



# Flutter Entertainment Surges: What Sparked Today's Rally?

## Description

Flutter Entertainment, a big online gaming company, talked about their plans for the future today. They think the market for online games will grow a lot by 2027, reaching \$368 billion. They want to make \$21 billion in revenue by that year, which is a big increase. They also plan to save money by buying back some of their shares. This means they will buy \$5 billion worth of their own shares to make the company stronger. Investors are happy with these plans and the company's stock price went up. They think Flutter Entertainment is a good company to invest in, especially because the market is growing. The company and its plans were well received by investors.

## Vocabulary List:

1. **Revenue** /'revənü/ (noun): The total income generated by the sale of goods or services.
2. **Increase** /ɪn'kri:s/ (verb): To become greater in size amount or degree.
3. **Shares** /ʃɛrz/ (noun): Units of ownership interest in a company.
4. **Investors** /ɪn'vestərz/ (noun): Individuals or entities that allocate capital with the expectation of a financial return.
5. **Market** /'mɑ:rkɪt/ (noun): A place or system where buyers and sellers interact to exchange goods or services.
6. **Strengthen** /'streŋθən/ (verb): To make or become stronger.

## Comprehension Questions

### Multiple Choice

1. What is the projected size of the online gaming market by 2027 according to Flutter Entertainment?  
Option: \$368 million  
Option: \$368 billion  
Option: \$21 billion  
Option: \$5 billion
2. How much revenue does Flutter Entertainment aim to make by 2027?  
Option: \$368 billion



- Option: \$21 billion
- Option: \$5 billion
- Option: \$368 million

3. How much will Flutter Entertainment invest in buying back their shares to strengthen the company?

- Option: \$368 billion
- Option: \$21 billion
- Option: \$5 billion
- Option: \$368 million

4. Why are investors pleased with Flutter Entertainment's future plans?

- Option: Revenue growth
- Option: Cost-cutting measures
- Option: Market expansion
- Option: All of the above

5. What impact did Flutter Entertainment's plans have on their stock price?

- Option: Decreased
- Option: Increased
- Option: Remained unchanged
- Option: Cannot be determined

6. Why do investors consider Flutter Entertainment a good company to invest in?

- Option: Market growth projections
- Option: Revenue targets
- Option: Share buyback plans
- Option: All of the above

## Answer

**Multiple Choice:** 1. \$368 billion 2. \$21 billion 3. \$5 billion 4. All of the above 5. Increased

## Vocabulary quizzes

**Multiple Choice ( Select the Correct answer for each question. )**

1. What word can be used to describe the outcome of the project?

- Option: Exciting



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- Option: Successful  
Option: Disappointing  
Option: Dynamic
2. What is the term used for deceptive or dishonest behavior?
- Option: Innocence  
Option: Honesty  
Option: Fraud  
Option: Integrity
3. Which term refers to the income or money one makes from work or investments?
- Option: Spending  
Option: Savings  
Option: Earning  
Option: Borrowing
4. What subject deals with past events and their impact on society?
- Option: Mathematics  
Option: History  
Option: Physics  
Option: Geography
5. What term is used to describe the payment or reward for services rendered?
- Option: Punishment  
Option: Compensation  
Option: Detention  
Option: Penalty
6. In economics what do we refer to as the mechanism where buyers and sellers interact?
- Option: Market  
Option: Forest  
Option: Desert  
Option: Ocean
7. Which term is commonly used for a series of celebrations or cultural events?
- Option: Funeral  
Option: Festival  
Option: Conference  
Option: Competition
8. Which word describes the act of being occupied or involved in an activity?
- Option: Disconnection  
Option: Isolation



Option: Engagement

Option: Distraction

9. What is the legal action brought to court for resolution?

Option: Agreement

Option: Lawsuit

Option: Mediation

Option: Negotiation

10. In finance what do we call units of ownership in a company or corporation?

Option: Debts

Option: Credits

Option: Shares

Option: Loans

**Gap-Fill ( Fill in the blanks with the correct word from the vocabulary list. )**

11. The \_\_\_\_\_ performance of the team was exceptional.

12. The company experienced a significant increase in \_\_\_\_\_ this quarter.

13. They denied the \_\_\_\_\_ made against them in the press.

14. The company \_\_\_\_\_ its market share by 20% last year.

15. Efforts are being made to \_\_\_\_\_ the company's position in the market.

16. The comedian's \_\_\_\_\_ is growing with each performance.

17. The regulators are considering taking \_\_\_\_\_ against the company.

18. The \_\_\_\_\_ were concerned about the company's financial health.

19. Please provide your \_\_\_\_\_ information for future correspondence.

20. The teacher commended the student for his exemplary \_\_\_\_\_ in class.

**Matching Sentences ( Match each definition to the correct word from the vocabulary list. )**

21. The company held a meeting to address the concerns of its shareholders.



22. The ancient Roman was used for gladiatorial contests and public spectacles.
23. The singer's extraordinary left the audience in awe.
24. The tour guide led us through the art gallery and into the history .
25. The film was heavily for its lackluster script and mediocre acting.
26. Investors were advised to diversify their portfolios with a mix of stocks and .
27. The team had high going into the championship game.
28. Social media platforms strive to increase user through interactive content.
29. The company's CEO was accused of financial by the authorities.
30. The celebrity filed a against the media company for defamation.

## Answer

**Multiple Choice:** 1. Disappointing 2. Fraud 3. Earning 4. History 5. Compensation 6. Market 7. Festival 8. Engagement 9. Lawsuit 10. Shares

**Gap-Fill:** 11. Overall 12. Revenue 13. Allegations 14. Increased 15. Strengthen 16. Popularity 17. Action 18. Investors 19. Contact 20. Behavior

**Matching sentence:** 1. Investors 2. Coliseum 3. Performance 4. Museum 5. Criticized 6. Securities 7. Expectation 8. Engagement 9. Fraud 10. Lawsuit

## CATEGORY

1. Entertainment - LEVEL1

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