



## ACTIVITY 1

### UNDERSTANDING WHAT YOU READ

Read the content for this topic then answer the following questions to see how much you understand about what you read.

1. Which word in the first sentence means:- mechanical devices?
2. In what ways does gaming impact on us?
3. What are games sometimes referred to?
4. List three skills that playing games and simulations can improve.
5. Complete this sentence:- Playing digital games excessively can lead to \_\_\_\_\_ consequences.
6. What is a 'sedentary lifestyle'?
7. List three ways in which excessive playing of digital games can affect your health.
8. What can help you decide if a game is worth trying?
9. If a game has multi-levels you can \_\_\_\_\_
10. Why do you think it is important to evaluate the choice of games?



## ACTIVITY 2

### IS IT GOOD?

Player enjoyment is the single most important goal for computer games. If players do not enjoy the game, they will not play it again.

Choose one of the games listed on this week's NiE page and evaluate it using the table below. Mark from 1 (poor) to 5 (excellent) on the different elements of the game.

Element of the game	1	2	3	4	5
Game Flow – the tasks can be completed in a reasonable time-frame					
Concentration – the game requires concentration and the player is able to concentrate on the game					
Challenge – the game is sufficiently challenging and matches the player's skill level					
Player Skills – the game supports player skill development and mastery					
Control - Players feel a sense of control over their actions in the game					
Clear Goals- the game provides the player with clear goals at appropriate times					
Feedback – Players receive appropriate feedback at appropriate times					
Immersion - Players experience deep but effortless involvement in the game					
Social Interaction – the games supports and creates opportunities for social interaction					
Availability – the game can be easily accessed and is user friendly					
<b>TOTAL SCORE</b>	<b>/50</b>				

**Would you recommend this game to others? YES / NO**



## ACTIVITY 3

### Healthy Gaming

Playing digital games should not only be educational they should be a relaxing recreational activity. However there are health problems that come with spending lots of time playing.

Here are some things to consider but the words in the sentences have been jumbled. (capitals and full stops should help you)

sure you're comfortably. Make sitting

controllers Avoid excessive force using as it can injury, especially when over time. cause repeated

break a by intervals. stepping Have away at regular

a Enforce limit time — it. Decide play how long you'll before you log in and stick to

Every minutes, get and 15 your muscles. up stretch

sugar you're Avoid snacking on full of fat and while completing missions. food busy

Drink levels water in between to body. help hydrate your

lighting glare Make sure the has adequate and there is no on the screen. room



## ACTIVITY 4

### WORDS AT WORK

In Wordy News this week we defined the word CODGERS which was used in the following way:

## Codgers will tickle fancy

**This could easily be the headline for a preview about the movie 'Codgers'.**

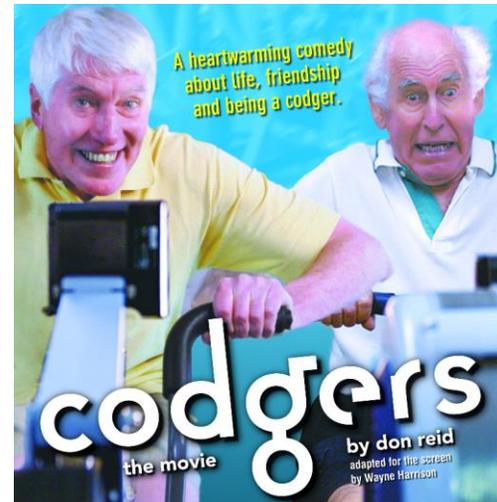
Your job is to edit the text below ready to be published in the newspaper.

**Codgers – The Movie** is about five aussie codgers who meet one morning each week in a gymnasium.

They exercise chew the fat about their families laugh tease and sing.

together, they solve the problems of the world...even if they must disagree to agree.

But some surprise and disturb elements enter to test and challenge their comfortable relationships with each other and the world around them. secrets, differences and loss of trust threaten to destroy the long-established friendships.





## ACTIVITY 5 CHECK IT OUT

### Game for your new iPads

Imagine your school wins the 10 iPads that your newspaper are giving away. Which games do you think she be uploaded?



### Read the following information about a game suitable for iPads

Do you think it would be educational and appropriate for use at school?

### WORD SMACK

Guess the words. Beat your friends. Throw down in Word Smack — the addictive 2-player word guessing game. Show 'em all who's the wizard of words. Find as many 5-letter words as you can in 3 increasingly challenging rounds. Can you score more than other word warriors?

Don't let anyone get the last word. Rematch your heart out! There are hundreds of words to find.

Get the word-on-word action going with Word Smack!

### Research some other games that could be used to help students learn.

Use the 'Which games are best?' list on the NiE page to help you decide.

### Check these out and give them a rating.

- Spy Mouse
- The Game of Life
- Yahtzee
- Pictureka
- Blek
- Space Chem
- Spell Tower
- World of Goo



## ACTIVITY 6 NEWS IN THE SPOTLIGHT

### Changes in Education

The news story in the spotlight this week looked at the changes in educational tools in the classroom.

Complete the table by listing the types of educational tools students would have used during the decades listed and what you think will be used in the future.

1900's - 1940's	1950's - 1970's	1980's - 1990's	2000's - now	Future

