

SHIGERU MIYAMOTO

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THE READING / TAPESCRIPT

Shigeru Miyamoto is a Japanese video game designer who is often called the "father of modern video gaming". He has created many classic games, such as Mario, Donkey Kong, and The Legend of Zelda. He is a senior manager and games developer at Nintendo. Miyamoto rarely plays video games and prefers to play the guitar and breed dogs.

Miyamoto was born in Kyoto, Japan in 1952. He loved to draw and paint pictures when he was a young boy. He explored the countryside around his home a lot, which gave him many ideas for his later games. In 1970, he went to art college, where he remembers spending most of the time doodling. In 1977, he joined Nintendo as an artist.

Miyamoto's big break came in 1980 when Nintendo America was desperately looking for a smash-hit game. Miyamoto was asked to design the game that would make Nintendo a big player in the US market. He came up with Donkey Kong, which would become one of the biggest games ever. At the same time, Miyamoto developed Mario, who has also become a phenomenal success.

Miyamoto was a key figure in the success of the Nintendo Wii. He believed early on that the Wii could outsell PS3 and Xbox 360 by putting simple, fun games on it. Miyamoto was one of 'Time' magazine's 100 Most Influential People of the Year in 2007. He is currently developing more Wii products and the Mario, Sonic and Pikmin series.

245 words
Flesch Kinkaid 9.3

SYNONYM MATCH: Match the words from the article on the left with their synonyms on the right. Are your answers the same as other students'?

Paragraphs 1 and 2

- | | |
|--------------|-----------------------|
| 1. called | a. masterpiece |
| 2. classic | b. became a member of |
| 3. rarely | c. wandered through |
| 4. explored | d. hardly ever |
| 5. remembers | e. dubbed |
| 6. joined | f. recollects |

Paragraphs 3 and 4

- | | |
|---------------|----------------|
| 7. break | g. competitor |
| 8. big | h. remarkable |
| 9. phenomenal | i. person |
| 10. player | j. presently |
| 11. figure | k. opportunity |
| 12. currently | l. important |

PHRASE MATCH: Match the following phrases from the article.

- | | |
|----------------------------------|-----------------------------------|
| 1. often called the father of | a. success |
| 2. He has created many classic | b. around his home |
| 3. prefers to | c. modern video gaming |
| 4. He explored the countryside | d. figure in the success |
| 5. he remembers spending most of | e. developing more Wii products |
| 6. make Nintendo a big | f. play the guitar |
| 7. a phenomenal | g. the time doodling |
| 8. a key | h. that the Wii could outsell PS3 |
| 9. He believed early on | i. games |
| 10. He is currently | j. player in the US market |

LISTENING GAP FILL:

Shigeru Miyamoto is a Japanese video game designer _____ called the "father of modern video gaming". He has created many _____, such as Mario, Donkey Kong, and The Legend of Zelda. He is a _____ and games developer at Nintendo. Miyamoto rarely plays video games and prefers to play the guitar and _____.

Miyamoto was born in Kyoto, Japan in 1952. He _____ and paint pictures when he was a young boy. He _____ countryside around his home a lot, which gave _____ for his later games. In 1970, he went to art college, where he remembers spending most of the _____. In 1977, he joined Nintendo as an artist.

Miyamoto's _____ in 1980 when Nintendo America was desperately looking _____ game. Miyamoto was asked to design the game that would make Nintendo a big player in the US market. He _____ Donkey Kong, which would become one of the biggest games ever. At the same time, Miyamoto developed Mario, who has also become a _____.

Miyamoto was _____ in the success of the Nintendo Wii. He believed early on that the Wii _____ PS3 and Xbox 360 by putting simple, fun games on it. Miyamoto was one of 'Time' magazine's 100 _____ People of the Year in 2007. He is _____ more Wii products and the Mario, Sonic and Pikmin series.

CHOOSE THE CORRECT WORD:

Delete the wrong word in each of the pairs in italics.

Shigeru Miyamoto is a Japanese video game *design / designer* who is often called the "father of modern video gaming". He has created *many / much* classic games, such as Mario, Donkey Kong, and The Legend of Zelda. He is a senior *management / manager* and games developer at Nintendo. Miyamoto rarely plays video games and prefers to play the guitar and *breed / bred* dogs.

Miyamoto was *birth / born* in Kyoto, Japan in 1952. He loved to draw and *paint / painting* pictures when he was a young boy. He explored the countryside around his home a *loads / lot*, which gave him many ideas for his later games. In 1970, he went to art college, where he remembers spending most of the time *noodling / doodling*. In 1977, he joined Nintendo as an artist.

Miyamoto's big *break / breakage* came in 1980 when Nintendo America was desperately looking for a smash-hit game. Miyamoto was asked to design the game that *will / would* make Nintendo a big player in the US market. He came *down / up* with Donkey Kong, which would become one of the biggest games ever. At the same time, Miyamoto developed Mario, who has also become a *phenomenal / phenomenon* success.

Miyamoto was a *key / keyed* figure in the success of the Nintendo Wii. He believed early *off / on* that the Wii could outsell PS3 and Xbox 360 by putting simple, fun games on it. Miyamoto was one of 'Time' magazine's 100 Most Influential *People / Person* of the Year in 2007. He is currently developing more Wii *produce / products* and the Mario, Sonic and Pikmin series.

SPELLING:

These jumbled words are from the text. Spell them correctly.

Paragraph 1

1. the "father of modern video miangg"
2. The enegdL of Zelda
3. games oeevlrdep at Nintendo
4. erdeb dogs

Paragraph 2

5. paint tpecsiru
6. He xlroeedp the countryside
7. spending most of the time iolgdodn
8. he joined Nintendo as an atisrt

Paragraph 3

9. Miyamoto's big akber came in 1980
10. Miyamoto was asked to esndgi the game
11. make Nintendo a big eryalp in the US market
12. become a phenomenal sccessu

Paragraph 4

13. Miyamoto was a key euigrf in the success
14. soutlle PS3 and Xbox 360
15. developing more Wii soctprud
16. the Mario, Sonic and Pikmin reesis

PUT THE TEXT BACK TOGETHER

Number these lines in the correct order.

- () where he remembers spending most of the time doodling. In 1977, he joined Nintendo as an artist.
- () same time, Miyamoto developed Mario, who has also become a phenomenal success.
- () gaming". He has created many classic games, such as Mario, Donkey Kong, and The Legend of Zelda. He is a senior
- () looking for a smash-hit game. Miyamoto was asked to design the game that would make Nintendo a big
- () manager and games developer at Nintendo. Miyamoto rarely plays video games and
- () the countryside around his home a lot, which gave him many ideas for his later games. In 1970, he went to art college,
- () Miyamoto was born in Kyoto, Japan in 1952. He loved to draw and paint pictures when he was a young boy. He explored
- () Miyamoto's big break came in 1980 when Nintendo America was desperately
- () Miyamoto was a key figure in the success of the Nintendo Wii. He believed early on that the Wii could
- () developing more Wii products and the Mario, Sonic and Pikmin series.
- () player in the US market. He came up with Donkey Kong, which would become one of the biggest games ever. At the
- () prefers to play the guitar and breed dogs.
- () of 'Time' magazine's 100 Most Influential People of the Year in 2007. He is currently
- (**1**) Shigeru Miyamoto is a Japanese video game designer who is often called the "father of modern video
- () outsell PS3 and Xbox 360 by putting simple, fun games on it. Miyamoto was one

SCRAMBLED SENTENCES

With your partner, put the words back into the correct order.

1. often gaming video modern of father the called

2. breed with dogs his prefers guitar to and play

3. a countryside lot around He his explored home the

4. spending remembers he doodling time the of most

5. joined In Nintendo 1977 as , an he artist

6. Miyamoto's 1980 in came break big

7. player make in Nintendo the a US big market

8. figure key a was Miyamoto success the in

9. could He on Wii PS3 early the outsell believed that

10. more products is developing Wii He currently

SHIGERU MIYAMOTO DISCUSSION:

STUDENT A's QUESTIONS (Do not show these to student B)

1. What do you know about Shigeru Miyamoto?
2. Would you like to meet Shigeru Miyamoto?
3. What would you like to know about Shigeru Miyamoto and why?
4. _____
5. _____
6. _____
7. _____
8. _____

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SHIGERU MIYAMOTO DISCUSSION:

STUDENT B's QUESTIONS (Do not show these to student A)

1. What did you learn from this text about Shigeru Miyamoto?
2. What questions would you like to ask Shigeru Miyamoto?
3. What would his answers be to those questions?
4. _____
5. _____
6. _____
7. _____
8. _____

SHIGERU MIYAMOTO SURVEY:

Write five questions about Shigeru Miyamoto in the table. Do this in pairs/groups. Each student must write the questions on his / her own paper.

Without your partner, interview other students. Write down their answers.

	STUDENT 1 _____	STUDENT 2 _____	STUDENT 3 _____
Q.1.			
Q.2.			
Q.3.			
Q.4.			
Q.5.			

Return to your original partner(s) and share and talk about what you found out. Make mini-presentations to other groups on your findings.

WRITING:

Write about Shigeru Miyamoto for 10 minutes. Show your partner your paper.
Correct each other's work.

HOMEWORK

1. VOCABULARY EXTENSION: Choose several of the words from the text. Use a dictionary or Google's search field (or another search engine) to build up more associations / collocations of each word.

2. INTERNET: Search the Internet and find more information about Shigeru Miyamoto. Talk about what you discover with your partner(s) in the next lesson.

3. SHIGERU MIYAMOTO POSTER: Make a poster showing the different stages of the life of Shigeru Miyamoto. Show your poster to your classmates in the next lesson. Did you all find out similar things?

4. MAGAZINE ARTICLE: Write a magazine article about Shigeru Miyamoto. Include an imaginary interview with him. Write about what he does every day and what he thinks about.

Read what you wrote to your classmates in the next lesson. Give each other feedback on your articles.

5. LETTER: Write a letter to Shigeru Miyamoto. Ask him three questions about his life. Give him three suggestions on what he should do in his future. Read your letter to your partner(s) in your next lesson. Your "Shigeru Miyamoto expert" partner(s) will try and answer your questions.

ANSWERS

SYNONYM MATCH:

Paragraphs 1 and 2

- | | |
|--------------|-----------------------|
| 1. called | a. dubbed |
| 2. classic | b. masterpiece |
| 3. rarely | c. hardly ever |
| 4. explored | d. wandered through |
| 5. remembers | e. recollects |
| 6. joined | f. became a member of |

Paragraphs 3 and 4

- | | |
|---------------|----------------|
| 7. break | g. opportunity |
| 8. player | h. competitor |
| 9. phenomenal | i. remarkable |
| 10. key | j. important |
| 11. figure | k. person |
| 12. currently | l. presently |

PHRASE MATCH:

- | | |
|----------------------------------|-----------------------------------|
| 1. often called the father of | a. modern video gaming |
| 2. He has created many classic | b. games |
| 3. prefers to | c. play the guitar |
| 4. He explored the countryside | d. around his home |
| 5. he remembers spending most of | e. the time doodling |
| 6. make Nintendo a big | f. player in the US market |
| 7. a phenomenal | g. success |
| 8. a key | h. figure in the success |
| 9. He believed early on | i. that the Wii could outsell PS3 |
| 10. He is currently | j. developing more Wii products |

ALL OTHER EXERCISES

Look at the text on page 2.