Star Pioneers is the latest strategic simulation game from Big Universe Studios, known best for city-builder *Micro-World* (2010). *Star Pioneers* has similar gameplay to *Micro-World* but takes the graphics, sound and sheer size to a whole new level. The result is an immersive, addictive game with lots of replay value.

This time the setting is space. You've been forced to abandon your home planet after a devastating natural disaster. You escape to a new world on a mothership loaded with survivors, technology and supplies, including animals and plant life. The aim is to keep as many survivors as possible alive and build your tiny colony into a thriving settlement.

At first, the emphasis is on basic survival and you can assign survivors to tasks such as exploration, farming and construction. More activities open up as the game progresses, and your focus shifts to contacting alien races, expansion and trade.

Like *Micro-World*, gameplay is mouse- or touchscreen-based, and pleasingly instinctive, making this a versatile game that can be played on either a desktop or tablet device. For those who enjoy quest-oriented gaming, *Star Pioneers* includes a narrative – assigning you a series of missions via some beautifully produced cut-scenes – that gives the game a definite end point. Or, you can ignore the missions and play in sandbox mode to see just how big you can grow your new civilisation.

Score: ★★★★

👁 **Read the word list and the tutorial about technical language.**

> **Word list:** tablet   gaming   mouse   cut-scenes   sandbox mode

Tutorial

In English, we often use words and phrases to mean different things in different topics or fields of knowledge. For example, the word *tablet* can mean a form of medicine, but it can also be used to refer to a mobile computing device. Similarly, the word *gaming* can be used to refer to the activity of gambling, but it can also mean playing computer games. In this field, the word *mouse* means a small handheld device used with a computer.

The compound word* *cut-scenes* is made up of two words that have other meanings when they are used alone. In this form, the two-word combination refers to a set sequence in a computer game where the player has no or only limited control over what happens. At the other end of the scale, the term *sandbox mode* refers to a setting where gamers have the tools to modify worlds themselves and determine how they play.

Words and phrases that have precise or specific meanings in specialised topics or fields are called **technical language**. **Technical language** is developed among the people who work in, study or interact with each other in specialised fields or disciplines*. **Technical language** allows people within a particular field or discipline to communicate quickly and effectively.

Definitions
Compound word: a word consisting of two or more words that have a meaning different from that of the individual words. For example: *steamship*; *battlestar*; *waterski*.

Discipline: a branch of knowledge or learning. For example: science; music; archery; ice-skating; computer technology; cake-decorating.

1 **Read the word list again. Think about what you have read in the tutorial about technical language. Are these statements TRUE or FALSE?**

a Words and phrases that have precise and specific meanings in specialised fields or topics are called technical language.   ◯ True   ◯ False

b The words *mouse*, *gaming* and *tablet* are examples of technical language from the field of computer technology.   ◯ True   ◯ False

c The words *cut-scenes* and *sandbox mode* would be used by most people in their everyday life.   ◯ True   ◯ False

2 **Highlight the five examples of technical language related to playing computer games in this paragraph.**

This game can be played on a tablet or a desktop computer. Many gamers will love the cut-scenes but I love the sandbox mode. It is a well-produced and entertaining game.

Vocabulary: Technical language | Text type: Text Response

3 Use the words and phrases in the list to correctly answer each question. Write your answer in the space provided.

Word list

⬧ tablet	⬧ mouse	⬧ tablet	⬧ gaming	⬧ mouse
⬧ gaming	⬧ sandbox mode	⬧ cut-scenes	⬧ cut-scenes	⬧ sandbox mode

a Which word can be used to refer to the activity of gambling or betting? _____

b Which compound word refers to a sequence of pre-set scenes or events in a computer game? _____

c Which word can be used to refer to a small handheld device used to control the cursor on a computer screen? _____

d Which word refers to a mobile computer? _____

e Which word can be used to refer to the activity of playing computer games? _____

f Which word can be used to refer to a form of medicine? _____

g Which word refers to a set sequence in a computer game where the player has no or only limited control? _____

h Which phrase refers to a setting where gamers have the tools to modify virtual worlds themselves and determine how they play? _____

i Which word refers to a small rodent covered in fur? _____

j Which phrase refers to a style of gaming where players have control over the online worlds they create and play in? _____

Punctuation: Using commas, dashes and brackets to separate information or ideas in sentences

Text type: Text Response

👁 **Read the tutorial about using commas, dashes and brackets to separate information or ideas in sentences.**

Tutorial

In written English, we use a number of different kinds of punctuation marks inside sentences, including **commas**. We use **commas** to separate ideas or 'chunks' of information in sentences and to tell readers to pause for a moment to think about each idea. For example: Star Pioneers *is the latest strategic simulation game from Big Universe Studios, known best for city-builder* Micro-World *(2010).*

We can also use **dashes** instead of commas to separate ideas inside sentences. For example: *For those who enjoy quest-oriented gaming,* Star Pioneers *includes a narrative – assigning you a series of missions via some beautifully produced cut-scenes – that gives the game a definite end point.* Here, the dashes tell the reader that the idea between them expands on or provides more detail about the *narrative*.

We can also use the punctuation marks **brackets** to show that some information in a sentence is simply extra or non-essential information. For example: Star Pioneers *is the latest strategic simulation game from Big Universe Studios, known best for city-builder* Micro-World *(2010).* Here, a release or version date has been added to the sentence; the sentence still makes complete sense without this date.

1 **Think about what you have read in the tutorial about using commas, dashes and brackets to separate ideas and information in sentences. Are these statements TRUE or FALSE?**

    a Dashes can be used to separate an idea that expands on something mentioned in the rest of the sentence. ◯ True ◯ False

    b Commas are the only punctuation marks that can be used inside sentences. ◯ True ◯ False

    c Brackets can be used to enclose extra information about something in a sentence. ◯ True ◯ False

2 **Circle the correctly punctuated sentence in each pair.**

    a *Star (Pioneers* 2012) is a great, immersive game. | *Star Pioneers* (2012) is a great, immersive game.

    b I like this version but *Micro-World* 2010 is (more) fun. | I like this version but *Micro-World* (2010) is more fun.

    c It is well known – even among older gamers – that Big Universe Studios makes great games. | It is well known – even among older gamers that Big Universe Studios makes great games.

    d This is a really addictive game, despite being simple to play. | This is a really addictive, game despite being simple to play.

    e Although David enjoyed sandbox (mode), he rarely chose that option. | Although David enjoyed sandbox mode, he rarely chose that option.

    f *Star Pioneers* can operate in Windows. | *Star Pioneers* can operate in (Windows).

3 **Circle the correctly punctuated sentences.**

   a Big Universe Studios is known best for *Micro-World* (2010).

   b I put the year of my birth 2002 on the form.

   c The narrative – providing you with exciting, graphically sophisticated missions – is a real selling point.

   d Sandbox mode – my preferred mode of play – allows you to grow your new civilisation.

   e This version of *Star Pioneers* (2012) is better than the updated *Micro-World*.

   f The result is an immersive and addictive game – I was definitely hooked with lots of replay value.

👁 **Read the tutorial about recognising Text Responses.**

Tutorial

Before reading a text, try to recognise the type of text and its purpose. This helps you to predict what the text will be about. Text Responses are usually easy to recognise. They have been written to respond to or make a judgement about another text, event or experience. Often, there is a strong clue about this in the title of a Text Response (e.g. *Review:* Star Pioneers).

Text Responses usually begin by identifying the focus text, event or experience, giving some background information about it, and stating the writer's overall response or judgement. This is followed by a brief description of the focus text, event or experience, and then a more detailed presentation of the writer's responses or judgements. Text Responses written in the form of film, book and game reviews usually finish with a 'star' rating.

Text Responses usually contain evaluative language* to expresses the writer's feeling and judgements (e.g. *beautifully produced cut-scenes*). Most Text Responses also contain descriptive language*, including adjectives, to help readers understand aspects of the focus text, event or experience (e.g. *new world*, *tiny colony*). Text Responses can contain a range of verbs, including relating verbs to link information (e.g. *has*, *is*) and sensing verbs* to express thinking, feeling and perceiving processes (e.g. *enjoy*, *ignore*).

Definitions

Evaluative language: language that contains a positive or negative value judgement about something. For example: *His unruly behaviour let down the whole team.*

Descriptive language: language that is used to describe or evoke images in the mind of the listener or reader. For example: *The looming trees became a dark blur as we hurtled past them.*

Sensing verb: a verb that indicates someone's thoughts, feelings or perceptions. For example: *I **think** he's wrong.; Most people **believed** that the disaster was caused by human error.; As a child, I **despised** broccoli.; I **saw** a rainbow in the distance.*

1 **Think about what you have read in the tutorial about recognising Text Responses. Glance quickly over the text. Are these statements TRUE or FALSE?**

   a The title of a Text Response often contains a strong clue about its focus and purpose.   ◯ True   ◯ False

   b Text Responses do not contain any judgements about other texts, events or experiences.   ◯ True   ◯ False

   c Text Responses usually contain examples of evaluative and descriptive language.   ◯ True   ◯ False

2 **Label these parts of the text on your own copy.**

   a the title

   b the first paragraph

   c the final paragraph

   d the rating

3 **What text type is *Review:* Star Pioneers? Highlight the correct answer.**
   Hint: Read the tutorial if you are unsure about this.

   a Text Response

   b Report

   c Explanation

   d Recount

4 **What is the purpose of the text? Circle the correct answers.**
Hint: Think about what the reviewer is trying to achieve.

a   The purpose of the text is to explain how to be a successful gamer.

b   The purpose of the text is to review the latest strategic simulation game from Big Universe Studios.

c   The purpose of the text is to express personal judgements about a newly released computer game.

d   The purpose of the text is to describe different types of computer games.

5 **What features of the text make it look like a Text Response? Circle the correct answers.**
Hint: Read the tutorial if you are not sure about any of these.

a   The text contains examples of evaluative language.

b   Nouns and adjectives are used to refer to and describe aspects of the game.

c   There are instructions related to how to make or do something.

d   The reviewer has expressed personal judgements about the game.

👁 **Read the tutorial about understanding the ideas in Text Responses.**

Tutorial

To understand the ideas in a Text Response, you need to look closely at what is actually said about another text, event or experience. In *Review:* Star Pioneers, Kate Matthews, the reviewer, identifies the focus 'text' as the *latest strategic simulation game from Big Universe Studios*. She compares it briefly to the company's previous game, *Micro-World*, and presents her overall judgement that the new city-building game is *an immersive, addictive game with lots of replay value*.

Matthews then describes the main features of *Star Pioneers*: the setting (space); the scenario (forced to abandon your home planet after a natural disaster); and the main aim of the game (to keep the survivors of the disaster alive and build a new city-civilisation). She explains there are several levels to the game, with later activities including *contacting alien races, expansion and trade*.

In the final paragraph of the text, Matthews presents more detailed judgements about the game, based on her assessment of the strengths and versatility of the gameplay. She notes that the game offers two different modes of play: quest-oriented play with missions and a definite end point, and sandbox mode where players can design their own 'action' and worlds. She completes her response to the game with a 'star' rating, a common feature of many review texts.

1 **Think about what you have read in the tutorial about understanding the ideas in Text Responses. Now, read the text carefully. Are these statements TRUE or FALSE?**

    a This Text Response is a review of the new strategic simulation game *Star Pioneers*, released by Big Universe Studios. ◯ True   ◯ False

    b The reviewer briefly describes the features of the game, including its aims and the types of activities offered to players. ◯ True   ◯ False

    c The reviewer, Kate Matthews, does not express any opinion or judgements about the game. ◯ True   ◯ False

2 **Think about the title of the text. Read the predictions that other students have made about the text, based on the title. Circle the sentences you think contain the most likely predictions.**

    a This is a review of a book, film or game set in space.

    b This text is going to be a review of some new movie or computer game.

    c This text will probably be a story involving an accident in space.

    d This text will describe a dream someone had.

    e The text is probably going to be about something involving travel in space.

    f The text will be a review of something called *Star Pioneers*.

3 **Read these words and phrases. Circle the ones that are actually used to present the reviewer's judgements about the game *Star Pioneers*.**

Hint: Skim over the text to check whether the reviewer has used a particular word or phrase.

a   a whole new level

b   immersive

c   addictive

d   pleasingly instinctive

e   versatile

f   interesting

g   lots of replay value

h   beautifully produced cut-scenes

4 **Read the second paragraph of the text. What is actually said in this paragraph? Circle the correct answers.**

Hint: Look carefully at what the reviewer says about the game in this paragraph.

a   The game is set in space.

b   The aim of the game is to destroy aliens.

c   The main characters in the game are the survivors of a natural disaster on their home planet.

d   The aim of the game is to build a new and thriving settlement.

5 **Read the words in the Word list. How are they are used in the text? Draw a line to match each one to its correct definition.**

Hint: Look at the word in the context of the sentence it appears in.

Word list

a   simulation

b   immersive

c   devastating

d   thriving

e   versatile

f   quest-oriented

g   cut-scenes

h   sandbox mode

Definitions

✧   growing well or rapidly

✧   a pretend situation that seems real

✧   interested in or directed at having adventures

✧   a sequence in a computer game where the player has little or no control over the play options

✧   able to involve someone deeply so that a pretend experience seems real and disbelief is suspended

✧   a computer game setting where gamers have tools to modify virtual worlds themselves and create how they play

✧   highly destructive

✧   able to perform many different uses or applications

👁 **Read the tutorial about interpreting and analysing Text Responses.**

Tutorial

To interpret and analyse a Text Response, you need to make connections between what is said in the text and what else you know about the kinds of texts, events and experiences being responded to. In *Review:* Star Pioneers, you need to think about the creative aspects of city-building games. This helps you to understand the implied meaning in the text that this game will 'test' or challenge players as they attempt to *grow* a *new civilisation*.

You also need to think about what people value in games, including computer games. This helps you to understand the unstated or implied meanings about the capacity of this game to entertain and engage different kinds of gamers with different kinds of play, and to make gamers want to play it again and again without becoming bored.

Consider how people often seek out experiences and activities that are 'newer, bigger and better' than what they have had before. This helps you to understand the unstated or implied message that *Star Pioneers* is appealing not only for its own features but also because it offers more that the previous game designed by the company, *Micro-world*.

1 **Think about what you have read in the tutorial about interpreting and analysing Text Responses. Reflect on the text. Are these statements TRUE or FALSE?**

a This text sends a strong but implied message about the appeal of creative and imaginative play in computer games. ○ True ○ False

b The text contains an unstated or implied message that a 'good' computer game offers different things to different players. ○ True ○ False

c The text implies that new games need to be just like other popular games. ○ True ○ False

2 **What questions could you ask about this text to help you understand it? Circle the correct answers.**

a Is *Star Pioneers* just an updated *Micro-World* or does it offer something different?

b Does the game offer different kinds of activities, for different player interests?

c How much did Big Universe Studios spend on the development of this game?

d Is this the sort of game you would play once and then want to move on to something else?

3 **Think about the text's unstated or implied messages about creative game play. Answer YES or NO to each of these questions.**
Hint: You have to work these things out. The reviewer doesn't say them exactly.

a Do gamers want to use their imagination in computer games? ○ Yes ○ No

b Is this a 'good' game' because it allows gamers to be creative? ○ Yes ○ No

c Is this game appealing to the reviewer because it involves creative game play? ○ Yes ○ No

d Does the reviewer suggest that this is a 'good' game because players don't have to think? ○ Yes ○ No

4 **What are the text's unstated or implied meanings about entertainment and boredom? Circle the statements that best express these meanings.**
Hint: You have to work these things out. The reviewer doesn't say them exactly.

a This game would appeal to a very select or particular group of gamers who would play it once and move on.

b This game would appeal to different kinds of players, or even the same players at different times.

c The game has enough interesting and challenging activities and levels that you would want to play it many times.

d This game has something for everyone, many times over.

5 **Think about what the text implies or suggests about new experiences, including playing computer games. Read each statement and decide whether it is likely, not likely or there is no evidence in the text to support the statement. Write your answer in the space provided.**
Hint: You have to work these things out. The reviewer doesn't say them exactly.

a The reviewer was paid by Big Universe Studios to write the review.   _____

b Like most people, the reviewer likes things that are 'bigger and better' than what she has experienced before.   _____

c Gamers only ever want to play the same game over and over; they won't try anything new.   _____

d People really like experiences that are an 'improved' or more intense version of what they have had before.   _____

👁 **Read the tutorial about evaluating Text Responses.**

Tutorial

To evaluate or judge the effectiveness of a Text Response, think about the quality of the writer's response to or judgements about another text, event or experience. In *Review:* Star Pioneers, it is clear that Kate Matthews, the reviewer, is offering her opinion on the new strategic simulation game released by Big Universe Studios. However, she could have provided more details about her judgements, particularly in terms of the quality of the sound and graphics in the game.

You also need to think about how a Text Response is organised. Like most Text Responses, Matthews begins this review by clearly identifying the focus text and giving her overall response to it. She then describes aspects of the game, including the setting, aim and broad levels of activity. Finally, she presents more details about her responses and judgements, related specifically to the appeal of the game, and 'wraps up' with a 'star' rating of the focus text.

You also need to consider the language used in a Text Response. This needs to suit the audience (e.g. gamers or people interested in buying games for others) and be appropriate to the field or topic of the text (e.g. gaming). The language used in *Review:* Star Pioneers suits both the audience and the field. It contains both evaluative and descriptive language that helps readers understand aspects of the game and the reviewer's opinions about it.

1 **Think about what you have read in the tutorial about evaluating Text Responses. Consider the quality and effectiveness of this text. Are these statements TRUE or FALSE?**

   a This review of a computer game is well organised and easy to follow. ⚪ True   ⚪ False

   b This Text Response contains a clear indication of the reviewer's responses to and judgements about *Star Pioneers*. ⚪ True   ⚪ False

   c The language used in this text would only be understood by 'serious' gamers. ⚪ True   ⚪ False

2 **Think about how the reviewer's responses to *Star Pioneers* are presented in the text. Answer YES or NO to these questions.**
   Hint: Find evidence in the text and make a judgement.

   a Does the reviewer state her overall opinion of the game? ⚪ Yes   ⚪ No

   b Does the reviewer explain what she likes about the game? ⚪ Yes   ⚪ No

   c Is there evidence that the reviewer knows what is involved in the game? ⚪ Yes   ⚪ No

   d Do you have to guess what the reviewer thinks about the game? ⚪ Yes   ⚪ No

3 **Think about the way the text has been organised. Highlight the statement that summarises this.**
Hint: Find evidence in the text and make a judgement.

   a The reviewer has described the game in detail, but not told us what she thinks of the game until the very last sentence.

   b The reviewer has stated her opinion at the beginning and then described and evaluated aspects of the game in more detail.

   c The reviewer has not organised her ideas well, but you can work out what she thinks about the game.

   d The reviewer just does a comparison between the features of *Micro-World* and *Star Pioneers*.

4 **Think about the language features used in the text. Circle the statements that describe them.**
Hint: Find evidence in the text and make a judgement.

   a The reviewer has used examples of evaluative language.

   b Descriptive language was used to build up information about aspects of the game.

   c The reviewer has used simple words and phrases, which makes it feel like she was writing for a very young or inexperienced audience.

   d There are some words and phrases that are specific to the field of computer gaming.

5 **Think about how evaluative language is used to express the reviewer's judgements. Find four examples in paragraph 1. Write them in the space provided.**

_____

_____

_____

_____

👁 **Read the tutorial about writing Text Responses.**

Tutorial

Text Responses are written to respond to and/or make a judgement on another text, event or experience. Text Responses can be written in many forms, including essays and reviews such as *Review:* Star Pioneers. This text is written for a gaming audience who would be interested in finding out what the reviewer thinks about the newly released game *Star Pioneers*.

Text Responses usually contain three stages: **Context**; **Description** and **Judgement**. Usually, a Text Response begins with the **Context** stage. Here, the writer introduces the subject or focus of the text (e.g. *Star Pioneers*) and provides some information about what it is (e.g. *the latest strategic simulation game from Big Universe Studios*). This stage usually includes a statement of the writer's overall response to the subject (e.g. *The result is an immersive, addictive game with lots of replay value*).

In the **Description** stage, the writer gives a brief outline of the features of the subject (e.g. the setting of the game, the backstory or what has happened previously, the aim of the game and different sequences or levels in the game). This is usually presented as a separate section of the text. In the **Judgement** stage, the writer provides a more detailed explanation of their response to the subject. In reviews, this may be summarised with a 'star' rating.

1 **Think about what you have read in the tutorial about writing Text Responses. Are these statements TRUE or FALSE?**

    a Text Responses are written to respond to or make a judgement about another text, event or experience.   ⚪ True   ⚪ False

    b The purpose of a Text Response is to describe another text in detail.   ⚪ True   ⚪ False

    c A Text Response should contain three stages: Context, Description and Judgement.   ⚪ True   ⚪ False

2 **What type of text is *Review:* Star Pioneers? Highlight the correct answer.**
   Hint: Read the tutorial if you are not sure about this.

    a Narrative

    b Text Response

    c Report

    d Recount

3 **What is the purpose of the text? Circle the correct answers.**
   Hint: What is the reviewer trying to achieve?

    a The purpose of the text is to review the latest strategic simulation game from Big Universe Studios.

    b The purpose of the text is to explain how to design a computer game.

    c The purpose of the text is to describe how to 'win' in a new game.

    d The purpose of the text is to express some personal judgements about a newly released computer game.

4 **Circle these features on your copy of the text.**

    a the title of the text

    b the Context stage of the text

    c two paragraphs from the Description stage

    d the paragraph from the Judgement stage

    e the summary/overall rating of the text

5 **Think about how this text has been organised. Read the stage labels and statements about the text. Draw a line to match the stages with the correct statements.**
    Hint: Read the tutorial if you are not sure about any of these.

Stages	Statements
a Context stage	✧ The reviewer describes the key features of the game, including its aim and various levels.
b Description stage	✧ The reviewer presents more details about her judgement, using examples and evidence related to the game.
c Judgement stage	✧ The reviewer identifies the newly released game *Star Pioneers* as the subject of the text and states her overall response to or judgement about it.

👁 **Read the tutorial about the language features of Text Responses.**

Tutorial

Text Responses typically contain evaluative language* to express the writer's personal feelings and judgements about another text, event or experience (e.g. **addictive** game, **pleasingly** instinctive,**beautifully** produced). Text Responses also contain descriptive language* to recreate aspects of the focus text, event or experience, including nouns and adjectives (e.g. **natural** disaster, **tiny** colony, **alien** races).

Text Responses usually contain different kinds of verbs, including relating verbs that can link information about the focus text, event or experience and the writer's judgements (e.g. has, is, includes). Sensing verbs* are used to express thinking, feeling and perceiving processes (e.g. enjoy, known) and action verbs are used to express observable 'happenings' (e.g. escape, loaded, build).

Most verbs in a Text Responses are written in the present tense (e.g. can be played). Many of the sentences and clauses in a Text Response begin with the title or some aspect of the focus text, event or experience (e.g. **The aim** is to keep as many survivors as possible alive; **More activities** open up as the game progresses).

Definitions

Evaluative language: language that contains a positive or negative value judgement about something. For example: *His unruly behaviour let down the whole team.*

Descriptive language: language that is used to describe or evoke images in the mind of the listener or reader. For example: *The looming trees became a dark blur as we hurtled past them.*

Sensing verb: a verb that indicates someone's thoughts, feelings or perceptions. For example: *I **think** he's wrong.; Most people **believed** that the disaster was caused by human error.; As a child, I **despised** broccoli.; I **saw** a rainbow in the distance.*

1 **Think about what you have read in the tutorial about the language features of Text Responses. Are these statements TRUE or FALSE?**

   a   Text Responses usually contain both evaluative and descriptive language.   ◯ True   ◯ False

   b   Text Responses are usually written in the past tense.   ◯ True   ◯ False

   c   There are usually different kinds of verbs in a Text Response.   ◯ True   ◯ False

2 **Why is evaluative language used in a Text Response? Highlight the correct answer.**
   Hint: Read the tutorial if you are not sure about this.

   a   Evaluative language is used in a Text Response to express the writer's feelings and judgements about another text, event or experience.

   b   Evaluative language is used in a Text Response to describe aspects of the focus text, event or experience.

   c   A Text Responses contains evaluative language to link ideas together.

   d   A Text Response contains evaluative language to show what has happened in the past.

3 Read the words and phrases that another student has used to analyse the language features of the text. Draw a line to match the language features with their examples.
Hint: Think about how the words in each group are used in the text.

Language features	Examples
a Nouns	✧ is, has, includes
b Adjectives	✧ play, can grow, escape, gives
c Relating verbs	✧ known, enjoy, ignore, to see
d Sensing verbs	✧ game, planet, world, civilisation
e Action verbs	✧ versatile, tiny, addictive, natural

4 Write the verbs into the correct groups.
Hint: Present tense verbs express a process in the current or present time; past tense verbs express 'happenings' or states that have already occurred.

Verb list

✧ can play	✧ am growing	✧ gives	✧ was	✧ can assign
✧ was growing	✧ escape	✧ have played	✧ were	✧ included
✧ includes	✧ were assigned	✧ gave	✧ am	✧ open
✧ had escaped	✧ had opened	✧ is	✧ enjoy	✧ enjoyed

Present-tense verbs	Past-tense verbs

5 Circle the examples of evaluative language.
Hint: Evaluative language is language that expresses feelings and judgements.

a	a mothership	**f**	pleasingly instinctive
b	a whole new level	**g**	a versatile game
c	an immersive, addictive game	**h**	some beautifully produced cut-scenes
d	a devastating natural disaster	**i**	the setting
e	similar gameplay	**j**	sheer size

👁 **Read the tutorial about nominalisation.**

Tutorial

In English, we can change some verbs* into nouns* by adding suffixes such as *-tion*, *-ation* and *-ment*. For example, the verb *explore* can be changed into the noun *exploration*, *construct* can be changed into *construction* and *settle* can be changed into *settlement*. When we do this, we shift meanings from direct 'actions' (e.g. the act of exploring) towards 'things' (e.g. the phenomenon of exploration).

When we change verbs into nouns, we say that we have nominalised them. The word 'nominalised' is based on the French word *nom* meaning name or noun. The process of turning a single verb or group of words that make up a verb into a noun is called **nominalisation**. Sometimes, we also use the word **nominalisation** to refer to the noun form of a verb. For example, *exploration* is called a **nominalisation**.

The process of **nominalisation** allows us to pack more information into a sentence or clause* or make it more compact. For example: *Survivors tackle tasks such as exploring the countryside and constructing new buildings* can be written as *Survivors tackle tasks such as exploration and construction*. **Nominalisation** also helps to make our writing more formal.

Definitions

Verb: a word that expresses an 'action' or 'state'. For example: *He **jumped** over the fence.*; *This bird **is** endangered.*; *He knew the answer*; *The driver **felt** nervous.*; *I **heard** a noise.*; *The children **shouted** to each other*.

Noun: a word used to refer to a person, place, thing or idea. For example: *man*, *city*, *lake*, *freedom*.

Clause: a message or thought expressed in words, involving some happening, participants and/or circumstances surrounding the activity. For example: *She jogged around the lake.*; *Come here.*; *because it was raining*.

1 **Think about what you have read in the tutorial about nominalisation. Are these statements TRUE or FALSE?**

a   Writers use nominalisation to make their writing more like speech.   ◯ True   ◯ False

b   Nominalisation is the process of turning verbs into nouns.   ◯ True   ◯ False

c   Nominalisation allows us to pack a large amount of information into a single sentence or clause.   ◯ True   ◯ False

2 **Choose the nominalisation that best completes the sentence. Write it in the space provided.**
Hint: Look for the noun that makes sense in the sentence.

Star Pioneers **is the latest strategic _____ game from Big Universe Studios.**

a   addiction   b   assignment   c   simulation   d   civilisation

3 **Circle the nominalisations.**
Hint: Look for nouns that have been created from verbs.

a   exploration   b   settle   c   addiction   d   devastation

4 **Highlight the nine nominalisations in these sentences. Some have two or more nominalisations.**
Hint: Look for nouns that have been created from verbs.

a   The abandonment of your home planet is necessary for the survival of your people.

b   The thriving settlement has seen many new developments this year.

c   Exploration and construction will need to take place as quickly as possible.

d   The growth of the new civilisation amazed their new neighbours.

e   Successful exploration is vital.

👁 **Read the tutorial about adjectival clauses.**

Tutorial

In English, we can add information to or about a noun by placing one or more adjectives* in front of it. For example: *a **natural** disaster*. We can also add information to a noun by placing an adjectival phrase* after it. For example: *a natural disaster **with devastating effects***. Adding adjectives and adjectival phrases to nouns makes your writing more descriptive and allows readers to build clearer and more detailed pictures in their minds.

We can also add information to a noun by attaching a dependent clause* to it. For example: *The result is an immersive, addictive game **that has lots of replay value***. In this sentence, the dependent clause *that has lots of replay value* describes the noun *game* in more detail. Clauses that describe nouns do the same work as adjectives, so they are called **adjectival clauses**.

Adjectival clauses usually begin with a relative pronoun such as *that*, *who* or *which*. Sometimes, this pronoun and part of the clause may be 'left out' when we write or speak. For example: *You escape to a new world on a mothership **loaded with survivors, technology and supplies***. In this adjectival clause, the words *that is* have been 'left out', but we understand that the clause is describing the noun *mothership*.

Definitions

Adjective: a word that describes or modifies a noun. For example: *the **small** box*; *a **sleepy** child*; *an **African** design*; *a **true** story*; ***three** merchants*; *a **harsh** winter*; *a **smoother** tone*.

Adjectival phrase: a phrase that gives more information about a noun. For example: *That story was **more interesting.***; *The girl **with the cast on her leg** sat near the back*.

Dependent clause: a clause that cannot stand alone or make sense on its own. For example: *who took me to hospital*; *because it is raining*.

1   **Think about what you have read in the tutorial about adjectival clauses. Are these statements TRUE or FALSE?**

   a   Adjectival clauses add more information to or about nouns.   ◯ True   ◯ False

   b   An adjectival clause is placed in front of the noun it describes.   ◯ True   ◯ False

   c   An adjectival clause usually begins with a relative pronoun such as *that*, *which* or *who*.   ◯ True   ◯ False

2   **Choose the adjectival clause that best completes the sentence. Write it in the space provided.**
    Hint: Look for the clause that adds more detail to or about the noun *game*.

   This is a versatile game _____ .

   a   which was devastated by a natural disaster

   b   who had to abandon his home planet

   c   that will soon contact alien races

   d   that can be played on either a desktop or tablet device

3 **Highlight the five adjectival clauses in these sentences.**
Hint: Look for a dependent clause that follows and describes a noun.

a She enjoyed sandbox mode, which allowed her to grow her city.

b You escape to a new world on a mothership that is loaded with survivors, technology and supplies.

c The reviewer enjoyed the game that had the best production qualities.

d An expert gamer who had played hundreds of different types of games was the lead designer of *Star Pioneers*.

e Players who are new to the game can still quickly get involved.

4 **Choose an adverbial clause from the list to complete each sentence. Write it in the space provided.**
Hint: Choose the adjectival clause that makes sense in the sentence.

Adverbial clauses

| ✧ that developed *Star Pioneers* | ✧ who enjoy creating new worlds |
| ✧ that was loaded with survivors | ✧ who escaped the terrible devastation |

a The mothership _____
escaped to the new world.

b The survivors _____
had to create new settlements.

c The company _____
will make a lot of money.

d Gamers _____
will love the sandbox mode.

Read each question carefully and circle one answer.

1 Which has the correct spelling?
- ◯ similer
- ◯ stradegy
- ◯ immersive
- ◯ simelation

2 Which letter is missing from both of these words?
devstating; *explortion*
- ◯ a
- ◯ e
- ◯ i
- ◯ u

3 Which word is spelled incorrectly?
- ◯ activities
- ◯ colany
- ◯ progresses
- ◯ technology

4 Which word is not a synonym for *basic*?
- ◯ simple
- ◯ similar
- ◯ foundational
- ◯ fundamental

5 Which plural noun is misspelled?
- ◯ series
- ◯ scenes
- ◯ survivors
- ◯ supplys

6 Which of these words means the way of operating?
- ◯ modem
- ◯ medium
- ◯ mode
- ◯ momentum

7 Which of these words is the odd one out?
- ◯ objective
- ◯ project
- ◯ goal
- ◯ aim

8 Which suffix can be added to *instinct* to make an adjective?
- ◯ -ive
- ◯ -al
- ◯ -ment
- ◯ -tion

9 Which of these words can be used to refer to a form of medicine or a kind of mobile computing device?
- ◯ table
- ◯ tablet
- ◯ desktop
- ◯ mouse

10 Which of these words can function as both a noun and a verb?
- ◯ scene
- ◯ explore
- ◯ emphasis
- ◯ screen

11 Which of these words is a preposition?
- ◯ your
- ◯ a
- ◯ on
- ◯ the

12 Which phrase correctly completes this sentence?
*Star Pioneers takes your gaming experience to * level.*
- ◯ the new
- ◯ a whole new
- ◯ a massive
- ◯ the better

13 Which of these words is a pronoun?

- ☐ you
- ☐ designed
- ☐ the
- ☐ player

14 Which of these words is a present tense verb?

- ☐ played
- ☐ shifts
- ☐ will be able to gain
- ☐ known

15 Which word correctly completes this sentence?
*The player's ultimate aim is to build and * a new civilisation.*

- ☐ grew
- ☐ grow
- ☐ grown
- ☐ growth

16 Which of the following is not an adjective?

- ☐ instinctive
- ☐ versatile
- ☐ addictive
- ☐ civilisation

17 Which punctuation marks are used to present the date of release in this sentence?
The game is due for release soon (by September, at the latest).

- ☐ brackets
- ☐ ellipses
- ☐ colons
- ☐ semicolons

18 What kind of noun is the word *Micro-World*?

- ☐ concrete
- ☐ proper
- ☐ abstract
- ☐ common

19 Which group of words in this sentence is an adjectival clause?
Like Micro-World*, gameplay is mouse- or touchscreen-based, and pleasingly instinctive, making this a versatile game that can be played on either a desktop or tablet device.*

- ☐ Like *Micro-World*
- ☐ pleasingly instinctive
- ☐ gameplay is mouse- or touchscreen-based
- ☐ that can be played on either a desktop or tablet device

20 What does this expression refer to?
Score: ★★★★

- ☐ the rating that the reviewer has awarded the game
- ☐ the price of the game
- ☐ the names of the characters in the game
- ☐ the top scores achieved by players of the game

Review: Star Pioneers

Read each question carefully and circle one answer.

1 What is the very first fact presented in this text?

- ◯ the type of game it is
- ◯ the name of the makers of the game
- ◯ the year of the game's release
- ◯ the name of the game

2 According to the reviewer, what is it about this game that makes it superior to *Micro-World*?

- ◯ The sound, size and graphics are better.
- ◯ It is less addictive.
- ◯ It has different gameplay to all other games.
- ◯ It can be played using a mouse but not a touchscreen.

3 In which order should these elements of the game be encountered?

- ◯ build your colony; contact alien races; trade; keep survivors alive; grow your civilisation
- ◯ keep survivors alive; build your colony; contact alien races; trade; grow your civilisation
- ◯ keep survivors alive; trade; build your colony; grow your civilisation; contact alien races
- ◯ trade; keep survivors alive; build your colony; grow your civilisation; contact alien races

4 Who does the reviewer say is the target audience of this game?

- ◯ joystick experts
- ◯ flight-simulation fans
- ◯ hidden-object game players
- ◯ questing game fans

5 What are some qualities of this game that are emphasised in the text to persuade people to try it?

- ◯ It is detailed, fast, easily mastered and menacing.
- ◯ It is logical, mysterious, expensive and simplistic.
- ◯ It is instinctive, versatile, visually appealing and addictive.
- ◯ It is personalised, never-ending, non-addictive and difficult to begin.

6 Which statement is correct?

- ◯ The reviewer uses gaming terms in the text.
- ◯ The reviewer is also the developer of *Star Pioneers*.
- ◯ The reviewer assumes that readers have never played a computer game before.
- ◯ The reviewer assumes that readers have already played *Star Pioneers*.

7 What is one piece of information not included in the text?

- ◯ the price of the game
- ◯ the game's setting
- ◯ the goal of the game
- ◯ the fact that the game has different playing modes

8 What effect does the reviewer's use of first person have?

- ◯ It distracts the reader from the positive aspects of the game.
- ◯ It makes the game less appealing to the reader.
- ◯ It makes the technical aspects of the game harder to understand.
- ◯ It makes the text more personally involving for the reader.

9 The *beautifully produced cut-scenes* refers to which element of the game?

- ⬯ the fight scenes
- ⬯ the narrative, or background story
- ⬯ the rewards and points system
- ⬯ the game controls

10 What does the reviewer feel is a strength of the game?

- ⬯ It has no options for untimed play.
- ⬯ It has no replay options.
- ⬯ It has a clear ending.
- ⬯ It makes the player focus on the same few tasks the whole way through.

Text type: Text Response

Vocabulary: Technical language

1 a True   b True   c False; these words are specific to the topic or field of computer gaming and would be used to talk and interact with others in that field.
2 gamers, tablet, sandbox mode, desktop computer, cut-scenes
3 a gaming   b cut-scenes   c mouse   d tablet
   e gaming   f tablet   g cut-scenes   h sandbox mode
   i mouse   j sandbox mode

Punctuation: Using commas, dashes and brackets to separate information or ideas in sentences

1 a True   b False; there are a number of punctuation marks that can be used inside sentences, including dashes and brackets.   c True
2 a *Star Pioneers* (2012) is a great, immersive game.
   The extra information in this sentence is the date 2012; this is what needs to be enclosed in brackets.
   b I like this version but *Micro-World* (2010) is more fun.
   The extra information in this sentence is the date 2010; this is what needs to be enclosed in brackets.
   c It is well known – even among older gamers – that Big Universe Studios makes great games.
   A pair of dashes needs to be used to separate the additional information *even among older gamers* from the rest of the sentence.
   d This is a really addictive game, despite being simple to play.
   The comma is in the wrong place; it needs to separate the clause *despite being simple to play* from the rest of the sentence.
   e Although David enjoyed sandbox mode, he rarely chose that option.
   The word *mode* is part of the term *sandbox mode*; it is not extra information so it should not be enclosed in brackets.
   f *Star Pioneers* can operate in Windows.
   The word *Windows* is an essential part of the sentence; it is not extra information so it should not be enclosed in brackets.
3 a Correct   b Incorrect; brackets, dashes or commas should be used to separate *2002* from the rest of the sentence.   c Correct   d Correct   e Correct
   f Incorrect; in this sentence, a second dash is needed to separate the additional information (*I was definitely hooked*) from the rest of the sentence.

Reading comprehension 1: Recognising Text Responses

1 a True   b False; Text Responses are written to express judgements about other texts, events or experiences.
   c True
2 a the title: Review: *Star Pioneers*
   b the first paragraph:
   Star Pioneers is the latest strategic simulation game from Big Universe Studios, known best for city-builder *Micro-World* (2010). *Star Pioneers* has similar gameplay to *Micro-World* but takes the graphics, sound and sheer size to a whole new level. The result is an immersive, addictive game with lots of replay value.
   c the final paragraph:
   Like *Micro-World*, gameplay is mouse- or touchscreen-based and pleasingly instinctive, making this a versatile game that can be played on either a desktop or tablet device. For those who enjoy quest-oriented gaming, *Star Pioneers* includes a narrative – assigning you a series of missions via some beautifully produced cut-scenes – that gives the game a definite end point. Or, you can ignore the missions and play in sandbox mode to see just how big you can grow your new civilisation.
   d the rating: Score: ★★★★
3 a Correct   b Incorrect   c Incorrect   d Incorrect
4 a Incorrect   b Correct   c Correct   d Incorrect
5 a Correct   b Correct   c Incorrect   d Correct

Reading comprehension 2: Understanding ideas in Text Responses

1 a True   b True   c False; Matthews offers us a clear indication of her judgement that the game is both *immersive* and *addictive*.
2 a Correct   b Correct   c Incorrect   d Incorrect
   e Correct   f Correct
3 a Correct   b Correct   c Correct   d Correct
   e Correct   f Incorrect   g Correct   h Correct
4 a Correct   b Incorrect   c Correct   d Correct
5 a simulation: a pretend situation that seems real
   b immersive: able to involve someone deeply so that a pretend experience seems real and disbelief is suspended
   c devastating: highly destructive
   d thriving: growing well or rapidly
   e versatile: able to perform many different uses or applications
   f quest-oriented: interested in or directed at having adventures
   g cut-scenes: a sequence in a computer game where the player has little or no control over the play options
   h sandbox mode: a computer game setting where gamers have tools to modify virtual worlds themselves and create how they play

Reading comprehension 3: Interpreting and analysing ideas in Text Responses

1 a True   b True   c False; the text implies that new games should be 'bigger and better' than what has been offered before.
2 a Correct   b Correct   c Incorrect. This is an interesting question but it doesn't really help you understand the reviewer's responses to or judgements about the game.   d Correct
3 a Yes   b Yes   c Yes   d No
4 a Incorrect   b Correct   c Correct   d Correct
5 a No evidence   b Likely   c Not likely   d Likely

Reading comprehension 4: Evaluating Text Responses

1 a True   b True   c False; the language used in this text is technical and specialised in places, but it could be understood by both gamers and non-gamers.
2 a Yes   b Yes   c Yes   d No
3 a Correct   b Correct   c Correct   d Correct
4 a Correct   b Correct   c Incorrect   d Correct
5 immersive, addictive, a whole new level, lots of replay value

Writing 1: Writing Text Responses

1 a True   b False; the purpose of a Text Response is to judge, not describe.   c True
2 a Incorrect   b Correct   c Incorrect   d Incorrect

Text type: Text Response

3 **a** Correct **b** Incorrect **c** Incorrect **d** Correct
4 **a** the title of the text: *Review:* Star Pioneers
b the Context stage:
Star Pioneers is the latest strategic simulation game from Big Universe Studios, known best for city-builder *Micro-World* (2010). *Star Pioneers* has similar gameplay to *Micro-World* but takes the graphics, sound and sheer size to a whole new level. The result is an immersive, addictive game with lots of replay value.
c two paragraphs from the Description stage:
This time the setting is space. You've been forced to abandon your home planet after a devastating natural disaster. You escape to a new world on a mothership loaded with survivors, technology and supplies, including animals and plant life. The aim is to keep as many survivors as possible alive and build your tiny colony into a thriving settlement.
At first, the emphasis is on basic survival and you can assign survivors to tasks such as exploration, farming and construction. More activities open up as the game progresses, and your focus shifts to contacting alien races, expansion and trade.
d the paragraph from the Judgement stage:
Like *Micro-World*, gameplay is mouse- or touchscreen-based, and pleasingly instinctive, making this a versatile game that can be played on either a desktop or tablet device. For those who enjoy quest-oriented gaming, *Star Pioneers* includes a narrative – assigning you a series of missions via some beautifully produced cut-scenes – that gives the game a definite end point. Or, you can ignore the missions and play in sandbox mode to see just how big you can grow your new civilisation.
e the summary/overall rating: Score: ★★★★
5 **a** Context stage: The reviewer identifies the newly released game *Star Pioneers* as the subject of the text and states her overall response to or judgement about it.
b Description stage: The reviewer describes the key features of the game, including its aim and various levels.
c Judgement stage: The reviewer presents more details about her judgement, using examples and evidence related to the game.

Writing 2: Language features of Text Responses

1 **a** True **b** False; Text Responses are usually written in the present tense. **c** True
2 **a** Correct **b** Incorrect **c** Incorrect **d** Incorrect
3 **a** Nouns: game, planet, world, civilisation
b Adjectives: versatile, tiny, addictive, natural
c Relating verbs: is, has, includes
d Sensing verbs: known, enjoy, ignore, to see
e Action verbs: play, can grow, escape, gives
4 **Present tense verbs:** can play, am growing, escape, gives, is, am, enjoy, includes, can assign, open
Past tense verbs: have played, was growing, had escaped, gave, was, were, enjoyed, included, were assigned, had opened
5 **a** Incorrect **b** Correct **c** Correct **d** Correct
e Incorrect **f** Correct **g** Correct **h** Correct
i Incorrect **j** Correct

Grammar 1: Nominalisation

1 **a** False; writers use nominalisation to make their writing more formal and concise. **b** True **c** True
2 **a** Incorrect **b** Incorrect **c** Correct **d** Incorrect
3 **a** Correct **b** Incorrect **c** Correct **d** Correct
4 **a** abandonment, survival
b settlement, developments
c exploration, construction
d growth, civilisation
e exploration

Grammar 2: Adjectival clauses

1 **a** True **b** False; an adjectival clause follows the noun it describes, just like an adjectival phrase. **c** True
2 **a** Incorrect **b** Incorrect **c** Incorrect **d** Correct
3 **a** which allowed her to grow her city
b that is loaded with survivors, technology and supplies
c that had the best production qualities
d who had played hundreds of different types of games
e who are new to the game
4 **a** that was loaded with survivors
b who escaped the terrible devastation
c that developed *Star Pioneers*
d who enjoy creating new worlds

NAPLAN*-style questions: Language conventions

1 immersive
2 a
3 colany
4 similar
5 supplys
6 mode
7 project
8 -ive
9 tablet
10 screen
11 on
12 a whole new
13 you
14 shifts
15 grow
16 civilisation
17 brackets
18 proper
19 that can be played on either a desktop or tablet device
20 the rating that the reviewer has awarded the game

NAPLAN*-style questions: Reading

1 the name of the game
2 The sound, size and graphics are better.
3 keep survivors alive; build your colony; contact alien races; trade; grow your civilisation
4 questing game fans
5 It is instinctive, versatile, visually appealing and addictive.
6 The reviewer uses gaming terms in the text.
7 the price of the game
8 It makes the text more personally involving for the reader.
9 the narrative, or background story
10 It has a clear ending.