

The History of Gaming



Early video games were single-player games using a **cathode ray tube**. They were only found in research labs and universities. Things changed in the 1970s when games such as Pong were made and got people interested in gaming at home. Gaming has become one of the most popular activities in the world.

1970s

In 1972, the first home games console was released, called the Magnavox Odyssey. It wasn't very good but it was a starting point for consoles such as the Atari 2600, which was released in 1977. This was the first console where users could change game cartridges. It was a huge success and the beginning of how

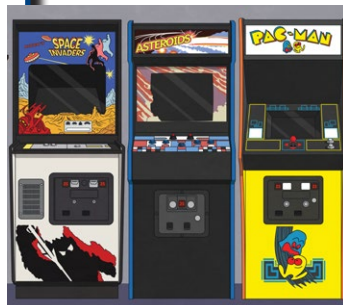


1980s

During the 1980s, people started to purchase home computers. They became a fun way to play games. This was the time of games such as Pac-Man and Space Invaders, which were simple and fun so that young and old could enjoy playing them.

1990s

Some of the most famous consoles and games were released in the 1990s. Nintendo brought out the Super Nintendo Entertainment System, known as SNES, which was a huge hit. It followed on from the successful Sega consoles. These consoles introduced players to games such as Super Mario World and Sonic the Hedgehog.

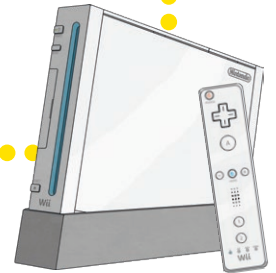


In the late 1990s, gaming graphics became 3D with consoles such as the PlayStation and Nintendo 64.



2000s

In the 2000s, the PlayStation 2, Xbox and Nintendo GameCube came out. They were even more powerful than those that came before. Games began to push what was possible in terms of graphics and sound.



The History of Gaming

Present Day

Today, gaming is huge with consoles such as the PlayStation 5, Xbox Series X and Nintendo Switch. Exciting gaming experiences are beginning to become popular with virtual reality, or VR, and motion controls being used.

The Future

We can expect to see more advanced VR technology that could create more realistic virtual worlds. This would transform the gaming experience, allowing players to feel like they are inside the game.

Artificial intelligence, or AI, could allow games to become even more realistic. Imagine a game where the AI learns from the way you play and changes to give an experience that's different for every player!

Glossary

cathode ray tube:

An early display device that made simple images appear on a screen.

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Questions

1. When did the game 'Pong' become popular? Tick one.

- ☐ 2000s
- ☐ 1990s
- ☐ 1950s
- ☐ 1970s

2. Which console was released in 1977? Tick one.

- ☐ Xbox
- ☐ SNES
- ☐ Atari 2600
- ☐ PlayStation

3. Underline **one** word in the sentences below that means the same as 'buy'.

During the 1980s, people started to purchase home computers.

4. Draw **four** lines to match the consoles to the decade they came out.

Magnavox Odyssey	2000s
SNES	1970s
Xbox Series X	1990s
PlayStation 2	Present Day

5. What happened to gaming graphics in the late 1990s?

6. What does VR stand for?

7. Do you think artificial intelligence could make gaming even better? Explain your answer.

Answers

1. When did the game 'Pong' become popular? Tick one.

- ☐ 2000s
- ☐ 1990s
- ☐ 1950s
- ☒ **1970s**

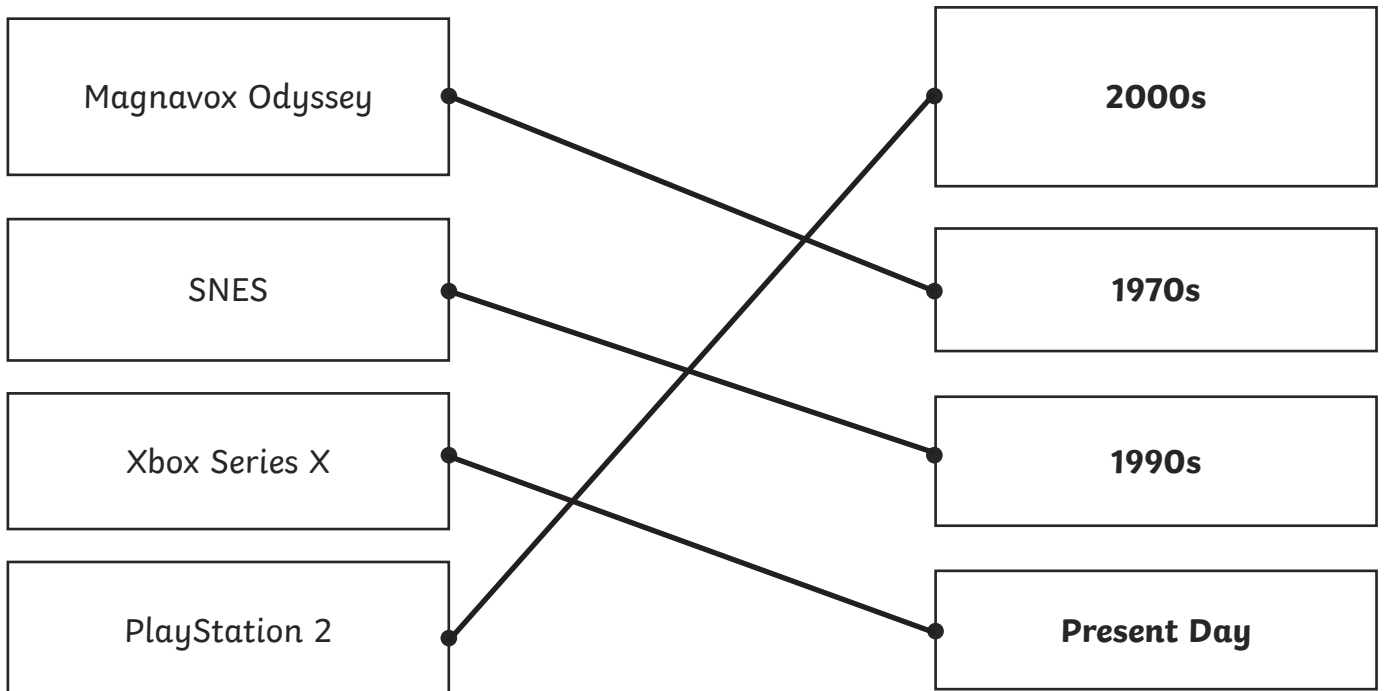
2. Which console was released in 1977? Tick one.

- ☐ Xbox
- ☐ SNES
- ☒ **Atari 2600**
- ☐ PlayStation

3. Underline **one** word in the sentences below that means the same as 'buy'.
During the 1980s, people started to **purchase** home computers.

- **Award 1 mark** for:
purchase

4. Draw **four** lines to match the consoles to the decade they came out.



5. What happened to gaming graphics in the late 1990s?
Gaming graphics became 3D.
6. What does VR stand for?
VR stands for virtual reality.
7. Do you think artificial intelligence could make gaming even better? Explain your answer.
Pupils' own responses, such as: Yes, AI could make gaming more exciting because it could learn from the way you play and make changes to give an experience that's different for every player.

The History of Gaming



The first video games were single-player games made with a **cathode ray tube**. They were only found in research labs and universities. Things changed in the 1970s with games such as Pong. The success of these games sparked an interest in home gaming. Gaming has become one of the most popular activities in the world.

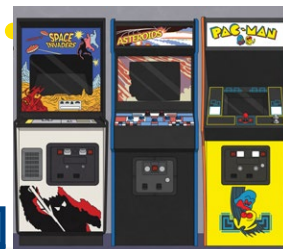
1970s

In 1972, the first home console was released called the Magnavox Odyssey. It wasn't very successful but gave a starting point for later consoles such as the Atari 2600 in 1977. Before this, you could only play games that were preloaded onto the computer or console. It was the first, popular system that allowed users to change **game cartridges** so that different games could be played. It was a huge success and was the beginning of how we play games today.



1980s

During the 1980s, people started to have home computers. They became a platform for games. This was the time of games such as Pac-Man, Donkey Kong and Space Invaders. They were simple and fun so everyone enjoyed playing them.



1990s

Some of the most famous consoles and games were released in the 1990s. Early in the decade, Nintendo released the Super Nintendo Entertainment System, or SNES for short, which became immensely popular. It followed the successful Sega console. These consoles introduced players to games such as Super Mario World and Sonic the Hedgehog.

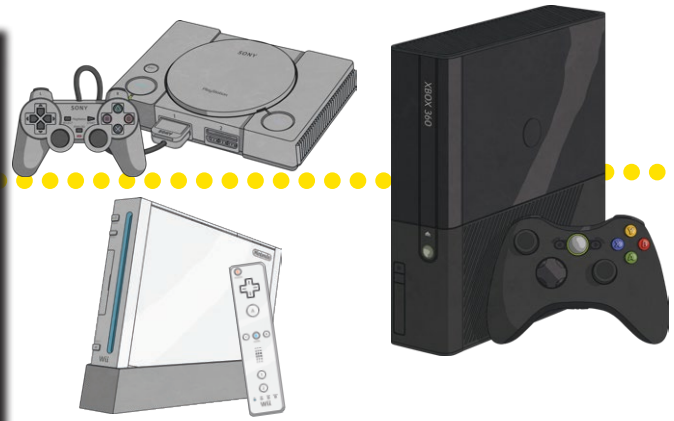
Graphics became 3D in the 1990s!



2000s

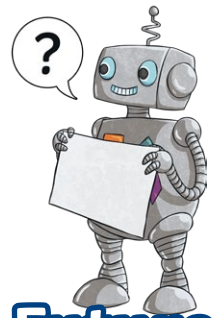
In the 2000s, the PlayStation 2, Xbox and Nintendo GameCube were even more powerful than those that came before. Games began to push the limits of what was possible with graphics and sound. Many games included a morality system where the player's choices changed how the story of the game would unfold.

The History of Gaming



Present Day

Today, gaming is bigger than ever with consoles such as the PlayStation 5, Xbox Series X and Nintendo Switch. These consoles offer players an immersive gaming experience with virtual reality, or VR, and motion controls being used. Graphics are very realistic and make games come to life.



The Future

Glossary

cathode ray tube:

An early display device that made simple images appear on a screen.

game cartridges:

A cassette-like computer chip that holds data for a video game.

We can expect to see advanced VR technology that can create even more immersive worlds. VR will allow players to feel as though they were really inside the game.

Artificial intelligence, known as AI, would make games extremely exciting. Imagine a game where the AI learns from the way you play and adapts, making the game experience different for every player!

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Questions

1. What made the Atari 2600 different? Tick one.

- ☐ You could change the game cartridges.
- ☐ Games were 3D.
- ☐ It used artificial intelligence.
- ☐ You could play it at home.

2. Draw **four** lines and match the events to the time periods.

gaming graphics became 3D	2000s
Space Invaders was released	The Future
games used a morality system	1980s
games using AI	1990s

3. Underline **one** word in the sentence below that means the same as 'extremely'.
Early in the decade, Nintendo released the Super Nintendo Entertainment System, or SNES for short, which became immensely popular.

4. Which games consoles could you buy in the 2000s? Tick **two**.

- ☐ Xbox Series X
- ☐ Nintendo Switch
- ☐ Nintendo GameCube
- ☐ PlayStation

5. What does a 'morality system' do?

6. What technology can ‘create even more realistic and immersive virtual worlds’?

7. Summarise how the popularity of gaming has changed over the years.

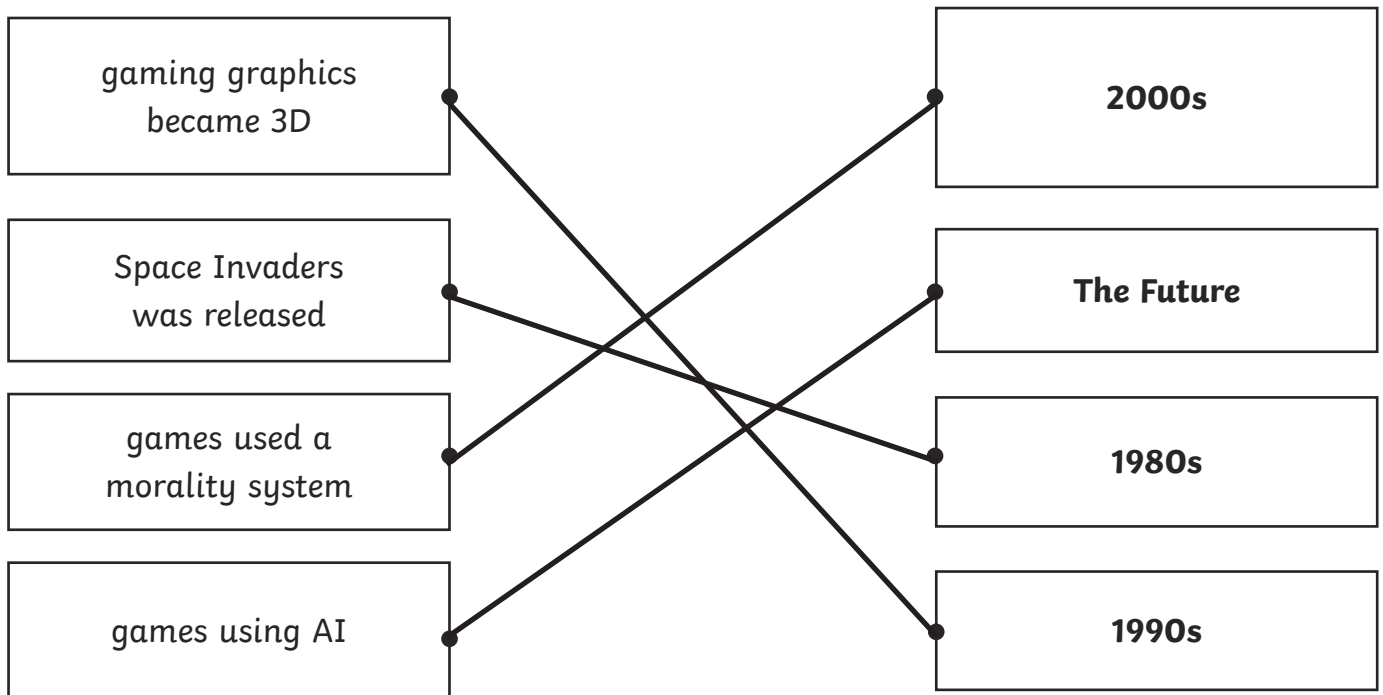
8. What do you think could be the biggest change that might happen in gaming in the future?

Answers

1. What made the Atari 2600 different? Tick one.

- ☒ **You could change the game cartridges.**
- ☐ Games were 3D.
- ☐ It used artificial intelligence.
- ☐ You could play it at home.

2. Draw **four** lines and match the events to the time periods.



3. Underline **one** word in the sentence below that means the same as 'extremely'.
Early in the decade, Nintendo released the Super Nintendo Entertainment System, or SNES for short, which became immensely popular.

- **Award 1 mark** for:
immensely

4. Which games consoles could you buy in the 2000s? Tick **two**.

- ☐ Xbox Series X
- ☐ Nintendo Switch
- ☒ **Nintendo GameCube**
- ☒ **PlayStation**

5. What does a 'morality system' do?

The player's choices change how the story of the game unfolds.

6. What technology can 'create even more realistic and immersive worlds'?

Virtual reality can create even more realistic and immersive worlds.

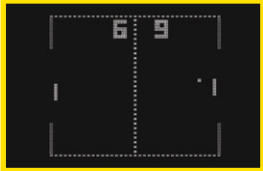
7. Summarise how the popularity of gaming has changed over the years.

Pupils' own responses, such as: In the early 1970s, gaming machines weren't as popular because you could only play one game on them. Now lots of people have them because you can play lots of different games.

8. What do you think could be the biggest change that might happen in gaming in the future?

Pupils' own responses, such as: I think the use of AI will be very exciting as it will mean a different game experience for every player. I think this will make gaming even more popular.

The History of Gaming



Gaming has come a long way in the last 60 years. The first video games were simple, single-player games made with a **cathode ray tube**. Unfortunately, they were only found in research labs and universities. However, things changed in the 1970s when arcade games such as Pong were released. The success of these games sparked an interest in home consoles and computers. Since then, gaming has become possibly one of the most popular activities in the world.

1970s

In 1972, the first games console for the home was released called the Magnavox Odyssey. It was not very successful but gave a starting point for later consoles such as the Atari 2600, which was available in 1977. Before this, you could only play games that were preloaded onto the computer or console. The Atari 2600 was the first, popular system that allowed users to change **game cartridges** so that different games could be played. It was a huge success and was the beginning of how we play games today.



1980s

During the 1980s, people started to have home computers. They became a platform for video games. This was the time of classic games such as Pac-Man, Donkey Kong and Space Invaders. These games were simple and fun so people young and old enjoyed playing them.

1990s

Some of the most famous consoles and games of all time were released in the 1990s. Early in the decade, Nintendo released the Super Nintendo Entertainment System (SNES), which was a huge hit. It followed on from the successful Sega console. These consoles introduced players to games such as Super Mario World and Sonic the Hedgehog.



Gaming graphics became 3D on new consoles such as the PlayStation and Nintendo 64.

2000s

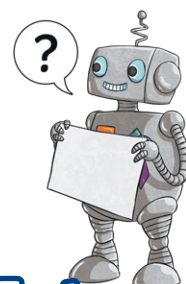
The 2000s saw the release of consoles such as the PlayStation 2, Xbox and Nintendo GameCube. These consoles were even more powerful than those that came before and allowed for more advanced games. Games began to push the limits of what was possible in terms of graphics and sound. It became popular for games to include a morality system, where the actions of the player changed how the story of the game would unfold.

The History of Gaming



Present Day

Today, gaming is bigger than ever with consoles such as the PlayStation 5, Xbox Series X and Nintendo Switch. These consoles offer players a more immersive gaming experience with virtual reality (VR) and motion controls being used. Graphics are the most realistic we have ever seen and make it seem that games come to life on screen.



The Future

Glossary

cathode ray tube:

An early display device that made simple images appear on a screen.

game cartridges:

A cassette-like computer chip that holds data for a video game.

In time, we can expect to see advanced VR technology that can create even more realistic and immersive worlds. This would transform the gaming experience even further, allowing players to feel as though they were really inside the game.

Artificial intelligence (AI) might allow games to become even more exciting in the future. Imagine a game where the AI learns from the player's gaming style and adapts to provide a unique and challenging experience!

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Questions

1. Draw **four** lines and match the technology to the correct time period according to the text.

home computers	Present Day
motion control	The Future
artificial intelligence	1970s
cathode ray tube	1980s

2. Which of these games became popular in the 1970s? Tick one.

- ☐ Pong
☐ Pac-Man
☐ Super Mario World
☐ Space Invaders

3. Look at the paragraph called **1990s**.

Find and copy a phrase that tells you that lots of people enjoyed the Super Nintendo Entertainment System.

4. Fill in the missing words.

Games began to push the limits of what was possible in terms of _____ and sound. It became popular for games to include a _____ system.

5. Look at the paragraph called **Present Day**.

Name **two** consoles the paragraph mentions that you could buy today.

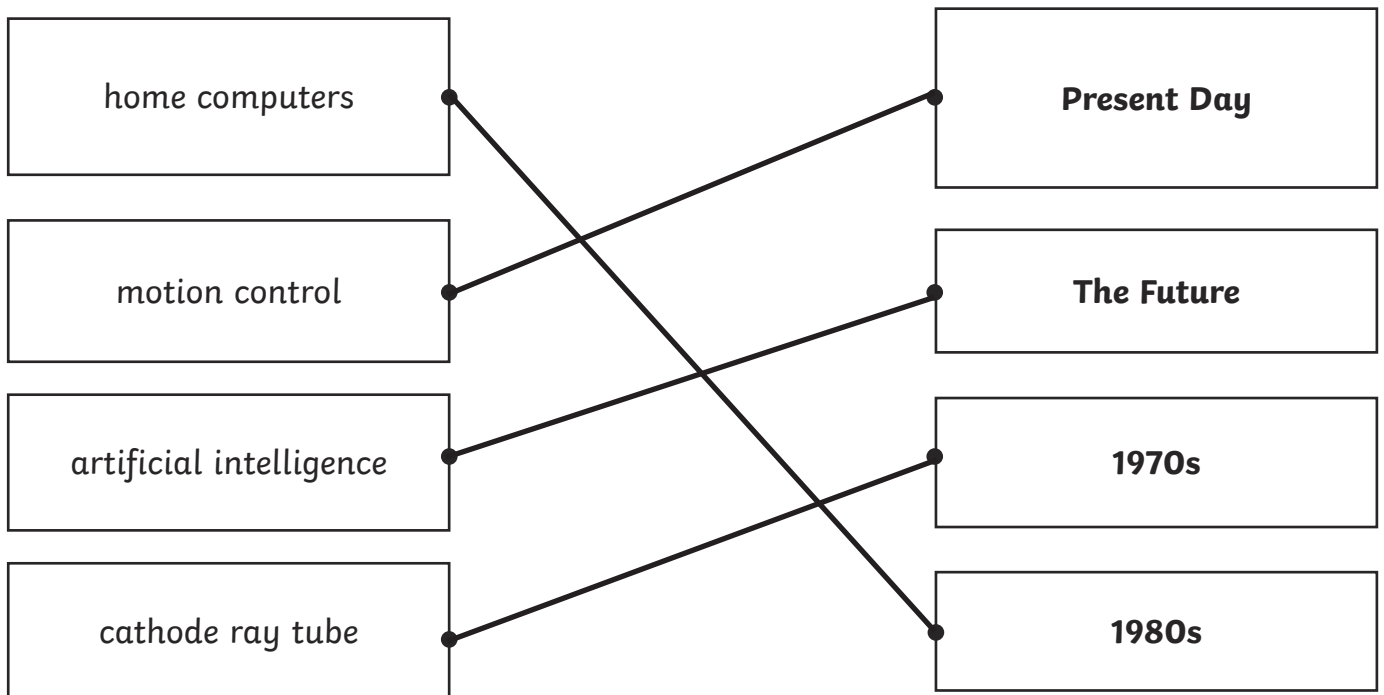
6. Explain what VR means.

7. How might AI change games in the future?

8. Making reference to the text, what do you think was the most important development in gaming so far?

Answers

- Draw **four** lines and match the technology to the correct time period according to the text.



- Which of these games became popular in the 1970s? Tick one.

- ☒ **Pong**
- ☐ Pac-Man
- ☐ Super Mario World
- ☐ Space Invaders

- Look at the paragraph called **1990s**.

Find and copy a phrase that tells you that lots of people enjoyed the Super Nintendo Entertainment System.

The phrase 'a huge hit' tells me that people enjoyed the SNES.

- Fill in the missing words.

Games began to push the limits of what was possible in terms of **graphics** and sound. It became popular for games to include a **morality** system.

5. Look at the paragraph called **Present Day**.

Name **two** consoles the paragraph mentions that you could buy today.

Accept any two: PlayStation 5; Xbox Series; Nintendo Switch.

6. Explain what VR means.

Pupils' own responses, such as: VR means virtual reality. It creates even more realistic and immersive worlds for players to play in.

7. How might AI change games in the future?

Pupils' own responses, such as: In the future, games that use AI may be able to learn from the player's gaming style and adapt to provide a unique and challenging experience.

8. Making reference to the text, what do you think was the most important development in gaming so far?

Pupils' own responses, such as: I think that being able to change the game cartridges in consoles was the biggest development in gaming because the text says 'it was the beginning of how we play games today.' Before this, you could only play games that were preloaded onto the console.