



LESSON PLAN

STRUCTURE:

Overview

Outcomes

Preparation

Procedure



Apps:



LESSON NAME: VIDEO GAMES

DURATION: 2 x 60 min

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OVERVIEW

Video games play an important role in many teens' lives. They are engaging and challenging entertainment and help fulfil genuine human needs that the real world is unable to satisfy. They also provide teens with opportunities to develop various skills, namely the ones they need for the learning process. However, for some teens playing video games has become an addiction. They are living more and more in the virtual world, completely neglecting their school or personal life and missing out their social life. Therefore, raising awareness of the consequences of excessive gaming among teens is of the utmost importance.

The purpose of this lesson is to have students reflect on their gaming habits/experience, the advantages and disadvantages of playing video games and their responsibility to monitor their own playing habits and prioritize their time as necessary.

LEARNING OUTCOMES

Students will be able to:

- identify the key reasons for playing video games.
- identify the benefits and dangers of video game use.
- recognize the signs and symptoms of video game addiction.

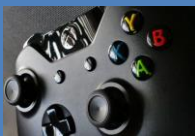
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- list strategies to break the gaming habit.
- demonstrate learning through the creation of a digital story by using Platagon (a free app).

PREPARATION AND MATERIALS

- Prepare a classroom with a wall projector, Internet access and several computers.
- Familiarize yourself with Platagon and Plickers apps.
- Check that the computers students will use have Platagon downloaded.
- Sign up to Plickers.com and make the quiz “Are you addicted to video games?” on the app because Plickers quizzes cannot be shared yet. The paper format can be found on pages 5-7 of this lesson plan. Print out Plicker response cards.
- Install the Plickers app on your mobile device.
- Get acquainted with the content of the PPT attached to this lesson plan. It can help you go through some steps of this lesson.
- Make copies for each student of the printout “Group work” (page 4 of this lesson plan).

PROCEDURE

- **Have** students guess the topic of the lesson by asking you yes/no questions (You are supposed to be a video game and students to ask questions like “Are you a person?”, “Are you a thing?”, etc.).
- **Elicit** the definition of video games from students.
- **Brainstorm** the video game categories they know.
- **Have** them reflect on their use of video games, namely on the

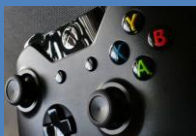
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role video games play in their lives, the amount of time they spend gaming and the kind of games they enjoy. (Possible questions: Do you like playing video games? Why?; How often do you play them?; How important are they in your life?; What types of video games do you like?; What is your favourite game? Why? Describe it.)

- **Ask** students if they would say they are addicted to video games and to justify their answer. Have them answer the Plickers quiz “Am I addicted to video games?” so that they can check whether or not they are using video games wisely.
- **Comment** on the results as a class. Use the quiz to systematize the signs and symptoms of video game addiction. Brainstorm what young people could do to break the gaming habit.
- **Arrange** students in groups of equal size (3/4). Ask them to discuss the pros and cons of playing video games and record their ideas on the worksheet titled “Group work”.
- **Have** the spokesperson from each group report back. Systematize their conclusions.
- **Challenge** students to create a Plotagon. They are supposed to create a dialogue about video games between two characters. They are free to approach the topic the way they want; however, they have to keep in mind that the ultimate purpose is to raise awareness of wise video game use.
- **Have** them watch a tutorial about Platagon. We recommend the one at <https://www.youtube.com/watch?v=UZaEluhHgOc>.
- **Assist** students as they create their digital videos.
- **Have** the class watch the videos and vote for the best Platagon.
- **Invite** students to upload their videos to their social media sites.



GROUP WORK

Like everything else, video games have both pros and cons. It all depends on how they are used. In groups, and bearing in mind your own experience, discuss the benefits and dangers of video game use and write them down. Be prepared to justify your choices.

VIDEO GAMES	
PROS	CONS

GOOD WORK!



QUIZ

Are you addicted to video games?

1. Do you spend non-school hours playing video games?

- a. Yes
- b. Sometimes
- c. No

2. Do you spend too much time thinking about video games?

- a. Yes
- b. Sometimes
- c. No

3. Do you spend your pocket money on video games?

- a. Yes
- b. Sometimes
- c. No

4. Do you prefer to play video games rather than spend time with your family or friends?

- a. Yes
- b. Sometimes
- c. No

5. Do you prefer video games to other recreational activities?

- a. Yes
- b. Sometimes
- c. No

6. Do you neglect household chores for video games?

- a. Yes
- b. Sometimes
- c. No



7. Do you neglect homework to spend more time playing?

- a. Yes
- b. Sometimes
- c. No

8. Do video games affect your school performance?

- a. Yes
- b. Sometimes
- c. No

9. Do you skip meals and/or showers to play?

- a. Yes
- b. Sometimes
- c. No

10. Do you stay up playing video games?

- a. Yes
- b. Sometimes
- c. No

11. Do you complain of headaches, wrist pain, neck pain, eyestrain, etc., caused by game playing?

- a. Yes
- b. Sometimes
- c. No

12. Do you use video games to escape from real life problems?

- a. Yes
- b. Sometimes
- c. No

13. Do you feel irritable, angry or anxious when unable to play?

- a. Yes
- b. Sometimes
- c. No



14. Do you lie to your others about video game use?

- a. Yes
- b. Sometimes
- c. No

15. Do you try to play less but fail?

- a. Yes
- b. Sometimes
- c. No

NOTE: Students with mostly **a's** have an addiction; students with mostly **b's** don't have an addiction, but need to be careful in order not to become addicted to video games; students with mostly **c's** are using video games wisely.