

Fun Park Lesson Plan #4 – Video Game Compare & Contrast

Name of teacher designing the lesson: Geri Belt

Full day field trip to the Fun Park

Lesson # 4 Arcade video game compare and contrast

SKILL

Completing a graphic organizer and Venn diagram

CONCEPTS

Noting attributes of different video games

Comparing and contrasting two video games

Brief outline of the lesson:

1. The students will record attributes of 4 different games
2. The students will complete a Venn diagram comparing and contrasting two of the four games played.

Detailed step-by step outline of the day:

Students will be given 6 tokens. They can play 4 different games and record what they notice about the games. They can then decide which two they will compare and contrast and replay those two games. They will then complete a Venn diagram of the similarities and differences. If they have more time, they can begin writing the topic and concluding sentence for their essay.

Resources Required:

1. Clipboards
2. Pencils
3. Worksheet (see below)

Preparation Required:

- Reproduce copies of worksheet
- Arrange for adult chaperones to assist students.
- Familiarity with the graphic organizer

Assessment: The essay written back in the classroom will be graded.

Student Worksheet – Fun Park Lesson #4
Video Game Compare and Contrast

- At this station you will be given 6 tokens. You are to compare and contrast two different video games. You may play up to four different games. Take notes on each game after you finish playing it on the sheet below.

- Decide on which two you want to compare and contrast for the Venn diagram graphic organizer. You may play those two games again. Record any new observations.

- Go to a table and work on your Venn diagram.