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GET ENGLISH FAL
TEACHER DEVELOPMENT PROGRAMME
Grade 9 Term 2 Cycle 4
Worksheet Memorandums

LISTENING AND SPEAKING

WORKSHEET 1

ACTIVITY: PRE-LISTENING

1. What is e-sports and what does it stand for?

E-sports refer to competitive video gaming at a professional level. It stands for electronic sports.

2. Is e-sports popular in South Africa?

Yes / No (open ended question learners should support their answers).

3. What do you know about the gaming industry in general?

The gaming industry includes various career opportunities such as pro gamers, commentators, analysts, and coaches.

4. Can gaming be considered as a career?

Yes, gaming can be considered a career.

ACTIVITY: POST-LISTENING

QUESTION 1

[15]

- 1.1 Why did Zukisa Festile take out a loan to build his arcade?

Zukisa Festile took out a loan to build his arcade to introduce gaming to the youth in the township. ✓ ✓

(2)

- 1.2 Identify 4 career opportunities in the gaming industry that Fetsile mentions.

Festile sees various career opportunities in the gaming industry, such as pro gamers, commentators, analysts, and coaches. ✓ ✓ ✓ ✓

(4)

- 1.3 According to the report, what benefits does gaming offer to gamers who are introverts?

Gaming offers introverts an opportunity to interact with like-minded people and come out of their shell, showing their true personality. ✓ ✓

(2)

1.4 What does Festile hope to achieve by putting together a team from the township?

Festile hopes to put together a team from the township to play professional tournaments. ✓ ✓

(2)

1.5 How did criminals' impact Festile's project?

Criminals once took all of Festile's consoles, monitors, and accessories, which negatively impacted his project, and he had to rebuild it with borrowed money. ✓ ✓

(2)

1.6 Do you think gaming can be considered as a career opportunity for young people? Give reason for your answer.

Gaming can be a viable career opportunity for young people, and the industry provides various career paths. ✓ ✓ ✓

(3)



LISTENING AND SPEAKING: LANGUAGE INTEGRATION

WORKSHEET 2

Idioms

Idioms are phrases that can have two meanings a literal meaning and a figurative meaning they are often abstract in nature.

- Literal means in a literal manner or sense; exactly.
- Figuratively means whenever you say something you don't expect or mean to be understood literally, you're speaking figuratively, or using a 'figure of speech.'

QUESTIONS

[10]

Read through the following idioms and match the meaning.

Idiom (figurative)	Match the meaning	Meaning (Literal)
Example: Butterflies in the stomach	3	1. To become serious about something.
Back to square one.	5	2. To have an argument with someone.
Every cloud has a silver lining.	9	3. <i>Feeling nervous or anxious.</i>
A drop in the bucket.	8	4. Seeing the same people in different places.
Lend me your ear.	6	5. Having to start all over again.
Get down to brass tacks.	1	6. To politely ask for someone's full attention.
It's a small world.	4	7. To make someone laugh.
Crack someone up.	7	8. A very small part of something big.
Have an axe to grind.	2	9. Be happy even difficult times will lead to better days.

Underline the idiom in each sentence below:

Example: Noni felt down in the dumps because she did not pass her test.

1. Zodwa had butterflies in her stomach before the game.
2. Siya was a bundle of nerves before his exam.

READING AND VIEWING

WORKSHEET 3

Read the Magazine Article below.

ACTIVITY: PRE-READING

1. What do you know about esports?

Esports is a form of competitive video gaming where professional gamers compete against each other in tournaments and leagues, often in front of a live audience or streaming audience.

2. Have you ever watched an esports tournament? If yes, which game was it?

Open ended

3. What is your opinion on esports?

Open ended

Scan and **skim** the article for the following information:

4. What is the headline of the article?

Esports is gaining ground in SA-here's why.

5. Who wrote the article?

Alexander Olls, Logitech G Marketing Manager, South Africa.

6. When was the article published and what is the name of the magazine in which it was published?

5 Jul 2021.NAG Magazine

ACTIVITY: POST-READING

QUESTION 1

[20]

- 1.1 Identify any two annual tournaments at the heart of South Africa's esports industry mentioned in this article?

The annual tournaments at the heart of South Africa's esports industry include competitions hosted by Mettle state and the Africa Cyber Gaming League (ACGL), as well as the 2016 Telkom Digital Gaming League (DGL), South Africa's first R1 million prize tournaments. ✓ ✓

(2)

1.2 What are FIFA eNations Stay and Play Charity Cup?

The FIFA eNations Stay and Play Charity Cup is an esports tournament that took place in 2020 where the official eBafana Bafana squad comprised Proteas fast bowler Kagiso Rabada, rapper Cassper Nyovest, 18-year-old professional gamer Thabo Moloi, and professional footballer Sibusiso Vilakazi. ✓ ✓

(2)

1.3 Why is esports attractive to South Africans?

Esports is attractive to South Africans because it makes other sports more accessible to fans who can emulate their idols' match-winning excellence without needing the physical training or kit. Additionally, almost anyone who watches a virtual match can relive all the exhilarating action after the tournament or live stream is over. ✓ ✓

(2)

1.4 What percentage of South African gamers played FIFA in the last 12 months?

According to New zoo's 2021 Consumer Insights for Games and Esports, around 57% of South African gamers played FIFA in the last 12 months. ✓

(1)

1.5 How much is global esports revenue from sponsorships and media rights predicted to hit in 2021?

Global esports revenue from sponsorships and media rights is predicted to hit \$833.6 million in 2021. ✓

(1)

1.6 In your opinion, do you think esports is a viable industry in South Africa? Why or why not?

(Open ended). According to the article sports has grown in South Africa and presents opportunities for brands to engage with fans, indicating its viability as an industry. ✓ ✓ ✓

(3)

1.7 State one advantage and one disadvantage of brand sponsorships in esports?

Advantages of brand sponsorships in esports include exposure to a growing audience, increased revenue from sponsorships and media rights, and opportunities to engage with fans. ✓

Disadvantages may include the risk of oversaturation and loss of authenticity. ✓

(2)

1.8 Predict how you think esports will evolve in the future?

It is likely that esports will continue to grow and evolve as technology and gaming culture develop. ✓ ✓

(2)

1.9 What can traditional sports learn from esports in terms of audience engagement?

Traditional sports can learn from esports in terms of audience engagement by embracing digital platforms, providing more accessible ways to watch games, and exploring ways to involve fans in the action, such as through virtual or augmented reality experiences. ✓ ✓

(2)

1.10 Would you consider attending an esports tournament or event? Why or why not?

(Open ended). Attending an esports tournament or event could be a unique and exciting experience for those interested in esports and gaming culture. ✓ ✓ ✓

(3)



READING AND VIEWING

WORKSHEET 4

Language integration

QUESTION 1

[20]

The sentences below are all complex sentences. Underline the main clause and circle the dependant clause.

- 1.1 When I visited my cousin, we played games.
When I visited my cousin, we played games. ✓ ✓ (2)
- 1.2 After we played, we went to play soccer in the park.
After we played, we went to play soccer in the park. ✓ ✓ (2)
- 1.3 We need to practise more because we are not very good.
We need to practise more **because we are not very good.** ✓ ✓ (2)
- 1.4 We will go to the movies after we have done our chores.
We will go to the movies **after we have done our chores.** ✓ ✓ (2)
- 1.5 We worked hard because we wanted to go.
We worked hard **because we wanted to go.** ✓ ✓ (2)

Choose the correct word in brackets to complete the sentences.

- 1.6 My teacher (**advised**/adviced) me to work harder. ✓ (1)
- 1.7 I took her (advise/**advice**). ✓ (1)
- 1.8 An iPad is a hand-held electronic (**device**/devise). ✓ (1)
- 1.9 You have to (**practise**/practice) driving a lot before you get your driver's (**licence**/license). ✓ ✓ (2)
- 1.10 I advise you to go to every soccer (practise/**practice**) if you want to make the first team. You should also (**practice**/practise) at home. ✓ ✓ (2)
- 1.11 I (revise/**revise**) my school work every day. ✓ (1)
- 1.12 I was on the (field/**field**) when my friend gave me a (**brief**/breif) note. ✓ ✓ (2)

RUBRIC FOR GRADE 8 & 9 TRANSACTIONAL WRITING

Criteria	Exceptional	Skillful	Moderate	Elementary	Inadequate
CONTENT, PLANNING & FORMAT Response and Ideas: Organisation of ideas; Features/conventions and context. 12 MARKS	10 – 12 -Outstanding response beyond normal expectations. -Intelligent and mature ideas. -Extensive knowledge of features of the type of text. -Writing maintains focus -Coherence in content and ideas. -Highly elaborated and all details support the topic. -Appropriate and accurate format.	8 – 9 -Very good response demonstrating good knowledge of features of the type of text. -Maintain focus – No digressions -Coherence in content and ideas, very well elaborated and all details support the topic. -Appropriate format with minor inaccuracies.	5 – 7 -Adequate response demonstrating good knowledge of features of the type of text. -Not completely focused -some digressions. -Reasonably coherent in content and ideas. -Some details support the topic. -Generally appropriate format but some inaccuracies.	3 – 4 -Basic response demonstrating good knowledge of features of the type of text. -Some focus but writing digresses. -Not always coherent in content and ideas. -Few details support the topic. -Necessary rules of format vaguely applied. -Some critical oversights.	0 – 3 -Response reveals no knowledge of the features of the type of text. -Meaning obscure with major digressions. -Not coherent in content and ideas. -Very few details support the topic. -Necessary rules of format not applied.
LANGUAGE, STYLE & EDITING Tone, register, style, vocabulary appropriate to purpose and context; Language use and conventions; Word choice; Punctuation and spelling 8 MARKS	7 – 8 -Tone, register, style, and vocabulary highly appropriate to purpose, audience and context. -Grammatically accurate and well-constructed. -Virtually error-free.	5 – 6 -Tone, register, style, and vocabulary very appropriate to purpose, audience and context. -Generally, grammatically accurate and well-constructed -Very good vocabulary -Mostly free of errors.	4 -Tone, register, style, and vocabulary appropriate to purpose, audience and context. -Some grammatical errors. -Adequate vocabulary. -Errors do not impede the meaning.	3 -Tone, register, style, and vocabulary less appropriate to purpose, audience and context. -Inaccurate grammar with numerous errors. -Meaning obscured.	0 – 2 -Tone, register, style, and vocabulary do not correspond to purpose, audience and context. -Error-ridden and confusing. -Vocabulary not suitable for purpose. -Meaning seriously impaired.
MARK RANGE	17 – 20	13 – 15	9 – 11	6 – 7	0 – 5

Reading Words List

NINTH HUNDRED

Words
801-825

supply
corner
electric
insects
crops
tone
hit
sand
doctor
provide
thus
won't
cook
bones
tail
board
modern
compound
mine
wasn't
fit
addition
belong
safe
soldiers

Words
826-850

guess
silent
trade
rather
compare
crowd
poem
enjoy
elements
indicate
except
expect
flat
seven
interesting
sense
string
blow
famous
value
wings
movement
pole
exciting
branches

Words
851-875

thick
blood
lie
spot
bell
fun
loud
consider
suggested
thin
position
entered
fruit
tied
rich
dollars
send
sight
chief
Japanese
stream
planets
rhythm
eight
science

Words
876-900

major
observe
tube
necessary
weight
meat
lifted
process
army
hat
property
particular
swim
terms
current
park
sell
shoulder
industry
wash
block
spread
cattle
wife
sharp