



LESSON PLAN

GREAT GAMING FACTS

Series: Video Games

Objective

To help students practice using questions as a guide for comprehension while reading a book.

Supplies

- One or more books in the Video Games series
- Great Gaming Facts worksheet (attached)
- Pencils
- Whiteboard

Before the Activity

Print a copy of the Great Gaming Facts worksheet for each student. On the whiteboard, write the following definition for the word *genre*:

genre: a type or category of something

Activity

To start, explain that each book in the Video Games series focuses on a different genre of games. Read the definition of the word *genre* written on the whiteboard. Each book describes a different type of video game, explaining how that type of game is played and when it was first created. Books also list popular games from that category.

Invite each student to choose one genre of video games to focus on for this activity. Give the student a copy of the book about this genre. Then pass out the Great Gaming Facts worksheet, explaining that it includes seven questions about the book's main ideas. Students should look for the answers to these questions as they read. They should write their answers on the worksheet.

Evaluation

Collect the worksheets at the end of the activity. Could students write an answer for each of the questions? (Note that for questions 6 and 7, the answers may be “no” in some cases.)



GREAT GAMING FACTS

Student Name: _____

Book Title: _____

1. In what year or decade was this type of video game first created?

2. What was one of the first games in this genre?

3. What are some of the popular games from this genre?

4. Are games in this genre for one player, many players, or both?



5. What are the goals or ways to win in this type of video game?

6. Are there tournaments or special events for this genre? If so, what is one game or competition that players compete in?

7. Have you played any games in this genre? If so, what game (or games) did you play?
