Grade: 3rd
Strategy: Visualizing
Technique: Story Mapping
Text Type: Media Literacy

Learning with Video Games

Aims of the Lesson:

- Help students organize information using the **Story Mapping** strategy to understand the sequence of events in a text.
- Develop students' ability to identify key ideas in a text by using **time/sequence expressions** (First, Next, Then, Finally).
- Encourage students to compare and discuss their story maps with peers to improve comprehension and collaboration.

Text for lesson:

Video games are fun. But did you know they can also help you learn? Some games teach you problem-solving, imagination, and teamwork. These skills are useful at school and in real life.

You can also discover new things while playing, such as different countries, animals, or history. Some games even help you learn math, science, and art!

Minecraft is a good example of a learning game. In this game, you build a world with blocks and explore it. You can learn about shapes, physics, and teamwork while playing.
Another game is Roblox, an online platform where you can create and play games with friends. It teaches you how to be creative and work with others.

Some video games are even designed for school, helping students practice and learn new things in a fun way!

Process Phase 1: Planning (Teacher's Perspective)

- **Selects 3 key words and explains them to students:**
  - **Video Game** – A digital game played on a computer or console.
  - **Creativity** – Thinking of new ideas and making things in different ways.
  - **Strategy** – Planning and making smart choices to win or succeed.

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- **Shows pictures related to video games and asks students what they see.**

- **Prepares a story map template for organizing the main ideas.**
- **Writes key time/sequence words on the board (First, Next, Then, Finally) and explains their use in the lesson.**

Cognitive Stage 1: Pre-Reading (Student's Perspective)

- Looks at the images and predicts what the text is about.
- Identifies familiar words related to video games and learning.

Process Phase 2: Teaching (Teacher's Perspective)

- Divides students into small groups.
- **Hands out a story map template with three sections:**
  - **Beginning:** What do video games teach?
  - **Middle:** How do Minecraft and Roblox help learning?
  - **End:** What other games can help students learn?
- Asks students to write only key words in their maps while reading.
- Models sentence-building using the sequence words from the board.

Cognitive Stage 2: During Reading (Student's Perspective)

- Reads the text in pairs or small groups.
- Uses the story map to write key words in each section.
- Discusses their findings with a partner before writing full sentences.

Process Phase 3: Feedback (Teacher's Perspective)

- **Pairs students to compare their story maps and find differences.**
- **Asks guiding questions:**
  - What did you learn from the text?
  - Which video game do you think is best for learning? Why?
  - What skills can video games help you improve?
- **Encourages students to write the moral of the text:** "Video games can be fun and educational at the same time."

Cognitive Stage 3: Post-Reading (Student's Perspective)

- Shares completed story maps with classmates.
- Discusses and writes their own ideas about how video games can help learning.
- Thinks about their favorite game and how it teaches them new things.

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Modes of Communication (Skills):

- Interpretive (Receptive): Students listen to the teacher's explanation of key words **(video game, creativity, strategy**) and read the text. After reading, they listen to their peers and review their story maps to make modifications or additions.
- Interpersonal (Mixed): Students collaborate in groups to categorize information into what video games teach, how specific games help learning, and the benefits of educational games. They discuss and negotiate the structure of their story maps, ensuring logical sequencing.
- Presentational (Productive): Students present their completed story maps to the class, explaining how video games can support learning. They summarize key details using sequence expressions and reflect on their favorite games and what they teach.

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