



*Warm up:* Do you know what game is in this picture? Have you ever played this game (or sth similar, where the goal is to take away sb else's money)? Did you like it? Explain.

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**Phrases or terms in the article:** \*\*Remember: **sth** = something; **sb** = somebody.

sth/sb tends to be = sth/sb usually is **Sally tends to be very tolerant of rude strangers.**

sb has bragging rights = sb has the right to brag or boast about whatever he/she succeeded in doing

for hours on end = for many hours in a row; for many hours nonstop [also: for days on end; for months on end]

college rivalry = a situation in which two college teams (often near each other geographically) have been competing in a sport over a long period of time, and the intense dislike fans have for the "other college" because of the competition

"We're number one!" = We are the best. This is often shouted by the fans of a sports team that just won a championship.

sth/sb fits right in with sth/sb = sth/sb is very compatible with sth/sb **The new researcher fits right in with our team.**

"Winning isn't everything." = Victory is only one part; fairness, sportsmanship, etc. are also important. You can enjoy the process of playing a game, whether or not you win.

sb plays by the rules = sb obeys the rules; sb follows the rules; sb doesn't cheat

#### **Related Proverbs:**

1. It isn't whether you win or lose; it's how you play the game. = Good sportsmanship is more important than winning. Being honest, having a good attitude, and doing your best are more important, whether or not you win the competition.
  2. Nice guys finish last. = If you want to win, sometimes you might have to be unkind or dishonest.
  3. Winning isn't everything; it's the only thing. = Winning is the most important thing in a competition; you must win at all costs.
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When Americans have fun, they tend to be competitive and focused on achievement. For example, Europeans primarily hike to enjoy the hike. American hikers also enjoy looking at nature, but a lot of their fun is also in their achievement. They do it because they want to prove something or build their self-esteem. Success gives them bragging rights. "I finished the difficult hike." "I finished the climb fastest."

The same desire for achievement while having fun is obvious in popular board games like Monopoly, or in the video games that Americans love to play for hours on end. To win most games, you must destroy or bankrupt the other players, or at least to finish first. The result is not just a desire to win, but a desire to see others lose. You see this vividly with team sports and college rivalries (like the University of South Carolina vs Clemson University). Everyone loves a winner, and fans participate in the victory while screaming "We're number one!", clothed in the team's colors.

This "play to win" mentality extends to Internet-based eSports. Electronic Sports (eSports) refers to multiplayer video game competitions. ESports fit right in with other sports. Video games that are popular with at-home competitors have expanded into a billion-dollar international industry, as passionate fans watch others play online or in stadium events worldwide.

However, most fans believe that winning isn't everything, so cheating brings scandal; Americans insist that competitors play by the rules. But whether you're watching American friends play a board game, or cheering in a packed college stadium, you'll likely see a passion to "play to win."

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**Questions:** (Are there any words in the text that you want the teacher to pronounce or talk about?)

1. When you play a game or a sport, do you tend to focus on **having fun**, or on **winning the competition**? Explain.
2. Besides games and sports, in what 2-3 other areas of life are people in your country sometimes competitive? Give an example, and explain why they are competitive in that area.
3. In the film *Chariots of Fire* (about Olympic runners), one competitor says, "If I can't win, I won't run." His friend says, "If you don't run, you can't win." Which person do you agree with, and why?
4. "Winning isn't everything; it's the only thing." In your opinion, why do some people agree with this proverb?
5. Another proverb says, "It isn't whether you win or lose; it's how you play the game." Give reasons for why people agree and disagree with this proverb. Explain your own opinion.
6. Do you think most people in your country are more competitive, or less competitive, than most Americans? Why?
7. "A sore loser" is somebody who has a bad attitude after losing a competition (card game, sports match, job opportunity, a potential business client, etc.). "A good sport" is somebody who has a good attitude even though he/she lost a competition. Do you think people should **always be a good sport** if they lose? Why or why not?
8. What is something you like to do for hours on end? Why?

If you have more time: Discuss this passage from the Bible about competition.

"And if anyone competes as an athlete [in competitive games], he is not crowned [with the wreath of victory] unless he competes according to the rules." (2 Timothy 2:5 AMP)

~Why do you think that most athletes, and most religions, insist on fairness and justice? Where do such universal beliefs come from, or point to?

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*Lower English version:*

Skip the proverbs, and ask "content questions" after reading this shorter text:

When Americans have fun, they tend to be competitive and focused on achievement. For example, American hikers enjoy looking at nature, but a lot of their fun is also in their achievement. Success gives them bragging rights. "I finished the difficult hike." "I finished the climb fastest."

The same desire for achievement is obvious in popular board games that Americans play for hours on end. To win most games, you must destroy the other players, or at least to finish *first*. The result is not just a desire to win, but a desire to see others lose. You see this clearly with college rivalries. Passionate fans participate in the victory while screaming "We're number one!", clothed in the team's colors.

This "play to win" mentality extends to Internet-based eSports (Electronic Sports), i.e., multiplayer video game competitions. Popular at-home video games have expanded into a billion-dollar industry, as passionate fans watch others play online or in stadium events worldwide.

However, most fans believe that winning isn't everything, so cheating brings scandal; Americans insist that competitors play by the rules. But whether you're watching American friends play a board game, or cheering in a packed college stadium, you'll likely see a passion to "play to win."

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