

Contraction croisée

Time has come for the worlds of gaming and education to meet : French tech entrepreneur Emmanuel Freund **recently** launched a children's video game entitled PowerZ whose success among players, parents and educationalists is ground-breaking. **First**, the game was born out of the observation that there was no such thing as an attractive game including educative contents : Emmanuel Freund along with education experts and acknowledged school textbooks publishers **then** designed a catchy scenery where young players face quests and trials based on scientific, linguistic or cultural knowledge. **Since** it was released, the game has won over thousands of children and has **also** improved thanks to the gamers and their families' contributions. **Interestingly**, the game is available for free or with a fee, and is about to evolve for new devices. **Actually**, this may be just the start of a worldwide educational platform. *(142 words)*

Observer :

-les mots de liaison et les repères temporels en gras

-la diversification du vocabulaire :

a) to launch, to design, to release a game

b) educationalists, education experts

c) (young) players, gamers, children

-l'identification précise des différents acteurs impliqués : tech entrepreneur, educationalists, publishers, young players, their families

-l'enrichissement lexical, notamment des adjectifs : ground-breaking, acknowledged, worldwide

Essai

Today's mankind is entitled to equality, freedom, health, education. However isn't life also about pleasure ? Can playing be considered another basic human right ? First, the need to play should be protected ; it could also be seen as a tool to set guidelines for.

Playing is obviously part of life. Children love playing, alone or with friends and family, indoors or outdoors. Adults actually keep on enjoying entertaining activities, such as playing board games, sports or music. Not to mention video games that have been increasingly popular for the past decades. Playing seems all the more necessary as it connects people, releases the pressure, even boosts our health : as such, playing may well be considered a right.

Moreover, studies have recently highlighted how useful playing can be. Very young children benefit from playing as shown by the acknowledged Montessori method of education. Similarly, companies currently use playing in their team-building strategies. Thus, playing could be a tool to encourage. However, it should be limited considering the dangers of excessive playing : gambling for instance has become a public health issue. Moreover, many warn about the risks of too much screen time.

Eventually, if playing should be protected as a beneficial activity, there should be guidelines from an early age so that playing helps us in life, not turns us away from it. *(225 words)*

Vocabulaire:

SINGULIER : ~~the~~ mankind, the human kind, the human species

PLURIEL : humans, human beings, men and women, people