡指的是在傳統的課堂裡，通常是老師「齋講」，沒有太多的interaction (互動)，學生只有「聽」的份兒。

<sup>5</sup> 這裡的exercise並不是作業或是運動，而是作為動詞，表示「行使」或「運用」。

<sup>6</sup> credit是好的東西，所以我們會說give credit when credit is due (應讚就讚)，discredit就是相反詞，不給credit的話，就是不給應有的重視，甚至是破壞其名聲。

<sup>7</sup> 這裡的consuming並不是表示「消費」，而是something that takes a lot of time and energy，是要「耗費時間和資源的」。





Q2. Fellow parents, I think most of you would agree with me that young people **these days** (現在) are just spending **way**<sup>1</sup> *too much* time playing video games and **neglecting** (忽視) their studies. Some kids are just so **obsessed** (著迷的) that they would spend all the time after class on video games, becoming **couch potatoes**<sup>2</sup> with their eyes **glued**<sup>3</sup> to the TV or computer monitor and hands glued onto the **console** (操作台). As a result, they **put their studies on the sideline**<sup>4</sup> or totally ignore them. Besides time **squandered** (浪費), we also need to watch out for the content of these games which could have very **detrimental** (有害的) effects on our kids. I would like to share with you some of the ways that these harmful effects can be avoided.

First, we need to really limit the time which our kids can spend on these games. Parents should write out a **“contract”** (合約，意指父母和子女之間的「承諾」) with their children in order to define clearly the schedule of the fun time on video games. They must finish all their school work first before any video game playing time should be allowed. Most importantly, the schedule should be **strictly** (嚴格地) followed. Many parents sometimes become **soft-hearted** (心軟) and **lax** (鬆懈) with the **negotiated** (已達成協議的) schedule and let the kids **to play to their heart's content**<sup>5</sup>. This is not **conducive to** (有助的) the **self-discipline** (自我修養) of your kids with regard to their **priorities** (優先順序) in school life.

Second, playing video or computer games can also be harmful to the **physical** (身體上的) development of your kids because they are not using other parts of their bodies besides their eyes and hands. So other physical exercises should also be **incorporated** (納入) into the negotiated schedule **in exchange for** (作為...的交換) their video playing time.

**In addition** (另外), we should really **be vigilant**<sup>6</sup> on the kinds of games that our kids are playing. Many games these days are violent and **instill** (灌輸) very **perverted**<sup>7</sup> ideas in our children. The **dominant themes** (主要的主題) of many games are physical fighting and even killing. Many researches have indicated the close connection between violent and

<sup>1</sup> way在這裡不是名詞「道路」的意思，而是副詞，表示「簡直是」或「離譜的」，too much已經是很多了，但若更加強調，說「簡直太多」的時候，可以口語點說way too much。

way under par 就是「水平實在是太低」，口語裡也常說：You are way off! (你真係離晒大譜)

<sup>2</sup> couch是「沙發」，而potatoes「馬鈴薯」是不會動的，換句話來說是比喻那些一天到晚坐在電視螢幕前的人。

<sup>3</sup> glue是「膠水」，當然作為黏貼的用途，這裡作為動詞，表示眼睛一秒都不離開電視螢幕。

<sup>4</sup> to put something on the sideline自然不會把他放在主要的位置上，也就是「忽略」的意思。

<sup>5</sup> to do something to someone's heart content就是讓他做到夠，也就是「盡情地去做」的意思。

<sup>6</sup> vigilant是「守夜」的意思，作形容詞時表示「不眠不睡」，也就是「保持警覺」的意思。

<sup>7</sup> pervert作名詞時表是一個心術不正的人，sex pervert是一個「性變態」的人，pervert也可作動詞，如在pervert the course of justice裡，就是法律用語裡的「妨礙司法公正」，「頂包」就是其中一種這樣的控罪。作形容詞時perverted是表示一些「歪曲」或「不正當」的東西，與下文裡的“twisted”差不多意思。





**aggressive** (有侵略性的) **adolescent** (青少年) behaviour and these games. So we really need to **watch out for** (密切注意) and **screen out** (篩選) games that would create **twisted** (歪曲) concepts on our children. We should spend a little bit time helping them pick games that are fun and educational.

To conclude, we really cannot **underestimate** (低估) the harmful effects of video games on the body and mind of our youngsters. Besides controlling the time which they can spend on video games, we also need to **be vigilant** (保持警覺) on the **contents** (內容) of them so that they will not end up with unhealthy ideas of the world and **jeopardize** (危害) their education and their future.

