Topic: Gaming

DAY ONE

Reading Focus:	https://newsela.com/read/lib-procon-video-game-violence/id/23653 Do Video Games Cause Violence? Informational Text Read once for understanding Read twice for analyzing
Writing and Grammar Focus:	Annotate each section with the close reading key attached Highlight transition words/phrases throughout the article. ---How many are there? ---How do they help the text stay organized? (AKA what do they tell you is coming next?)

DAY TWO

Reading Focus:	Telling Tales: The Art of Narrative in Games Read text to gain insight on writing task below. Telling Tales
Writing and Grammar Focus:	Read the expectations and the rubric at the top of the doc before starting on your writing task. Task: Create an idea for a video game. Complete the assignment below.

DAY THREE

Reading Focus:	
Writing and Grammar Focus:	Narrative: Pretend you are trapped in a video game. Compose a MAIN EVENT scene using the guidelines of the rubric at the top of doc. Grammar: I am really looking for your writing skills in this task. I will be grading especially harder on your grammar skills. Grammar is needed to make your reader understand your ideas clearly.

DAY FOUR

Reading Focus:	Opinion Text: https://newsela.com/read/videogames-health/id/7135 Want Better Brain Power? Play video games.
Writing and Grammar Focus:	Opinion paragraph: Do you agree with this information? Why or why not? Use the rubric to guide your writing and meet expectations.

DAY FIVE

Reading Focus:	Independent reading Choose a book of your choice to answer the task cards attached.
Writing and Grammar Focus:	Using sentence starters, explain your thoughts and comprehension so far in the book of your choice. Remember to think about your thinking. Dive into the text with a purpose. :)

CLOSE READING

Read the text 2 times: Once for understanding

Twice for analyzing

★ .... Important Information

Box things to discuss in groups

Underline main points of each section (Also, make sure you are giving a wrap up sentence after each section in the margins)

Circle high level or confusing vocabulary

? .... Where things are confusing or you have a

question about (be sure to list the question after the symbol)

♡ .... I like or agree with

✗ .... I disagree or would change

DAY TWO: AMI

Pretend you are a video game writer. Your team has decided to pitch an idea to the corporate office about a new game. You are the head writer on this idea. Complete your plan sheet below.

Video Game Title:	
Video Game Characters:	
Character Powers/Abilities:	
Purpose of the Game: How do you win?	
Narrative: What is the storyline of your game? What are the obstacles of your game?	

Some video games like *Minecraft* don't have a narrative to lead you through the game. It is a creative outlet where you build your environment, but this idea DOES NOT need to have the same outcome. You are challenging yourself by thinking of a narrative that would provide your characters with options to go through different avenues to reach their destination or goal. There must be obstacles or problems that they must get through to reach the end of game.

TRAPPED!

Picture this: You are sitting in front of your device with your friend. You are both enjoying the new game you got for Christmas. One minute you are frantically pushing buttons, and the next you are inside the game! Tell what happens next in a scene below.

Rubric:

- ❏ **5 examples of dialogue written correctly**
  ***only one character can talk in a paragraph
  ***the first letter of the dialogue is capitalized
  ***punctuation is always inside the quote and by the tag
  ***the tag (he/she said) can be at the beginning, middle, or end of the quote)
- ❏ **2 complex openers**
  ***openers have part of a sentence connected to a simple sentence
  ***if you forget the comma, you make a run on
  ***the comma goes after the phrase at the beginning
  ***if you cover the opener, there should still be sentence at the end.
  ***Ex: After is snowed, <u>we had to stay home from school</u>.
- ❏ **Capitalization**
  ***characters names, locations, places
  ***the letter "I"
  ***the beginning of dialogue
  ***the beginning of sentences
- ❏ **Structure**
  ***you are only writing a main event--not a beginning or end to your story
  ***think of this as a climax to a story
  ***throw me right into the action and then leave me hanging
  ***write in complete sentences and in paragraph form

_____

DAY FOUR: AMI

Issue: Are video games good for you and others?
Take a position: Are you pro (for) video games or con (against) video games?
Task: State your thinking in a paragraph below.

Rubric:
INCLUDE:
*2 transition words to let the reader follow your thinking (for example, first, another reason, etc)
*2 reasons to support your position
*A claim or TS to show your reader your stance on this issue. (AKA an obvious statement stating how you feel about gaming. TIP: Answer the question at the top of the page)
*A closing statement so the reader knows you are finished

_____

DAY FIVE: AMI

1.What am I learning as I read?

Sentence starter:
- ★ The author wants me to know...
- ★ I think that that an underlying message in the text is....

2. What does this do for me?

Sentence starter:
- ★ This makes me think of...
- ★ This makes me feel_____ because...
- ★ This book makes me think differently because...

3. What is the main character currently facing?

Sentence starter:
- ★ _____is dealing with...
- ★ _____is affected by _____ because....
- ★ The problem in the story right now is...

4.Has there been a shift in the plot?

Sentence starter:
- ★ _____ is in the story now, and he/she is...
- ★ Currently, the main character, _____, is trying to...
- ★ The problem is getting bigger because...

5.What is something I could discover as I continue reading?

Sentence starter:
- ★ Tomorrow, I think that _____ will...
- ★ When _____ happens, _____ will be affected because...
- ★ From evidence in the previous pages, I predict that...