

Name of Project: Game On		Duration: 2.5 to 3 weeks
Subject/Course: English Language Arts	Teacher(s): John McCarthy Twitter/Pinterest/Google+ : @jmccarthyeds	Grade Level: 9-10
Other subject areas to be included, if any:		

Significant Content (CCSS and/or others)	<p>Writing Standards</p> <ol style="list-style-type: none"> 1. CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience 2. CCSS.ELA-LITERACY.W.9-10.5: Writing Process 3. CCSS.ELA-LITERACY.W.9-10.7: Conduct short research to narrow inquiry 4. CCSS.ELA-LITERACY.W.9-10.9: Draw evidence from informational texts to support analysis and research <ol style="list-style-type: none"> a. CCSS.ELA-LITERACY.W.9-10.9.B: Informational Text reading 5. CCSS.ELA-LITERACY.W.9-10.2: Write Informative/Explanatory text to convey complex ideas <ol style="list-style-type: none"> a. CCSS.ELA-LITERACY.W.9-10.2.A, B, and C 6. CCSS.ELA-LITERACY.W.9-10.3: Narrative <ol style="list-style-type: none"> a. CCSS.ELA-LITERACY.W.9-10.3.B (reflection) and D (details and language) 7. CCSS.ELA-LITERACY.W.9-10.10: Writing in varying time frames for a range of tasks, purposes, and audiences <p>Reading Standards</p> <ol style="list-style-type: none"> 8. CCSS.ELA-LITERACY.RI.9-10.1: Cite textual evidence to support analysis of what’s stated explicitly and inferred 9. CCSS.ELA-LITERACY.RI.9-10.2: Determine a central idea and analyze its development over the text 10. CCSS.ELA-LITERACY.RI.9-10.3: Analyze how authors structure their arguments/reasoning
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21st Century Competencies (to be taught and assessed)	Collaboration: Writer’s Workshop – peer review teams	X	Creativity and Innovation	
	Communication: Written and Media	X	Other:	
	Critical Thinking			

Project Summary (include student role, issue, problem or challenge, action taken, and purpose/beneficiary)	In the world of gaming, participants look for resources that help them gain an edge in their play. This need includes finding the best strategies to defeat a boss level, puzzle or pvp battles, designing defenses and/or counter offensives, devising strategies for getting through a level in one try, and equipping a character with the build or stats to be most effective as part of a team or in solo play. The students will produce and publish such a strategy resource for a game of their choosing. Their work will be published after conducting a writer’s workshop via their team. As an extension of the work, the team could take one of their member’s work and translate it to a video. This would further reinforce most of the focus writing standards.	
Driving Question	How do we help gamers maximize their experience with effective strategies in a game of our choosing?	
Entry Event	<p>Option A: Contact one of the many Game Review sites to set up a video conferencing where an editor will talk about the power of user developed playing guides, and that more are needed. – Source: Metacritic - http://www.metacritic.com/game</p> <p>Option B: Contact a Youtuber who does videos that demonstrates game strategies for different games. This person would share their experience and what users value versus what they do not value.</p> <ol style="list-style-type: none"> 1. 100 most viewed youtube Gaming Channels: http://bit.ly/youtubegamer100 * 2. YouTube Top 100 Most Subscribed Games & Gaming Channels List - http://bit.ly/youtubegamer100list * 3. The Top Tens – Youtube Channels - http://bit.ly/youtubegamertop10 * <p>* Some youtube channels have language that may not be appropriate for viewing in the classroom.</p>	
Products	Individual: Published game strategy	Specific content and competencies to be assessed: <ol style="list-style-type: none"> 1. CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience 2. CCSS.ELA-LITERACY.W.9-10.9: Draw evidence from informational texts to support analysis and research <ol style="list-style-type: none"> a. CCSS.ELA-LITERACY.W.9-10.9.B: Informational Text reading 3. CCSS.ELA-LITERACY.W.9-10.2: Write Informative/Explanatory text to convey complex ideas <ol style="list-style-type: none"> a. CCSS.ELA-LITERACY.W.9-10.2.A, B, and C 4. CCSS.ELA-LITERACY.W.9-10.5: Writing Process
	1 st person journal entries about game experiences	<ol style="list-style-type: none"> 1. CCSS.ELA-LITERACY.W.9-10.3: Narrative <ol style="list-style-type: none"> a. CCSS.ELA-LITERACY.W.9-10.3.B (reflection) and D (details and language) 2. CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience
	Team: (Optional: read below) Video or live presentation of a gaming strategy This product is optional for if the project will be extended by a week. It’s worth the time, although some teachers may not feel that they have that time. Without this product, student teams act	Specific content and competencies to be assessed: <ol style="list-style-type: none"> 1. CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience 2. CCSS.ELA-LITERACY.W.9-10.5: Writing Process 3. CCSS.ELA-LITERACY.W.9-10.2: Write

	as Critique and Reflection groups for each member’s game strategy product.	Informative/Explanatory text to convey complex ideas
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P R O J E C T D E S I G N : O V E R V I E W page 2

Public Audience (Experts, audiences, or product users students will engage with during/at end of project)	Gamers who go online to find strategies for their game. Experts: game reviewers and/or gamers with youtube channels Publication sites that post game strategies
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Resources Needed	<p>On-site people, facilities: Technology staff: ensure access to websites, Librarian or Media Specialist to support understanding of effective research using resources. If available, a staff responsible for journalism and news media to mentor the process for planning and developing effective media messages.</p> <p>Equipment: Internet devices such as desktops, laptops, tablets, or smart phones Word processor (Google Drive is recommended), digital camera or camera app, video development software such as iMovie or Windows Media Player, optional: computer screen video capture software</p> <p>Materials: variety of articles from game sites, Publication: classroom Youtube channel, classroom website using such tools as Wiki (PBWorks or Wikispaces), Google Sites, or a blog (Blogspot, WordPress, or Weebly)</p> <p>Community Resources: Experts in journalism and/or multimedia, Game store workers with lots of experience working with customers and games—to share common needs of customers and their own experience with games.</p>
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Reflection Methods (Individual, Team, and/or Whole Class)	Journal/Learning Log: Maintain a log of playing a game as if the student is a character in the game. This is a creative note-taking process while teaching narration.		Focus Group	
	Whole-Class Discussion		Fishbowl Discussion: Each team will go through this experience as they plan their final presentation. Focus will be on either storyboarding or process of first draft.	
	Survey		Other:	

Notes: Primary rubric to be used are parts of the 6+1 Traits of Writing:

Recommend: Word Choice, Details, Organization, and Voice

- Traits: <http://educationnorthwest.org/traits>
- Rubrics: <http://educationnorthwest.org/traits/traits-rubrics>

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P R O J E C T D E S I G N : S T U D E N T L E A R N I N G G U I D E

Project: Game On!

Driving Question: How do we help gamers maximize their experience with effective strategies in a game of our choosing?

Final Product(s) Presentations, Performances, Products and/or Services	Learning Outcomes/Targets content & 21st century competencies needed by students to successfully complete products	Checkpoints/Formative Assessments to check for learning and ensure students are on track	Instructional Strategies for All Learners provided by teacher, other staff, experts; includes scaffolds, materials, lessons aligned to learning outcomes and formative assessments
(individual and team) <u>Individual</u> Published game strategy	1. CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience	<ul style="list-style-type: none"> • Last Word Protocol reflection • Outline • Peer review & feedback on 1st & 2nd drafts 	<ul style="list-style-type: none"> • Use Fastwrite & Freewrite protocol to generate ideas and details: http://openingpaths.org/blog/2014/02/writer-block-breakthrough/ • 1-1 & peer to peer Coaching
	2. CCSS.ELA-LITERACY.W.9-10.9: Draw evidence from informational texts to support analysis and research a. CCSS.ELA-LITERACY.W.9-10.9.B: Informational Text reading	<ul style="list-style-type: none"> • Cornell Note-taking • Works Cited List • Pair-Share reflect and feedback on the notes by students and teacher • 1 hour per day of gaming with journaling 	<ul style="list-style-type: none"> • Graphic organizer for how to collect key information, not copy all data • Small group coaching on note taking
	3. CCSS.ELA-LITERACY.W.9-10.2: Write Informative/Explanatory text to convey complex ideas a. CCSS.ELA-LITERACY.W.9-10.2.A, B, and C	<ul style="list-style-type: none"> • Author study of articles in teams • Outline • Peer review & feedback on 1st & 2nd drafts 	<ul style="list-style-type: none"> • Use Fastwrite & Freewrite protocol to generate ideas and details: http://openingpaths.org/blog/2014/02/writer-block-breakthrough/ • 1-1 & peer to peer Coaching

	CCSS.ELA-LITERACY.W.9-10.5: Writing Process	<ul style="list-style-type: none"> • Outline • Peer review & feedback on 1st & 2nd drafts • Publication 	<ul style="list-style-type: none"> • 1-1 & peer to peer Coaching • Review of models that represent the writing process
	CCSS.ELA-LITERACY.RI.9-10.1: Cite textual evidence to support analysis of what's stated explicitly and inferred	<ul style="list-style-type: none"> • Last Word Protocol reflection 	<ul style="list-style-type: none"> • Graphic organizer + debrief • Pre-highlighted document for coaching
	CCSS.ELA-LITERACY.RI.9-10.2: Determine a central idea and analyze its development over the text	<ul style="list-style-type: none"> • Last Word Protocol reflection • Author study of articles in teams 	<ul style="list-style-type: none"> • Graphic organizer + debrief • Pre-highlighted document for coaching • Have available articles at different reading levels
	CCSS.ELA-LITERACY.RI.9-10.3: Analyze how authors structure their arguments/reasoning	<ul style="list-style-type: none"> • Author study of articles in teams 	<ul style="list-style-type: none"> • Have available articles at different reading levels
Individual 1 st person journal entries about game experiences	CCSS.ELA-LITERACY.W.9-10.3: Narrative a. CCSS.ELA-LITERACY.W.9-10.3.B (reflection) and D (details and language)	<ul style="list-style-type: none"> • 1 hour per day of gaming with journaling • Series of journal entries about the game that the student is playing. • Window Activity with a game image: http://openingpaths.org/blog/2013/07/inspiring-the-writer-in-everyone/ 	<ul style="list-style-type: none"> • Use Fastwrite & Freewrite protocol to generate ideas and details: http://openingpaths.org/blog/2014/02/writer-block-breakthrough/ • 1-1 Coaching
	CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience	<ul style="list-style-type: none"> • Series of journal entries about the game that the student is playing. • Peer feedback and reflection 	<ul style="list-style-type: none"> • Use Fastwrite & Freewrite protocol to generate ideas and details: http://openingpaths.org/blog/2014/02/writer-block-breakthrough/ • 1-1 Coaching
Video or live presentation of a gaming strategy	CCSS.ELA-LITERACY.W.9-10.4: Clear & Coherent writing organized for a purpose and audience	<ul style="list-style-type: none"> • Author study of Youtube gaming videos in teams • 1 hour per day of gaming with journaling • Story boarding • Feedback and reflection by peers, 	<ul style="list-style-type: none"> • RAFTs activity: http://openingpaths.org/blog/2014/05/rafts-differentiated/ • 1-1 Coaching

		teacher, and experts (if available) of 1 st draft	
	CCSS.ELA-LITERACY.W.9-10.5: Writing Process	<ul style="list-style-type: none"> • Story boarding • Feedback and reflection by peers, teacher, and experts (if available) of 1st draft 	<ul style="list-style-type: none"> • 1-1 & peer to peer Coaching • Review of models that represent the writing process
	CCSS.ELA-LITERACY.W.9-10.2: Write Informative/Explanatory text to convey complex ideas	<ul style="list-style-type: none"> • Author study of Youtube gaming videos • Story boarding • Feedback and reflection by peers, teacher, and experts (if available) of 1st draft 	<ul style="list-style-type: none"> • Use Fastwrite & Freewrite protocol to generate ideas and details: http://openingpaths.org/blog/2014/02/writer-block-breakthrough/ • 1-1 & peer to peer Coaching

Additional Resources

Here is a list of games that are free to play as of October 2014. Free to Play games are typically downloaded from sites like Steam as no cost. There are additional games for IOS and Android that are free to play via download as well. All are options for students to choose from as their focus of their research and product development. What follows are links to resources to use for informational text analysis and models for Author's Craft study. The final products can be published on many of these sites. For more game options try these websites:

- Metacritic:
 - All games: <http://www.metacritic.com/game>
 - IOS games: <http://www.metacritic.com/game/ios>
- Google Play for Android games
<https://play.google.com/store/apps/category/GAME?hl=en>
- Steam for PC and Mac games
 - All games: <http://store.steampowered.com>
 - Free to Play: <http://store.steampowered.com/genre/Free%20to%20Play/>

Reference Key

- The game descriptions come from their respective websites.
- Wiki: a website that stores info about a particular game.
- forum: a public message boards for fans and players to talk and share fan made ideas art and stories to each other.

1. Path of exile

You are an Exile, struggling to survive on the dark continent of Wraeclast, as you fight to earn power that will allow you to exact your revenge against those who wronged you. Created by hardcore gamers, Path of Exile is an online Action RPG set in a dark fantasy world.

website

<https://www.pathofexile.com>

forum

<https://www.pathofexile.com/forum>

wiki

http://pathofexile.gamepedia.com/Path_of_Exile_Wiki

2. PlanetSide 2

PlanetSide 2 is a revolutionary massive scale first-person shooter where soldiers battle as one in strategic, targeted missions against enemy empires in an all-out planetary war. The game challenges the skill and grit of the most seasoned soldier through intense infantry, air, and ground vehicle gameplay.

website

<https://www.planetside2.com/home?cid=1063137>

forum

<https://forums.station.sony.com/ps2/index.php>

wiki

http://planetside.wikia.com/wiki/PlanetSide_2_Wiki

3. Dota 2

Dota is a competitive game of action and strategy, played both professionally and casually by millions of passionate fans worldwide. Players pick from a pool of over a hundred heroes, forming two teams of five players.

website

<http://www.playdota.com/>

forum

<http://www.playdota.com/forums/>

wiki

http://dota2.gamepedia.com/Dota_2_Wiki

4. Team Fortress 2

Nine distinct classes provide a broad range of tactical abilities and personalities. Constantly updated with new game modes, maps, equipment and, most importantly, hats!

website

<http://www.teamfortress.com/>

forum

N/A

wiki

https://wiki.teamfortress.com/wiki/Main_Page

5. Warframe

For more PBL resources visit **bie.org**

Warframe is a cooperative free-to-play third person online action game set in an evolving sci-fi world.

website

<https://warframe.com/>

forum

<https://forums.warframe.com/>

wiki

http://warframe.wikia.com/wiki/WARFRAME_Wiki

6. Robocraft

Build insane Robot Battle Vehicles that drive, hover and fly; add weapons from the future and jump in the driving seat as you take them into battle in a team based capture the base Free-to-Win MMO.

website

<http://robocraftgame.com/>

forum

<http://robocraftgame.com/forums/>

wiki

http://robocraft.wikia.com/wiki/RoboCraft_Wiki

7. War Thunder

War Thunder is a next generation MMO combat game dedicated to World War II military aviation, armored vehicles, and fleets. You will take part in all of the major combat battles, fighting with real players all over the world.

website

http://warthunder.com/us/play4free?r=mtmcpp_120391_113381&visitor_cid=20y3i11SthA8nEaX1eJK361xFBqZ000.&ce_cid=20y3i11SthA8nEaX1eJK361xFBqZ000.

forum

<http://forum.warthunder.com/>

wiki

http://wiki.warthunder.com/index.php?title=Main_Page

8. World of Tanks

World of Tanks is a team-based massively multiplayer online game dedicated to armored warfare in the mid-20th century. Throw yourself into epic tank battles shoulder to shoulder with other steel cowboys to dominate the world with tank supremacy!

website

<http://worldoftanks.com/>

forum

<http://forum.worldoftanks.com/>

wiki

http://wiki.wargaming.net/en/World_of_Tanks

9. Heroes and Generals

Heroes & Generals is a Free2Play Massive Online FPS with a Strategic Multiplayer Campaign, set in the midst of World War II Europe, where Axis and Allies fight for control.

website

<http://www.heroesandgenerals.com/community/news>

forum

<http://forum.heroesandgenerals.com/>

wiki

http://heroesandgenerals.gamepedia.com/Heroes_%26_Generals_Wiki

10. Marvel Heroes 2015

Marvel Heroes 2015 is the Marvel MMO ARPG that you have been waiting for! Play as the Avengers, Guardians of the Galaxy, X-Men and more. Battle infamous villains such as Dr. Doom, Loki, Magneto to save the universe.

website

<https://marvelheroes.com/>

forum

<http://forums.marvelheroes.com/>

wiki

http://marvelheroes.wikia.com/wiki/Marvel_Heroes_Wiki

11. The Mighty Quest for Epic Loot

The Mighty Quest for Epic Loot is a brand new game from Ubisoft Montreal that thrusts you in an outrageous medieval fantasy world called Opulencia where wealth, status and showboating are the name of the game!

website

<https://www.themightyquest.com/en/welcome>

forum

<https://www.themightyquest.com/en/forums>

wiki

http://mqel.gamepedia.com/The_Mighty_Quest_for_Epic_Loot_Wiki

12. Firefall

Firefall is a Free-to-Play sci-fi MMO Shooter set in a dynamic, living, open world. Experience fast-paced shooting action with thousands of players from around the world and fight against the Chosen to reclaim Earth.

website

<http://www.firefallthegame.com/features>

forum

<http://forums.firefall.com/community/>

wiki

<http://firefall-wiki.com/>

13. Warface

Warface offers an intense Co-op experience with daily new content, in which players can master unique teamwork moves and gameplay styles. They can also engage in fast-paced or tactical action in Versus modes such as Team Death Match or Plant The Bomb.

website

<https://www.warface.com/>

forum

<https://www.warface.com/forum/?lang=en>

wiki

http://warface.wikia.com/wiki/Warface_Wiki

14. Rift

Choose your side. Fight the invasions.

website

http://www.riftgame.com/en/play-for-free/?affiliateId=1&utm_source=google_RIFT_NA&utm_medium=cpc&utm_campaign=june&utm_content=patch&gclid=Cj0KEQjwn4iiBRDFh76wlfCVuYABEiQAwWJ1Itw6uOh6O9h0XgSGstVwoJCSljBGWCOYxq-WB2Q4wEoaAjKK8P8HAQ

forum

<http://forums.riftgame.com/>

wiki

http://rift.wikia.com/wiki/RIFT_Wiki

15. Realm of the Mad god

Team up with dozens of players and battle through the Realm of the Mad God, Oryx. With a retro 8-bit style, Realm is an evolution of traditional MMO gameplay.

website

<http://www.realmofthemadgod.com/>

forum

<http://community.kabam.com/forums/forumdisplay.php?1089-Realm-of-the-Mad-God>

wiki

<http://www.realmeye.com/wiki/realm-of-the-mad-god>

16. ArcheAge

Play ArcheAge and adventure for free in the ultimate sandbox MMO. Craft, claim, and conquer in the vast open world of Erenor, sail the seas for fame and fortune, and build an empire to rule the realm.

website

<http://www.archeagegame.com/en/play-for-free/>

forum

<http://forums.archeagegame.com/>

wiki

http://archeage.gamepedia.com/ArcheAge_Wiki

17. DC Universe

DC Universe Online is a Free-to-Play, massive multiplayer online action game set in the popular DC Comics universe. Create your own powerful Hero or Villain and experience true action combat as you fight alongside and against legendary characters such as Batman, Superman and The Joker.

website

<https://www.dcuonline.com/home>

forum

<https://forums.station.sony.com/dcuo/index.php>

wiki

http://dcuonline.wikia.com/wiki/DC_Universe_Online_Wiki

18. Spiral Knights

Join the ranks of the Spiral Knights. Stranded on an alien world, you must explore the ever-changing Clockworks beneath its surface.

website

<http://www.spiralknights.com/>

forum

<http://forums.spiralknights.com/en/forum/15>

wiki

http://wiki.spiralknights.com/Main_Page

19. Loadouts

Loadout is an outrageous new multi-player shooter that's all about the guns, baby! Build a massive variety of absolutely insane weaponry - billions of combinations - totally customized, totally unique, and totally deadly.

website

<http://www.loadout.com/>

forum

<https://loadout.com/forums/index.php>

wiki

http://loadout.wikia.com/wiki/Loadout_Wiki

20. Airmechs

AirMech is fast paced, competitive and FAIR free to play! Practice solo, or jump into coop or even pvp modes. 1v1, 2v2, or 3v3 plus the army you build to fight alongside you. Either command from above, dogfight with other players, or wreck things on the ground in mech mode.

website

<https://www.carbongames.com/airmech/home.html>

forum

<https://www.carbongames.com/forums/>

wiki

http://airmech.wikia.com/wiki/AirMech_Wiki

21. Fear Online

The celebrated horror series makes a return in this brand-new installment. Can you withstand the supernatural menace held within Project Origin? Test your nerves and face your fear!

website

<http://fearonline.aeriagames.com/ageverify>

forum

<http://www.aeriagames.com/forums/en/index.php?f=291>

wiki

http://fear.wikia.com/wiki/F.E.A.R._Online

22. The Hunter

The most realistic online hunting game ever produced. Experience the thrill of the hunt in huge realistic environments using everything from crossbows to state of the art bolt-action rifles.

website

<https://www.thehunter.com/landing?src=>

forum

<http://forum.thehunter.com/>

wiki

http://www.thehunterwiki.com/index.php?title=Main_Page

23. Lord of the Rings

Join the world's greatest fellowship of players in the award-winning online re-creation of J. R. R. Tolkien's legendary Middle-earth.

website

<http://www.lotro.com/en>

forum

<https://www.lotro.com/en/forums/forums.php>

wiki

http://lotr.wikia.com/wiki/Main_Page

24. Hawken

HAWKEN is a multiplayer first person shooter for PC that places you inside a mechanized war machine on the battlefield of a dystopian world called Illal. With strategic, fast-paced gameplay, HAWKEN features incredible alien landscapes, customizable and upgradable mechs, and dynamic experiences.

website

<https://www.playhawken.com/>

forum

<https://community.playhawken.com/>

wiki

http://hawkenwiki.com/wiki/Main_Page

25. Blacklight Retribution

For more PBL resources visit **bie.org**

Take firefights to a futuristic new level in Blacklight: Retribution, a free-to-play FPS. See through walls with the HRV, deploy mechanized Hardsuits, and customize your weapons to dominate the opposition.

website

<http://www.arcgames.com/en/games/blacklight-retribution>

forum

<http://blacklight-forum.perfectworld.com/>

wiki

http://blacklight.wikia.com/wiki/Blacklight:_Retribution