

Solutions Pre-Intermediate 3rd Edition

Audio 2.22

Georgina Hepworth finished her lunch and relaxed in her seat with a cup of tea. She was nearly two hours into the flight. She turned to the woman in the seat next to her and said, 'I'm really looking forward to my holiday in Spain.'

"Oh, when are you going to Spain, then?" asked her fellow passenger.

"Well, now of course!" said Georgina.

The woman gave her a puzzled look. "Not on this plane, you're not," she replied.

That's when Georgina found out that her plane wasn't heading for the historic city of Granada in Spain, but for the island of Grenada, in the Caribbean. The Spanish city is 1,500 kilometres south of London. The island, on the other hand, is 7,000 kilometres away on the other side of the Atlantic.

After her husband died earlier in the year, Georgina decided to go on holiday to Spain. She contacted a travel agent and booked the flight on the phone. When the tickets arrived in the post, she didn't notice that one letter was different in the name of the destination.

"It said 'Grenada', not 'Granada', but I didn't look very closely," Georgina later explained. She didn't spot the difference in spelling at the airport, either. "I noticed that the departure time and the arrival time were very different," she said, but I thought that was because of the time difference between Britain and Spain.'

When she realised her mistake, two hours into the flight, Georgina spoke to the flight attendant. I thought the plane was going to Spain, but it's going to the Caribbean!' she said. The flight attendant was very sympathetic, allowed Georgina to sit in a first-class seat, and gave her champagne. But the plane was over the middle of the Atlantic Ocean, and heading west. There was nothing that Georgina could do but wait until the plane landed at its destination.

When the plane finally arrived in the Caribbean, the airline put her in a hotel for the night and then, on the following day, flew her to Granada in Spain.

The travel agent apologised to Georgina and gave her a free ticket for her next holiday. "It was just a misunderstanding," said Georgina. "I don't blame anyone. The travel agent just misheard me. I'm certainly not complaining. They've given me a free holiday in Austria. Let's hope they don't send me a ticket to Australia!"

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Audio 1.32

Why video games are good for your health

Many people assume that video games have a negative effect on young people. A lot of time in front of a screen is bad for the mind and the body, they believe. Newspaper headlines often express the same opinion - and combat games cause the most concern because of the violence. But is there any evidence for this view? According to a report in *American Psychologist*, the truth is not so simple. Playing video games is sometimes good for children's education, health and social skills.

Research shows that video games can actually improve certain mental skills. This is especially true for combat games. These games teach players to think about objects in three dimensions and this makes them better at studying science, technology, engineering and maths. Other types of video game do not usually provide these benefits. However, other types of video game can have other positive effects. In 2013, scientists did some research into the effect of role-playing games (RPGs) on children. The research showed that when children spend a lot of time playing RPGs, they get better grades at school than children who do not play them. Other research showed that playing any kind of video game, including violent games, improves children's creativity. But using a computer or smartphone for emails or other tasks does not provide this benefit.

Quick and simple games like Angry Birds can improve players' mood and prevent them from feeling anxious. This emotional benefit is important, the report suggests. Feeling relaxed and happy is good for your health. The report also describes another emotional benefit of video games: they teach children how to react well to failure. In video games, players continually fail and try again. This makes them emotionally strong in real life.

Video games can improve social skills too, the report says. More than 70% of gamers play with a friend, not alone, and millions of people take part in huge online games like Minecraft and Farmville. The players learn useful social skills: how to lead a group, how to work together and how to make decisions. Overall, the report does not deny that some video games can have negative effects; but it is important to think about the benefits too. And remember: you mustn't believe everything you read in the newspapers!