

Lesson Plan © Easy Access English

VIRTUAL* Reality.

Existing in essence but not in fact or form.

EAE Learning objectives for this lesson

Practice and learn irregular past participles.

ACTIVITY ONE – Ask and Answer with a **partner**.



1. Do you ever play computer games, which allow you to exist in a virtual world?
2. Do you like to escape from the real world by watching fantasy films, which show a whole other reality?
3. Do you like reading books with extensive descriptions of a different type of reality?
4. Do you like watching films with a lot of special effects? Which are your favorites?
5. Do you belong to a virtual community?

Activity Two – A brief **History** of Movie Special Effects.

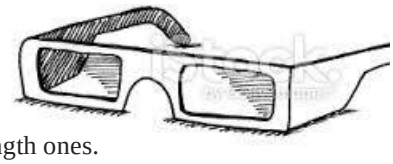
Let's have a look at this brief history in images – from Time Magazine.
http://content.time.com/time/photogallery/0,29307,2055255_2247284,00.html

1. Which of these movies have you seen?
2. Which did you particularly like and why?
3. With your partner – Using the PAST TENSES answer the following question: How have special effects evolved according to the presentation you have just seen.

ACTIVITY THREE – Special Effects in the **past tense**.

In the last activity you had to use **the past tense**. You may have noticed that the key to speaking easily in the past in English is to ***remember the irregular past participles***.
Let's practice. This will help you to learn them. With your partner try to replace the infinitives (TO…) with the correct past participles faster than other people in the group.

1. Special effects **TO BE** much less sophisticated in the 1940's than they are now.
2. Special effects have *TO BRING* stories to life in many films.
3. Special effects have TO GET more and more impressive in recent years.
4. The makers of Star Wars and Jurassic Park TO USE both life sized and miniature models for the special effects.
5. The equipment which was TO NEED to produce special effects TO BE much more expensive in the past.
6. George Melies *TO BE* the first film maker who TO USE special effects.
7. Melies ***TO THINK*** up the use of time lapse photography for special effects.
8. A British film maker first **TO COME** up with the idea for 3D films in the '20's.
9. Facebook **TO SPEND** two billion dollars on buying a company called Oculus.
10. Oculus has **TO MAKE** short virtual reality Movies, but now they will make full length ones.
11. When you have *TO SEE* a virtual reality Movie you will think that 3D is very boring by comparison.
12. Filmmakers from Oculus have now TO SHOW that movies can be responsive to the viewer like a video game.



ACTIVITY FOUR – **TEAM** Game – In two teams comment on what you **see**. You must take turns commenting each scene in the past tense. If you make a mistake with the pat tense or hesitate for too long the other team takes over and wins double points for that scene!

The evolution of visual effects (YouTube – watch the evolution of horror films).
https://www.youtube.com/watch?v=0BYovvLhy7A

Activity Five – **Read the text** and identify the irregular past participles and the regular past participles.

3D Televisions allow people in their homes to create a kind of VIRTUAL REALITY (previously only experienced in Cinemas or computer games). Despite what seems to be only a recent breakthrough in 3D technology, and an even more recent release into mainstream society, the3DTV we know today is what could be seen as a current stage in a process which has been in development since the 19th century.

The 3D movie concept has been developing since 1855, and the invention of a Kinematoscope (Stereo Animation Camera), when it was realised that a precise method of overlaying two slightly different images at a flickering speed could create a '3D effect'. The forerunner of this effect was English film-maker William Friese-Greene, and it was dubbed as anaglyphic (the approach that does not need a special TV, and is best known for requiring 'red-cyan' glasses to view).

The first movie of this method was produced in 1915, before the first public release of a 3D movie in 1922, and the first colour film in 1935. Since then, the anaglyphic approach has made sporadic forays into the limelight between the 1950's and now, with home releases for anaglyphic versions of films often being sold in the early 2000's due to the development of the DVD.

However, various electronics companies and film-makers have been developing the new 'polarized' approach (requiring the 'sunglasses'-style glasses) ever since it took off with 2009 hit film Avatar, and since then, films and TV channels in the format have become standardised, and home use of 3D is higher than ever before.

With the technology to mass produce and sell 3DHDTV's in place since 2010, it is no surprise that all the major global electronics companies set about developing their own boxes to enter the emerging market. The have all announced plans for 3D sets which don't require glasses. (Source WHOINVENTEDTHE.COM).

Activity Six – With your partner act out one of the following ***Scenes***.



1 You are being chased by a huge green monster who is towering above you. At once point one of you slips and falls to the ground. You try to help your partner up but she is dragged off and devoured by the monster.

2 You are walking along the ledge of the Empire State Building. A bad guy is chasing you… he catches up with you, you wrestle and one of you falls – it's a very long way down!



3 You are trying to escape from a burning building by climbing down a rope ladder. Your friend is trying to give you instructions from below. Do you escape before the fire reaches you?

4 You are in a sinking ship and the only way you can escape is by reaching one of the lifeboats in time. You are just about to make it when you see a small child who needs to be rescued. You try to persuade him to come quickly with you.

Last Activity – Past Participles Test – In TEAMS - Test each other on the irregular past participles – see who gets the most right! Do you need to learn them at home?

