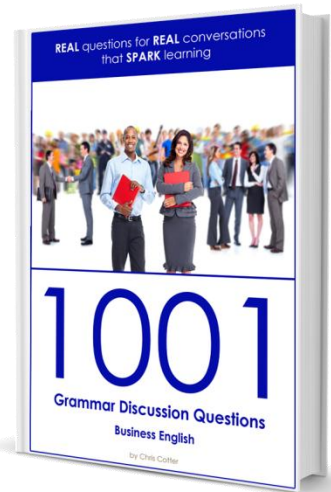
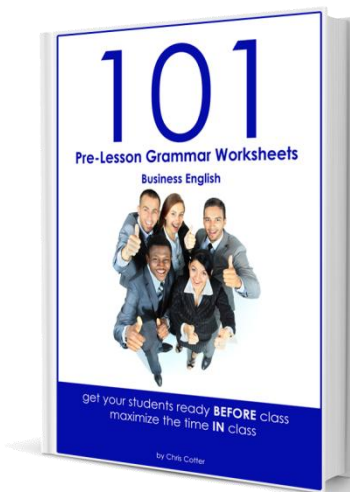
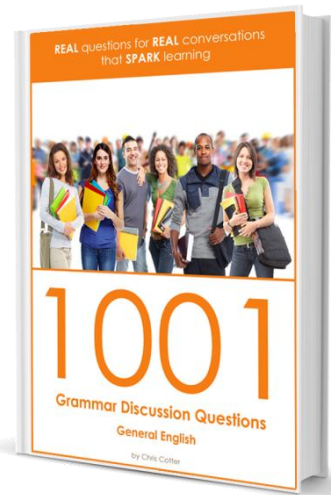
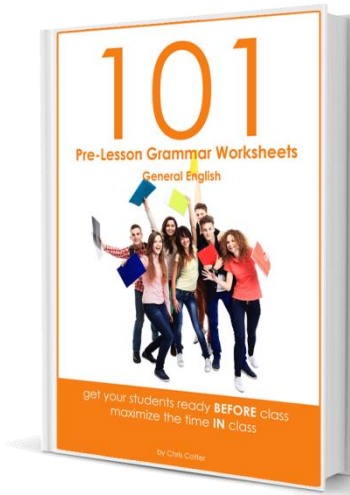
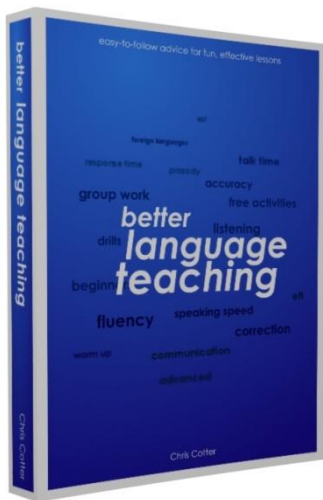


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## the ARTICLE (for teachers)

### Compulsive Internet Disorder

The Internet has become an important part of most people's lives because it's used for communication, information, and entertainment. Billions of people around the world send e-mails, chat online, read the news, and even play games. However, some people become addicted to the Internet. These people withdraw from the real world and spend more time alone.

Some psychologists state that people who use the Internet too much already have a mental illness. In other words, they already have a gambling problem, or prefer to play games instead of work. However, some psychologists believe Internet addiction is real, and doctors should see it as a mental disease.

South Korea thinks this Internet disorder is serious because children stop going to school to play games online. Even worse, some gamers have died after playing games online for many days without sleep!

In South Korea, there are counseling centers and treatment programs at hospitals for people with an Internet addiction. A rehab center also recently opened too. At the center, as part of a twelve-day program, participants cannot use computers. They may only use a cell phone one hour per day. The program is so popular that people are turned away because there isn't any available space.

**Teacher's Notes:**

\* Underlined words in red typeface are the recommended vocabulary for this lesson.

## WARM-UPS

Select one or all of the following warm-up activities.

**1: Define:** What does "addiction" mean? Can you use it in a sentence? Can you give examples?

**2: Brainstorm:** Brainstorm with a partner words and ideas for "addiction" for two minutes. Next, talk about the words and ideas for five minutes.

**3: Title:** Today's article is: "Compulsive Internet Disorder." What will you read about?

**4: Do you agree or disagree? Why?**

a.	I use the Internet at least two hours per day.
b.	I have stayed up all night (or almost all night) to surf the Net or play an online game.
c.	The Internet is a dangerous invention.
d.	I couldn't live for even one week without the Internet!
e.	Some people are addicted to the Internet and their computers.

## VOCABULARY

Select one of the following vocabulary acquisition activities.

**1: Vocabulary match:** Individually or in pairs/groups, match the words in column A (from the article) with the best choice in column B.

a. <b>withdraw</b>	u. illness
b. <b>prefer</b>	v. take away or leave
c. <b>disease</b>	w. open or empty
d. <b>serious</b>	x. someone who does an activity
e. <b>participant</b>	y. very important
f. <b>available</b>	z. like

**2: Fill in the Blanks:** Fill in the blank with the correct word.

	<b>disease</b>	<b>participants</b>	<b>withdraw</b>
	<b>available</b>	<b>prefer</b>	<b>serious</b>
a.	These people ( ) from the real world and spend more time alone.		
b.	They already have a gambling problem, or ( ) to play games.		
c.	Doctors should see Internet addiction as a mental ( ).		
d.	South Korea thinks this Internet disorder is ( ).		
e.	As part of a twelve-day program, ( ) cannot use computers.		
f.	People are turned away because there isn't any ( ) space.		

**3: Define:** Look in your dictionary for each word. Write the definition, correctly pronounce the word, and give an example sentence to the class.

a.	<b>withdraw:</b>
b.	<b>prefer:</b>
c.	<b>disease:</b>
d.	<b>serious:</b>
e.	<b>participant:</b>
f.	<b>available:</b>

## WORD RECOGNITION

These activities are optional. They reinforce vocabulary and increase reading speed.

**1: Word Search:** Find only the target words (in bold). Time yourself, and see how long it takes to find all the words.

<b>disease available</b>	<b>participants prefer</b>	<b>withdraw serious</b>
	D S F Q S V H S J S W P M O C	
	H I Z R C E E L C Z A S L S E	
	Y G S A L R L V W R R Q K R J	
	F S V E I W D B T U D K Z O R	
	Q E S U A F B I A U H K T G D	
	R L O V P S C Z P L T J L K P	
	X S P C M I E P P C I R P B K	
	V E G C P D E U B S W A N X W	
	A V I A L B L E N H G P V E S	
	S T N E P I C I T R A P R A E	
	E T R E F E R P G N I D O V R	
	S E U I J E Z F I R H R Z Z I	
	B S Q U I C C T U T Z T C Z O	
	Y Q J Q Q Q M I I P Y H X G U	
	A D M K I A M W R X P F I P S	

**2: Target Word Pool:** Find only the target words (in bold) with their exact match. Time yourself, and see how long it takes to find all the words.

<b>disease available</b>	<b>participants prefer</b>	<b>withdraw serious</b>
prefers	participatory	availed
diseased		disservice
		participants
participate	withdrawn	prefer
	availability	assailable
preference		withdrew
	serious	withdraws
unavailable		diseases
	preferred	serial
seriousness	disease	participates
		seriously
disorder	participant	available
	withdraw	disused
preferring		withdrawal

## pre- or post-COMPREHENSION

Select one or more activity to direct students before the article is read, or to check understanding after the article is read.

**1: Brainstorm Questions:** Brainstorm questions that you would like to ask about today's topic. Answer a partner the questions. He shouldn't look at the article when he answers.

**2: True or False?:** Guess (before the article) or answer (after the article) if the sentence is true or false. If false, correct the sentence.

a.	The Internet is used for communication, information, and entertainment.	T/F
b.	Experts don't agree about Internet addiction.	T/F
c.	South Koreans believe that Internet addiction is a serious problem.	T/F
d.	Participants at the rehab center can't use any electronic device.	T/F
e.	The rehab center isn't very popular in South Korea.	T/F

**3: Questions:** Answer the questions to check comprehension.

a.	As mentioned in the article, what is the Internet used for?
b.	Why do some experts think that Internet addiction isn't a real illness?
c.	What does the article say about Internet use in South Korea?
d.	What are some of the rules at the rehab center?
e.	How popular is the program at the rehab center?

**4: Fragments:** Remember how the fragments were used, and complete the sentence.

a.	<b>The Internet has become an important part of most people's lives because...</b>
b.	<b>Some psychologists state that people who use...</b>
c.	<b>South Korea thinks this Internet disorder is serious because...</b>
d.	<b>The program is so popular that people are turned away because...</b>

## post-COMPREHENSION

Select one or more activity to discuss the contents of the article.

**1: Vocabulary:** Circle any other unknown words/phrases in the article. In pairs/groups, use your dictionaries to understand these words. Write an example sentence for each one.

**2: Class Questions:** Read through the article once more, and write down any questions that you would like to talk about in pairs/groups or as a class. Answer the questions.

**3: Summarize:** Work with a partner to summarize the article in your own words.

**4: Discuss:** Talk about the following questions in pairs/groups. Remember to support your answers and ask more questions with your partner.

a.	Did you like this article? Why/not?
b.	How many hours per day do you use the Internet? Do you think this is too much?
c.	Why do some people spend too much time on the computer and the Internet?
d.	Is Internet addiction a real illness? Why/not?
e.	Do you think you have an addiction to the Internet? Why/not?
f.	What would you do if a family member spent days playing games on the computer?

**5: Role Play:** You're in charge of starting a program to fight Internet addiction. Work with a partner/group to decide the following points. Compare and/or present to another pair/group.

<b>length of the program:</b>
<b>number of participants:</b>
<b>activities planned:</b>
<b>security (in case someone tries to sneak away and go to a gaming center):</b>
<b>discipline (if necessary):</b>

**6: Google Search:** Type "Internet addiction" into Google news and read additional articles on this topic. Discuss or write an essay about your findings.

## STUDENT HANDOUT (the article)

### Compulsive Internet Disorder

The Internet has become an important part of most people's lives because it's used for communication, information, and entertainment. Billions of people around the world send e-mails, chat online, read the news, and even play games. However, some people become addicted to the Internet. These people withdraw from the real world and spend more time alone.

Some psychologists state that people who use the Internet too much already have a mental illness. In other words, they already have a gambling problem, or prefer to play games instead of work. However, some psychologists believe Internet addiction is real, and doctors should see it as a mental disease.

South Korea thinks this Internet disorder is serious because children stop going to school to play games online. Even worse, some gamers have died after playing games online for many days without sleep!

In South Korea, there are counseling centers and treatment programs at hospitals for people with an Internet addiction. A rehab center also recently opened too. At the center, as part of a twelve-day program, participants cannot use computers. They may only use a cell phone one hour per day. The program is so popular that people are turned away because there isn't any available space.

**Notes:**



**STUDENT HANDOUT (fill in the blank)**

Fill in the blank with the correct word.

<b>withdraw</b>	<b>disease</b>	<b>available</b>	<b>prefer</b>	<b>participants</b>
<b>counseling</b>	<b>died</b>	<b>communication</b>	<b>serious</b>	<b>already</b>

**Compulsive Internet Disorder**

The Internet has become an important part of most people's lives because it's used for (a. \_\_\_\_\_), information, and entertainment. Billions of people around the world send e-mails, chat online, read the news, and even play games. However, some people become addicted to the Internet. These people (b. \_\_\_\_\_) from the real world and spend more time alone.

Some psychologists state that people who use the Internet too much already have a mental illness. In other words, they (c. \_\_\_\_\_) have a gambling problem, or (d. \_\_\_\_\_) to play games instead of work. However, some psychologists believe Internet addiction is real, and doctors should see it as a mental (e. \_\_\_\_\_).

South Korea thinks this Internet disorder is (f. \_\_\_\_\_) because children stop going to school to play games online. Even worse, some gamers have (g. \_\_\_\_\_) after playing games online for many days without sleep!

In South Korea, there are (h. \_\_\_\_\_) centers and treatment programs at hospitals for people with an Internet addiction. A rehab center also recently opened too. At the center, as part of a twelve-day program, (i. \_\_\_\_\_) cannot use computers. They may only use a cell phone one hour per day. The program is so popular that people are turned away because there isn't any (j. \_\_\_\_\_) space.

## STUDENT HANDOUT (extended listening)

Listen and fill in the missing sentences. Compare your answers with a partner, and then listen once more.

### Compulsive Internet Disorder

The Internet has become an important part of most people's lives because it's used for communication, information, and entertainment. Billions of people around the world send e-mails, chat online, read the news, and even play games. However, some people become addicted to the Internet. These people withdraw from the real world and spend more time alone.

Some psychologists state that people who use the Internet too much already have a mental illness. In other words, a) \_\_\_\_\_, or prefer to play games instead of work. However, some psychologists believe Internet addiction is real, and doctors should see it as a mental disease.

South Korea thinks this Internet disorder is serious because children stop going to school to play games online. Even worse, b) \_\_\_\_\_!

In South Korea, c) \_\_\_\_\_. A rehab center also recently opened too. At the center, as part of a twelve-day program, participants cannot use computers. They may only use a cell phone one hour per day. The program is so popular that people are turned away because there isn't any available space.

**Sentence #1:**

**Sentence #2:**

**Sentence #3:**

## ANSWER KEY

### Vocabulary

#### 1: Vocabulary Match:

a.	v
b.	z
c.	u
d.	y
e.	x
f.	w

#### 2: Fill in the Blanks:

a.	withdraw
b.	prefer
c.	disease
d.	serious
e.	participants
f.	available

### pre- or post-Comprehension

#### 1. True or False:

a.	T
b.	T
c.	T
d.	F
e.	F

#### 2. Fragments:

a.	it's used for communication, information, and entertainment.
b.	the Internet too much already have a mental illness.
c.	children stop going to school to play games online.
d.	there isn't any available space.

### Student Handout

#### 1: Fill in the Blanks:

a.	communication	f.	serious
b.	withdraw	g.	died
c.	already	h.	counseling
d.	prefer	i.	participants
e.	disease	j.	available

#### 2: Extended Listening:

a.	they already have a gambling problem
b.	some gamers have died after playing games online for many days without sleep
c.	there are counseling centers and treatment programs at hospitals for people with an Internet addiction