

# WEEKLY ENGLISH PRACTICE

## **Crossword Puzzles**

Crossword puzzles, a beloved **pastime** for many, have an intriguing origin that dates back to the early 20th century.



The creation of the first crossword puzzle is attributed to Arthur Wynne, a British-born journalist who immigrated to the United States. In 1913, Wynne published what is considered the inaugural crossword puzzle in the Sunday edition of the New York World newspaper. Little did he know that this **humble** puzzle would evolve into a global phenomenon.

Wynne's puzzle was initially called a "wordcross," and its format was a diamond-shaped grid with simple clues for each word. The success of Wynne's creation led to an increased demand for similar puzzles in other publications. Over time, crossword puzzles became a **staple** in newspapers, magazines, and puzzle books worldwide. The **appeal** of crossword puzzles lies in their ability to simultaneously entertain and challenge. The grid format and intersecting clues encourage individuals to think critically and employ problem-solving skills. As crossword puzzles gained popularity, they adapted to different languages and cultures, becoming a versatile tool for language learners and enthusiasts globally.

In the digital age, crossword puzzles have seamlessly transitioned from newspapers to online platforms and mobile applications. This accessibility has further contributed to their widespread popularity. Today, crossword puzzles continue to captivate people of all ages and backgrounds, maintaining their status as a timeless and enjoyable linguistic activity.

Their **enduring** popularity stems from their entertaining yet challenging nature, making them a beloved activity for language enthusiasts and learners alike. From the humble beginnings of Wynne's "word-cross" in a New York newspaper, crossword puzzles have evolved and adapted to new mediums, ensuring their continued presence in the world of languagebased entertainment.



by ECP coach

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#### Word list

- 1. **Pastime** something such as a game, sport, or hobby, that serves to make time pass agreeably:
- 2. **Humble** Having or showing a modest or low view of one's own importance; not arrogant or prideful..

3. **Staple** Something essential or fundamental; a reliable and important element.

4. **Appeal** The attractive or interesting quality of something; the ability to draw someone's attention and interest.

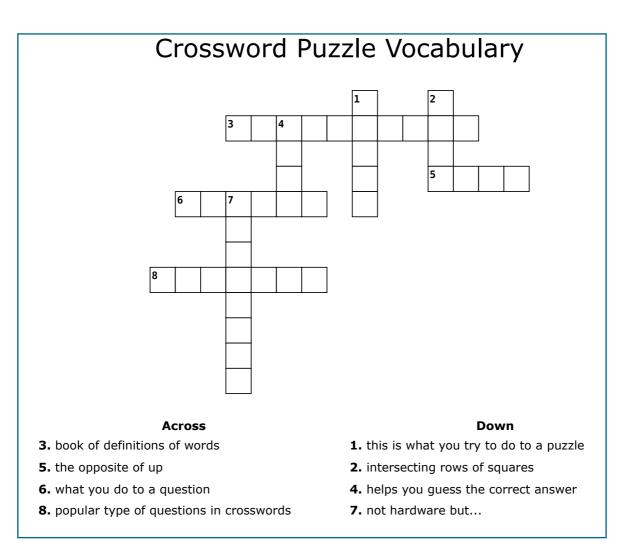
5. **Seamlessly** Without any problems or interruptions; smoothly and effortlessly.

6. **Widespread** Existing or occurring over a large area or among many people.

7. **Enduring** Lasting for a long time; continuing to exist or be relevant over a long period.

### Let's chat about that!

- 1. Discuss the historical context and
- the puzzle's impact on the world of entertainment.
- 2. Discuss the psychological and cognitive aspects that make crossword puzzles engaging and enjoyable for a wide audience.
- 3. How can crossword puzzles be beneficial for language learners?
- 4. Discuss the advantages and potential drawbacks of solving crossword puzzles in digital formats compared to traditional print.



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