

The Computer Game

CHARACTERS

Gary Lopez
(Television game host)

Joan Robinson

MT2, a computer

First Noisemaker

Second Noisemaker

A boy and a girl from the audience

(Scene: A television studio)

- Gary Lopez** : Good evening, ladies and gentlemen. Welcome to The Computer Game. Today another human player gets a chance to match wits with our very own computer – MT2!
(MT2 blinks its lights and the studio audience claps loudly.)
- Gary Lopez** : Today’s player is Joan Robinson from the Oak Street School. Feeling smart, Joan?
- Joan** : Ready!
- Gary Lopez** : I hope so! May I remind you no one has beaten MT2 yet. Now, here’s how we play the game. I’ll ask a question. The first player to sound a noise maker and give the correct answer scores one point. The first player to earn three points wins the game. Ready, players?
- Joan** : Ready!
- MT2 (in flat voice)** : I am prepared to play.
- Gary Lopez** : First question. How much is 62,415 times 78,921?
- First Noisemaker** : BLEEP!
- MT2** : The correct answer is 4,925,854,215.
- Gary Lopez** : Right! One point for the computer!
(The audience claps politely.) Next question. Listen carefully. What date in history did the pilgrims land at Plymouth Rock?
- Second Noisemaker** : BUZZ!
- Joan** : 1620!
- Gary Lopez** : I’m sorry. That’s not an exact enough answer.
- First Noisemaker** : BLEEP!
- MT2** : The pilgrims landed at Plymouth Rock on December 21 of the

computer's only programmed for questions.

Girl : (looking at question): Spell the word "chrysanthemum."

First Noisemaker : BLEEP!

MT2 : Chrysanthemum is spelled ... is spelled ...

Girl : Yes?

MT2 : I do not follow the question. Please repeat in the programmed form.

Second Noisemaker : BUZZ!

Joan : Chrysanthemum. C-H-R-Y-S-A-N-T-H-E-M-U-M.

Girl : Right! One point for Joan!

Boy : Hurrah!

MT2 : (slowing down): I am MT2, Computer ... I am MT2...
I am MT... MT.... M.....T....

Gary Lopez : The computer's breaking down!

Boy : Then Joan's the winner!
(Suddenly MT2's lights begin flashing wildly. Smoke pours out of its top.)

Gary Lopez : Look what you've done. It's blown a fuse!

Joan : Now that's what I call a poor loser!

- Steven Otfinoski



Comprehension

Answer the questions.

1. Who was the quiz master?
2. Who won the game at the end?
3. How did the boy counter the computer?
4. Why do you think the computer failed to answer the girl's question?
5. If you were to ask a question, what question would you ask?



Writing

Imagine you owned a robot that could do anything you wanted. But suddenly there was a problem in it and it started doing something different from what you said. Create a funny situation and write the dialogue between you and the robot, and present it before the class.



Oral Activity

Discuss in groups and write a script for a funny situation between you and the robot and role play it based on those actions and dialogues.



Project Work

Here are four different mobiles and their features. If you want to buy a mobile, which one would you like to buy? Why? Write a paragraph and present it in the class.

Sokia	Strawberry	Sungung	MinimaxX
Large screen (7.1 inches)	Wi-Fi	High Speed Internet	Free Travel bag
Long lasting battery	Blue tooth	Full touch screen	Rocking sound
Blue tooth	Qwerty key pad	Blue tooth	Low price
Music player	MP3 Player	MP3	5 Mega Pixel Camera
VGA Camera	5.0 MP Camera	3.2 MP Camera	



Self Assessment

How well have I understood this unit?

Read and tick (✓) in the appropriate box.

Indicators	Yes	Somewhat	No
I read and understood the text:			
A. The Fun They Had			
B. Preteen Pretext			
C. The Computer Game			
I was able to use the words in my own sentences, given under 'Vocabulary'.			
I was able to identify and use relative pronouns and relative clauses given under 'Grammar'.			
I was able to write a reply letter given under 'Writing'.			
I was able to read, understand and compare the posters given under 'Study Skills'.			
I listened to and understood 'Message from Space' and answered the questions given under 'Listening'.			
I was able to analyze the information about different features in mobiles and choose the best one given under 'Project Work'.			