

## Lesson Plan

### Online Gaming Research

**Book:** *All About Online Gaming*

**Series:** Cutting-Edge Technology

**Level:** Navigator

### Objective

To help students practice researching a topic and creating a presentation that presents their findings to the rest of the class.

### Supplies

- *All About Online Gaming*
- Internet access for each student
- Presentation software (such as PowerPoint or Keynote)

### Before the Activity

Read through the *All About Online Gaming* book, or assign it to students to read on their own.

### Activity

Have students research the history of one online game. They can choose one of the games mentioned in the book or a different online game that they enjoy playing. They should look up the answers to the following questions:

1. When was the game created?
2. Who were its creators or inventors?
3. What kind of game is it (an MMO, a game that uses a console, etc.)?
4. What can players do in the game?

Remind the students to look for credible sources (such as books, encyclopedias, and newspapers) instead of using personal blogs or Wikipedia.

The students should also write a brief review of the game, answering the following questions:

1. What are three positive traits (or “pros”) of the game?
2. What are three negative traits (or “cons”) of the game?

Students should use the information they find to make a presentation about their game. The presentation should include at least six slides. The slides should show the answers to the questions above. Encourage students to include pictures or videos that would help the audience understand their game.

**Evaluation**

Give students up to 30 points for their presentation's content (5 points for each question). Also give them up to 10 points for speaking clearly and concisely.

**Standards**

This lesson may be used to address the Common Core State Standards' reading informational texts standards (RI 5.9) and speaking and listening standards, grade 5 (W 5.5; 5.6).