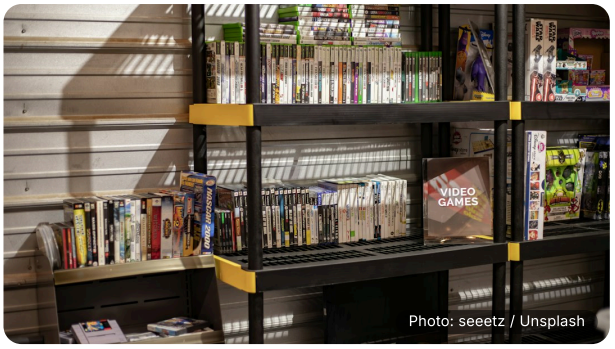
GTA VI sets record first-day sales

LEVEL B2



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I. WARM-UP

1. What video game release do you remember most? Why?
2. How do you usually hear about new games or films?
3. Do big sales mean something is high quality? Why or why not?

II. KEY VOCABULARY

launch
the start or first release of a product

estimate
a number given as a best guess based on available information

prerelease
before the official release date, often for early orders

worldwide
happening in or affecting the whole world

exceed
to be greater than a number or limit

phenomenon
something that becomes very popular or noticeable

critic
a person who reviews and judges games, films, or books

warning
advice to be careful about a possible danger

III. READING

Rockstar Games said Grand Theft Auto VI generated $3.79bn in retail sales on its first day, calling the launch the biggest in entertainment history. The company based the worldwide figure on its own estimate for the end of the day the game went on sale.

It added that 32.5m units were sold on prerelease across platforms, which set a record. The total appears to exceed the full box office run of Avengers: Endgame at about $2.9bn. It is also far above Grand Theft Auto V, which made roughly $800m in its first 24 hours in 2013.

The game launched on PlayStation 5 and Xbox Series X|S, first in New Zealand and then market by market at midnight local time. The release became a global phenomenon. Critics praised the game, which holds a score of 99 on review site Metacritic, and Rockstar said it was the highest-rated game ever.

After the launch, several US police departments posted public warnings not to copy the car thefts and violence shown in the game. One message from Atlanta read: "GTA is not a real place, but Atlanta is!"

Reading text adapted from reporting by **The Guardian***: "'A new record for entertainment': Grand...". Original article linked at theenglishwire.com.*

IV. COMPREHENSION QUESTIONS

1. How much did GTA VI make on its first day?
2. Who announced the first-day sales figure?
3. How many units were sold on prerelease?
4. Which film's box office did the total appear to exceed?
5. What did some US police departments do after the launch?

V. DISCUSSION

1. Are game launches becoming bigger than film premieres? Why?
2. Should sales records affect how we judge a game's quality?
3. Do police warnings about violent games help or harm? Explain.
4. What factors drive huge prerelease numbers for a game?

VI. GRAMMAR FOCUS

Relative clauses (non-defining)

Use commas to add extra, non-essential info: noun, which/who/where + clause, comma. Use which for things, who for people, where for places; that is not used in non-defining clauses.

*"Rockstar, **which develops the series**, reported huge sales."*

*"Critics, **who praised the game**, highlighted its quality."*

VII. GRAMMAR EXERCISE

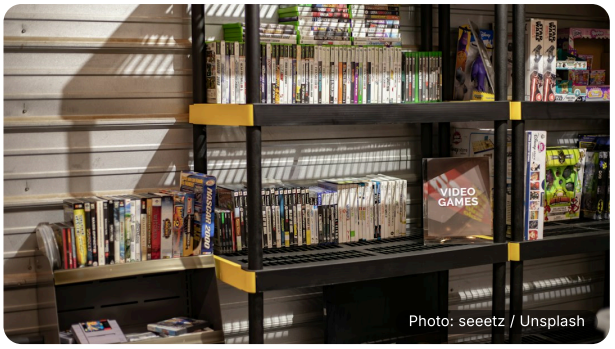
Circle the correct option in each sentence.

1. The game, (which / that) launched worldwide, drew crowds. _____
2. Critics, (which / who) praised it, were excited. _____
3. Atlanta, (where / which) a warning was posted, reacted. _____
4. Rockstar, (who's / whose) estimate was cited, celebrated. _____
5. 2013, (when / which) GTA V made $800m, was notable. _____

Teacher's Notes

TEACHERS ONLY

These notes are designed to help you get the most out of this lesson. Please do not share this page with students.



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I. LESSON GUIDE

- Timing: 8–10 minutes warm-up, 10 minutes vocabulary, 12–15 minutes reading, 10 minutes comprehension, 10 minutes discussion. Fold grammar into reading/comprehension time if needed.
- Pre-teach numbers and platforms quickly (billion, million, PlayStation, Xbox), and drill the pronunciation of figures like $3.79bn and 32.5m.
- Run a first skim for the key record and figures, then a scan task for platforms, dates, and comparisons. The topic mentions violence in games; start discussion in pairs and allow students to speak about the news rather than personal experiences.
- Differentiate by product: gamers summarise the text's sales story; non-gamers compare a big film launch with this game using two data points from the text.

II. DISCUSSION FACILITATION TIPS

1. Poll the room first, then pair students from different views to compare reasons.
2. Push beyond "yes/no" by asking for one benefit and one risk of using sales as a guide.
3. If views get strong, pause and have students list practical effects of such warnings.
4. Elicit three concrete drivers (marketing, reviews, platforms) before open discussion.

III. EXTENSION ACTIVITIES

Debate: In teams, argue whether record sales prove quality; each side gives two reasons, then rebuttal (10 minutes).

Writing: Write a 70-word news brief comparing GTA VI's first-day sales with Endgame's box office.

IV. ANSWER KEY OVERVIEW

Comprehension questions: short factual answers from the text.

Grammar exercise: Relative clauses (non-defining)

Discussion: open-ended. Accept any reasonable ideas supported by examples and reasoning.

Answer Key

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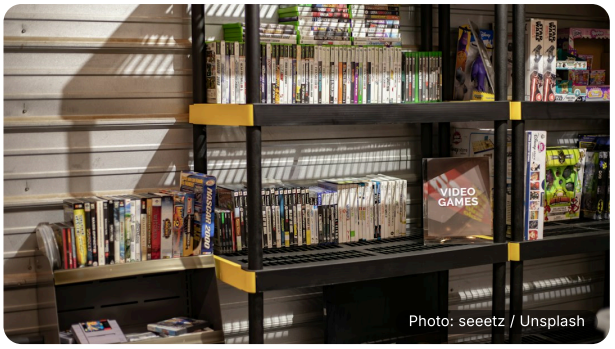

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IV. COMPREHENSION QUESTIONS

1. How much did GTA VI make on its first day?
   $3.79bn.
2. Who announced the first-day sales figure?
   Rockstar Games.
3. How many units were sold on prerelease?
   32.5 million units.
4. Which film's box office did the total appear to exceed?
   Avengers: Endgame.
5. What did some US police departments do after the launch?
   They posted warnings not to copy the game's crimes.

V. DISCUSSION

Open answers. Accept any reasonable ideas supported by examples and reasoning.

VI. GRAMMAR FOCUS

Key point: Use commas to add extra, non-essential info: noun, which/who/where + clause, comma. Use which for things, who for people, where for places; that is not used in non-defining clauses. (Examples constructed.)

*"Rockstar, **which develops the series**, reported huge sales."*

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VII. GRAMMAR EXERCISE

Circle the correct option in each sentence.

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4. Rockstar, (who's / whose) estimate was cited, celebrated. **whose**
5. 2013, (when / which) GTA V made $800m, was notable. **when**