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# Introduction

*Reading Pass* is a four-level series combining interesting content with integrated skill building. Each book contains 20 units that deal with a variety of up-to-date topics. At the core of each unit is a reading passage, followed by interconnected vocabulary, listening, speaking, and writing activities. This comprehensive method allows students' English to rapidly improve. At the same time, the engaging topics keep students interested and motivated.

A **CD** is included with each book so that students can listen to every Reading Passage, Listening Exercise, and Listening Activity.


A **Teacher's Manual** is also available. It includes the **Answer Key** to the exercises in *Reading Pass*, as well as a **Listening Transcript** conveniently laid out for easy copying.

The following is a brief explanation of the components that make up each unit of *Reading Pass 3*:

Each unit starts with a short introduction to the topic.

This exercise includes three simple questions designed to get students to start thinking about the unit's topic. The exercise can be done in pairs, or the entire class can discuss the questions together.

This pre-reading exercise gives each student a chance to register his or her opinion about three statements related to the topic. The exercise encourages students to be more active and interested learners.



## Pro Gaming 1

With video games widely played worldwide, a growing number of fans are turning their hobby into a career. In Asia, Europe, North America, and beyond, these pro gamers take their work seriously. They practice hard, join teams, and compete in tournaments.

**Pre-Reading Questions** Discuss these questions in pairs.

1. Do you like playing video games? If so, what are your favorites?
2. What skills does someone need to be an excellent gamer?
3. Have you ever heard of someone earning a living playing video games?

**Consider the Topic** Read each statement. Check if you agree or disagree with it.

	agree	disagree
1. I like watching skilled people play video games.	<input type="checkbox"/>	<input type="checkbox"/>
2. Being a pro gamer is easier than being a pro baseball player.	<input type="checkbox"/>	<input type="checkbox"/>
3. People should always follow their dreams in life.	<input type="checkbox"/>	<input type="checkbox"/>

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Reading Passage  Track 2

As video games have become more popular, we've seen the rise of a unique class of athlete: the professional gamer. It's an international movement, with elite players coming from South Korea, Sweden, the USA, and elsewhere. But it isn't all fun and games. Just like other athletes, pro gamers must

possess natural skills and work long hours for a shot at fame and fortune. Competitive gaming, commonly referred to as "e-sports," has been around since the 1970s. However, it was decades before the **concept** took off. E-sports' first major star was Johnathan Wendel. In the 2000s, the man better known by his **nickname** "Fatal1ty" earned nearly \$500,000 in prize money playing games like Quake III and Painkiller.

Today's pro gamers are known for their individual excellence and membership on elite teams. Seth "Scumpii" Abner and Matthew "Nadeshot" Haag are both members of OpTic Gaming. The team has won several **tournaments**, including a gold medal at the 2014 X Games. Athletes like Abner and Haag must have quick **reflexes** and excellent **hand-eye coordination**. They also practice at least eight hours a day to **hone their skills**.

Pro gamers earn some money by **broadcasting** their games on websites like YouTube and Twitch. But the large tournaments deliver the biggest audiences and rewards. Major League Gaming (MLG) hosts tournaments online and at stadiums, with all the action broadcast on MLG.tv. At its Pro Circuit events, individual players and teams compete in games like Smash Bros., Call of Duty, and StarCraft II while audiences watch on huge screens. During the June 2014 MLG Championship, for instance, a sell-out crowd of 18,000 packed the stadium. Millions more watched online as gamers competed for \$150,000 in prize money.

When game makers host tournaments, the rewards can reach astonishing levels. Activision's Call of Duty Championship regularly delivers \$1 million in prize money. Riot Games' main event for its hit title League of Legends pays out \$2 million. But Valve, maker of Dota 2, tops them all. Its 2014 tournament, simply called "The International," handed out a record \$10 million, with half the pot going to the winning team.

<sup>5</sup> possess - have  
<sup>7</sup> take off - quickly grow

<sup>21</sup> stadium - arena; large building for sports, concerts, etc.

<sup>25</sup> pack - completely fill

<sup>27</sup> astonishing - incredible; amazing

<sup>32</sup> pot - total group/amount

Above the article is a CD icon. Next to it is a track number indicating the track on the CD where students can listen to a recording of the article.

The core component of each unit is an article about a topic of current interest. The topics are selected from a wide range of fields, including technology, health, science, modern lifestyles, sports, the environment, and many others. This variety reflects the wide scope of our daily reading experiences and the breadth of issues facing us in the 21st century.

Each article in *Reading Pass 3* is about 400 words long. The vocabulary, sentence structure, and length are carefully controlled to improve comprehension and allow for focused instruction. The unit's target vocabulary words and phrases (which are tested in the Vocabulary Building and Phrase Building exercises) are highlighted in bold for easy reference.

Beneath the article is a glossary with definitions in simple English of the article's most challenging words and phrases.

This exercise is made up of five multiple-choice comprehension questions. Every unit starts with a Main Idea question. Next there are three Detail questions. Finally, there is a question about understanding Vocabulary in context.

Rewards like these **inspire** game lovers everywhere to pursue their dreams of turning pro. After adding up online revenues, money from corporate sponsors, and tournament winnings, it is possible to earn a yearly income of \$100,000 as a gamer. However, as with other professional sports, the competition is **fierce**. Only the fastest, smartest, and most skillful players have a chance to become e-sports superstars.

<sup>33</sup> pursue - follow

## Questions about the Reading Choose the best answer.

## Main Idea

1. ( ) What is the article's main idea?  
(A) Major League Gaming is one of the biggest supporters of e-sports.  
(B) Every gamer dreams of winning a gold medal at the X Games.  
(C) Being a top pro gamer is difficult, but the rewards can be big.  
(D) Most pro gamers earn at least \$100,000 a year in prize money.

## Detail

2. ( ) What did Johnathan Wendel prove?  
(A) To be a top gamer, you must master either Quake III or Painkiller.  
(B) The 2000s was the last decade when competitive gaming was popular.  
(C) Joining a team is the best way to become a famous pro gamer.  
(D) It is possible to make a lot of money playing video games.
3. ( ) If you can't attend a Pro Circuit event in person, where can you watch it?  
(A) On MLG.tv  
(B) On Twitch  
(C) On YouTube  
(D) On pro.circuit.com
4. ( ) How much did the winners of Valve's 2014 tournament receive?  
(A) \$500,000  
(B) \$2 million  
(C) \$5 million  
(D) \$10 million

## Vocabulary

5. ( ) What does the word shot in line 5 mean?  
(A) chance  
(B) money  
(C) game  
(D) fire

Unit 1

**Writing about the Article** Answer each question with a complete sentence.

- How long have e-sports been around?  
\_\_\_\_\_
- What physical skills do pro gamers need?  
\_\_\_\_\_
- How many people attended the 2014 MLG Championship?  
\_\_\_\_\_

**Vocabulary Building** Choose the best word to fill in each blank.

- During the air show, \_\_\_\_\_ pilots put on an incredible flying display.  
(A) possible (B) elite (C) corporate (D) yearly
- Every four years, the World Cup finals are \_\_\_\_\_ to huge TV audiences.  
(A) broadcast (B) practiced (C) earned (D) referred
- Bret's \_\_\_\_\_ is "Stretch" because of his long legs.  
(A) sponsor (B) movement (C) nickname (D) membership
- The \_\_\_\_\_ lasts two weeks, with 16 teams competing for medals and prizes.  
(A) income (B) audience (C) tournament (D) decade
- The movie about Marie Curie \_\_\_\_\_ Fiona to become a scientist.  
(A) inspired (B) possessed (C) delivered (D) competed
- A self-driving car is an interesting \_\_\_\_\_. I wonder if they will be popular one day.  
(A) athlete (B) stadium (C) title (D) concept
- When seeing a bright light, it's a natural \_\_\_\_\_ to cover or partially close one's eyes.  
(A) fortune (B) revenue (C) player (D) reflex
- \_\_\_\_\_ and dangerous fighters, tigers have few rivals besides mankind.  
(A) Main (B) Fierce (C) Online (D) International

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This exercise gives students a chance to write short responses to questions about the article. Each answer should be one sentence long.

This exercise tests the unit's eight target vocabulary words. The target words were selected for their usefulness and frequency of use. They are words students will encounter and use over and over when speaking, reading, and writing English.

This exercise gives students the opportunity to use the unit's three target phrases in a different context. It uses the "cloze passage" format. Phrases should be used only once, and students should make sure to use the correct word form. Note that there are four phrases but only three blanks. The extra phrase is there to reduce guessing.


The three questions in this exercise are based on a short conversation (about 70 words long) related to the unit's topic. The conversation, which is recorded on the CD, is between two people. (The track number is written next to the CD icon.) Not only does this exercise strengthen general listening skills, but it's also excellent practice for tests such as TOEIC and TOEFL.

Pro Gaming

**Phrase Building** Write the correct phrase in each blank. Remember to use the correct word form.

● hand out ● all fun and games ● hand-eye coordination ● hone one's skills

Invented long ago in Europe, the game of darts is now enjoyed worldwide. To be a top player, you need excellent vision, balance, and \_\_\_\_\_. Yet little equipment is needed to play or practice. With just a dartboard and a set of darts, you can \_\_\_\_\_ to improve your form and accuracy. It's an enjoyable sport, but as professional players know, darts isn't \_\_\_\_\_. To do well in a tournament, you need to put in countless hours of practice.

**Listening Exercise**  Track 3

Listen to the conversation. Then choose the correct answer to each question.

- ( ) What does the woman ask the man?  
(A) If he learned anything during the tournament  
(B) If he wants to become a pro gamer  
(C) If he won a lot of money playing Call of Duty  
(D) If he is ready to play against her
- ( ) What does the man say about the Call of Duty tournament?  
(A) It was a very big event.  
(B) He almost won first place.  
(C) Some top gamers played.  
(D) It took place on the Internet.
- ( ) What does the woman think would be fun?  
(A) Playing another game besides Call of Duty  
(B) Competing in an event herself  
(C) Seeing the man play in a large tournament  
(D) Meeting a few more pro gamers

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**Listening Activity**

Listen to the report. Then fill in the information in the chart.

1. Besides MLG, what is another league with tournaments?	
2. What part of the world is that league in?	
3. How many hours of MLG video were watched online in 2013?	
4. How many live online viewers did MLG have in 2012?	
5. When are audiences even bigger?	

**Discussion Questions**

1. In Japan, is it possible to earn enough money as a pro gamer?
2. If you had a friend who really loved video games, would you encourage him or her to become a pro gamer? Or would you try to convince your friend to look for another type of work?
3. To many video game lovers, pursuing a career as a pro gamer sounds like a dream job. What's your dream job?

**Discussion Activity**

A career as a pro gamer has its good and bad points. Working in groups of 3–4 classmates, come up with a list. Write down two reasons in support of such a career move and two reasons against it. After you're finished, share your list with the rest of the class.

*Example:* On the plus side, as a pro gamer you can develop really good hand-eye coordination....

Next, the Listening Activity is based on a short talk (about 70 words long). Each talk, also related to the unit's topic, is recorded on the CD. (The track number is written next to the CD icon.) A variety of talk types are used, including information announcements, advertisements, news reports, and others. This activity gives students practice in listening for key details, just as they would have to do in the real world. And again, it offers excellent practice for TOEIC and TOEFL.

Now it's time for students to share their own ideas about the unit's topic. As they've already read an article and listened to a short conversation and short talk about the topic (in addition to doing many other exercises), they should be well prepared to hold discussions about it. The three questions in this exercise can be discussed in pairs, or the class can discuss the questions together.

This is the final exercise in each unit. Groups of classmates work together on a discussion activity that encourages them to use their imaginations, role play, and have fun. Simple directions for conducting the activity are provided, as is a model response to help students start talking.

## What's New in the Second Edition

*Reading Pass Second Edition* contains a number of enhancements.

### • **New Units**

Three units have been replaced by completely new units. This change allows for the inclusion of several fresh new topics for students to read and consider. The remaining units have been revised and updated to account for changes that have occurred since the release of the first edition.

### • **Topic Preview**

On the first page of every unit, a short introduction to the topic has been added. This preview helps students warm up for the unit's pre-reading exercises and article.

### • **Reading Comprehension Questions Reorganized**

In each unit's Questions about the Reading exercise, the first question now asks about the article's main idea. That is followed by three detail questions. Finally, a vocabulary question asks students to identify a word or phrase in context.

### • **Glossary**

A new glossary can be found at the back of the book. It lists every unit's target words and phrases. These checklists help students review key vocabulary and keep a record of the target items that they've studied.

### • **New Audio Recordings**

New recordings have been made for the Reading Passages, Listening Exercises, and Listening Activities. They are all located on the audio CD, which is included with the book.

### • **New Data CD for Teachers**

In addition to the Teacher's Manual, a Data CD is available for teachers. It includes numerous resources to assist with class preparation.



With video games widely played worldwide, a growing number of fans are turning their hobby into a career. In Asia, Europe, North America, and beyond, these pro gamers take their work seriously. They practice hard, join teams, and compete in tournaments.

## Pre-Reading Questions

Discuss these questions in pairs.

1. Do you like playing video games? If so, what are your favorites?
2. What skills does someone need to be an excellent gamer?
3. Have you ever heard of someone earning a living playing video games?

## Consider the Topic

Read each statement. Check if you agree or disagree with it.

- |  | agree                    | disagree                 |
|--|--------------------------|--------------------------|
| 1. I like watching skilled people play video games.              | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. Being a pro gamer is easier than being a pro baseball player. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. People should always follow their dreams in life.             | <input type="checkbox"/> | <input type="checkbox"/> |

## Reading Passage



## Track 2

As video games have become more popular, we've seen the rise of a unique class of athlete: the professional gamer. It's an international movement, with **elite** players coming from South Korea, Sweden, the USA, and elsewhere. But it isn't **all fun and games**. Just like other athletes, pro gamers must

5 possess natural skills and work long hours for a shot at fame and fortune.

Competitive gaming, commonly referred to as "e-sports," has been around since the 1970s. However, it was decades before the **concept** took off. E-sports' first major star was Johnathan Wendel. In the 2000s, the man better known by his **nickname** "Fatal1ty" earned nearly \$500,000 in prize money

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Today's pro gamers are known for their individual excellence and membership on elite teams. Seth "Scumpii" Abner and Matthew "Nadeshot" Haag are both members of OpTic Gaming. The team has won several **tournaments**, including a gold medal at the 2014 X Games. Athletes

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Pro gamers earn some money by **broadcasting** their games on websites like YouTube and Twitch. But the large tournaments deliver the biggest

20 audiences and rewards. Major League Gaming (MLG) hosts tournaments online and at stadiums, with all the action broadcast on MLG.tv. At its Pro Circuit events, individual players and teams compete in games like Smash Bros., Call of Duty, and StarCraft II while audiences watch on huge screens. During the June 2014 MLG Championship, for instance, a sell-out crowd

25 of 18,000 packed the stadium. Millions more watched online as gamers competed for \$150,000 in prize money.

When game makers host tournaments, the rewards can reach astonishing levels. Activision's Call of Duty Championship regularly delivers \$1 million in prize money. Riot Games' main event for its hit title League of Legends

30 pays out \$2 million. But Valve, maker of Dota 2, tops them all. Its 2014 tournament, simply called "The International," handed out a record \$10 million, with half the pot going to the winning team.

5 possess – have

7 take off – quickly grow

21 stadium – arena; large building for sporting events, concerts, etc.

25 pack – completely fill

27 astonishing – incredible; amazing

32 pot – total amount



Rewards like these **inspire** game lovers everywhere to pursue their dreams of turning pro. After adding up online revenues, money from corporate  
 35 sponsors, and tournament winnings, it is possible to earn a yearly income of \$100,000 as a gamer. However, as with other professional sports, the competition is **fierce**. Only the fastest, smartest, and most skillful players have a chance to become e-sports superstars.

<sup>33</sup> pursue – follow

### Questions about the Reading

Choose the best answer.

#### Main Idea

- ( ) What is the article's main idea?
  - Major League Gaming is one of the biggest supporters of e-sports.
  - Every gamer dreams of winning a gold medal at the X Games.
  - Being a top pro gamer is difficult, but the rewards can be big.
  - Most pro gamers earn at least \$100,000 a year in prize money.

#### Detail

- ( ) What did Johnathan Wendel prove?
  - To be a top gamer, you must master either Quake III or Painkiller.
  - The 2000s was the last decade when competitive gaming was popular.
  - Joining a team is the best way to become a famous pro gamer.
  - It is possible to make a lot of money playing video games.
- ( ) If you can't attend a Pro Circuit event in person, where can you watch it?
  - On MLG.tv
  - On Twitch
  - On YouTube
  - On procircuit.com
- ( ) How much did the winners of Valve's 2014 tournament receive?
  - \$500,000
  - \$2 million
  - \$5 million
  - \$10 million

#### Vocabulary

- ( ) What does the word *shot* in line 5 mean?
  - chance
  - money
  - game
  - fire

**Writing about the Article**

Answer each question with a complete sentence.

1. How long have e-sports been around?

\_\_\_\_\_

2. What physical skills do pro gamers need?

\_\_\_\_\_

3. How many people attended the 2014 MLG Championship?

\_\_\_\_\_

**Vocabulary Building**

Choose the best word to fill in each blank.

- During the air show, \_\_\_\_\_ pilots put on an incredible flying display.  
(A) possible (B) elite (C) corporate (D) yearly
- Every four years, the World Cup finals are \_\_\_\_\_ to huge TV audiences.  
(A) broadcast (B) practiced (C) earned (D) referred
- Bret's \_\_\_\_\_ is "Stretch" because of his long legs.  
(A) sponsor (B) movement (C) nickname (D) membership
- The \_\_\_\_\_ lasts two weeks, with 16 teams competing for medals and prizes.  
(A) income (B) audience (C) tournament (D) decade
- The movie about Marie Curie \_\_\_\_\_ Fiona to become a scientist.  
(A) inspired (B) possessed (C) delivered (D) competed
- A self-driving car is an interesting \_\_\_\_\_. I wonder if they will be popular one day.  
(A) athlete (B) stadium (C) title (D) concept
- When seeing a bright light, it's a natural \_\_\_\_\_ to cover or partially close one's eyes.  
(A) fortune (B) revenue (C) player (D) reflex
- \_\_\_\_\_ and dangerous fighters, tigers have few rivals besides mankind.  
(A) Main (B) Fierce (C) Online (D) International

**Phrase Building**

Write the correct phrase in each blank. Remember to use the correct word form.

- hand out   ● all fun and games   ● hand-eye coordination   ● hone one's skills

Invented long ago in Europe, the game of darts is now enjoyed worldwide. To be a top player, you need excellent vision, balance, and \_\_\_\_\_. Yet little equipment is needed to play or practice. With just a dartboard and a set of darts, you can \_\_\_\_\_ to improve your form and accuracy. It's an enjoyable sport, but as professional players know, darts isn't \_\_\_\_\_. To do well in a tournament, you need to put in countless hours of practice.

**Listening Exercise**

Track 3

Listen to the conversation. Then choose the correct answer to each question.

1. (    ) What does the woman ask the man?
  - (A) If he learned anything during the tournament
  - (B) If he wants to become a pro gamer
  - (C) If he won a lot of money playing Call of Duty
  - (D) If he is ready to play against her
  
2. (    ) What does the man say about the Call of Duty tournament?
  - (A) It was a very big event.
  - (B) He almost won first place.
  - (C) Some top gamers played.
  - (D) It took place on the Internet.
  
3. (    ) What does the woman think would be fun?
  - (A) Playing another game besides Call of Duty
  - (B) Competing in an event herself
  - (C) Seeing the man play in a large tournament
  - (D) Meeting a few more pro gamers

**Listening Activity**

Track 4

Listen to the report. Then fill in the information in the chart.

1. Besides MLG, what is another league with tournaments?	
2. What part of the world is that league in?	
3. How many hours of MLG video were watched online in 2013?	
4. How many live online viewers did MLG have in 2012?	
5. When are audiences even bigger?	

**Discussion Questions**

1. In Japan, is it possible to earn enough money as a pro gamer?
2. If you had a friend who really loved video games, would you encourage him or her to become a pro gamer? Or would you try to convince your friend to look for another type of work?
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**Discussion Activity**

A career as a pro gamer has its good and bad points. Working in groups of 3-4 classmates, come up with a list. Write down two reasons in support of such a career move and two reasons against it.

After you're finished, share your list with the rest of the class.

*Example:* On the plus side, as a pro gamer you can develop really good hand-eye coordination....