

Reminder

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We use *must*, *have to* and *need to* to say when things are obligatory or necessary. We use *mustn't* and *can't* to say when things are forbidden or not allowed.

We use *don't have to* and *don't need to* to say when things are not necessary. We use *should* when something is the right thing to do and *shouldn't* when it is the wrong thing.

Reading and speaking: Mind games

1 Read a dilemma and discuss the questions.

You're choosing between three candidates for a job. They are all well-educated and they all have the right experience and personality. You look at their applications and notice that one candidate's hobby is basketball, another's is video games and the third one enjoys playing chess.

- Will their hobbies affect your choice? Why?/Why not?
- Does it make a difference if you're selecting ...
 - an executive for a job that requires strategic thinking?
 - a doctor who needs to perform keyhole surgery (an operation where the surgeon uses cameras and makes very small cuts)?
 - the president of your country?
 - something else (what)?
- Which hobby would you like your husband/wife to have? Why?

2 Read this article. Does it make you want to change your mind about your answers in exercise 1?

3 Are these statements about the article correct? Write *yes*, *no* or *doesn't say*.

- Michelle Obama played basketball with Barrack to find out what he was like.
- Michelle's brother approved of Barrack.
- Video games develop important skills for keyhole surgeons.
- Research shows that most surgeons enjoy video games.
- You have to evaluate threats and respond fast to play bridge.
- Students at Hampton University's business school only play chess with each another.
- Students can learn many business and life skills from chess.

4 Work in pairs or small groups and discuss these questions.

- Which games are popular in your country? Make a list. Include card games, board games and sports.
- Which games can develop business skills and how?
- Which games do you enjoy playing and why? Which don't you enjoy, and why not?
- Think of some games you played as a child. What useful skills did they teach you about business and life?
- Plato, the Greek philosopher, said, 'You can discover more about a person in an hour of play than in a year of conversation.' Do you agree? Why?/Why not?
- What have you learnt about people from playing games with them?

Learning from play



You can learn a lot about people from playing games with them. Before Michelle Obama married Barrack, she sent him to play basketball with her brother. Barrack didn't know, but it was a test. She wanted to know what he was like as a person. After the game, her brother told her Barrack was a good team player. He shared the ball, but not too much and he liked him. The rest is history.

You can also learn a lot of practical skills from playing games. Researchers have found that people who are good at video games often make the best surgeons. In one study, keyhole surgeons who played video games were 27 per cent faster and made 37 per cent fewer errors in the operating room than those who didn't.

Different games develop different skills. For example, to play backgammon you need to think quickly and calculate risks. To play the card game bridge you need social interaction and communication skills. Chess requires strategic thinking. In fact for many students at Hampton University's business school, chess isn't just a game they play for fun. It's a game they must play to get their MBA. As part of their first year course, students need to play 20 strangers over the internet. The school believes that chess teaches important skills like strategic planning, problem solving and time management. The students have to learn to lose, laugh, and fight again, so it also teaches skills for life. ■