

E Read the article and find out why “it pays to play”. Which reason do you think is the best?

It Pays to Play



It may be worthwhile to rethink the way we learn and work.

1

Meet Steven Briggs. Steven loves to play and keep active throughout the day. **In fact**, today he is especially looking forward to participating in a treasure hunt with his friends. What may surprise you is the fact that Steven is not a young schoolboy. **Instead**, he is a 35-year-old employee, an engineer who works at a world-famous hi-tech company. That's right! Steven is a serious, hardworking man who still finds time to play at work.

2

The company Steven works at is only one of the many companies that have added playtime into their schedules. This trend is growing because play encourages creativity and innovation, and this is what companies are looking for. **For example**, a creative work environment might include Lego-building areas or slides between floors instead of elevators. The key is to keep work fun and to lower stress as much as possible. Some stress-relieving activities are playing ping pong, watching colorful fish swim in huge aquariums, and even getting a massage.

3

The demand for more creativity has also reached the education system. School is the

place where students should be working on developing thinking skills, such as problem solving. **Yet** most schools still require memorizing. **Moreover**, studies have shown that today young people are less creative, so educators want to bring back the imagination that has been lost. **For example**, the flexible classroom is a classroom that allows students to choose to learn the way they learn best. This may mean that during a lesson some students are sitting on couches while others are standing up. **In addition**, teachers provide learning tasks that require students to be more involved and more active. Students are encouraged to use their talents to create products and develop ideas that can be applied to their real lives. This way, learning becomes relevant and meaningful to them.

4

Unfortunately, our fast-paced, competitive lives don't leave much time for taking a nap or jogging in the park. **However**, it may be worthwhile to rethink the way we learn and work. Our brains are wired to imagine and create. Why not integrate play into our busy schedules in schools and at work? You never know – the simple Lego house you build today may turn out to be the most exciting smarthome of tomorrow.

Articles have many paragraphs. The **main idea** is the most important idea in each paragraph.

F Answer the questions to help you understand the main idea of each paragraph in the article. In questions 1-4, find THREE correct answers.

Paragraph 1

- What do we know about Steven?
He is
 - an employee
 - a teacher
 - a serious worker
 - a lazy person
 - a hard-working man
- What does Steven do? He
 - takes part in activities
 - hates playing games
 - keeps active all day
 - works as an engineer
 - works without taking a break

Paragraph 2

- What is a growing trend in companies?
They
 - realize the positive results of playing
 - take playtime out of their schedules
 - understand the problems of playing
 - include playtime in their schedules
 - provide creative environments

Paragraph 3

- What is the changing role of schools?
They should
 - teach students to sit still
 - help students develop thinking skills
 - teach students to solve problems
 - teach the importance of memorizing
 - encourage students to be involved

Paragraph 4

- According to the writer, it is worthwhile to integrate play into our busy schedules because