

Core Skills Analysis

Art

- Recognized pixel art design and how digital art conveys story and mood through simple visuals.
- Explored character design elements and emotion expression within a limited graphical style.
- Observed the use of color palettes to create atmosphere and distinguish characters or settings.

English

- Engaged with narrative storytelling through dialogue and branching choices.
- Practiced reading comprehension in interpreting game text and character motivations.
- Analyzed character dialogue for tone, humor, and emotional cues influencing story outcomes.

History

- Noted the game's incorporation of mythological and cultural references embedded in characters and world-building.
- Recognized how stories can be woven from fantasy influences to reflect human themes across time.
- Discussed the role of gaming history and indie game culture in shaping modern storytelling.

Math

- Identified patterns and logic in game mechanics, such as puzzles or decision trees.
- Noticed timing and rhythm aspects related to gameplay strategy and sequencing.
- Considered probability in different game outcomes based on player choices.

Music

- Experiencing the impact of soundtrack on mood and storytelling immersion.
- Recognized use of motifs and recurring musical themes associated with characters or events.
- Observed how sound effects and music timing correlate with gameplay actions and emotional beats.

Social Studies

- Discussed ethical decision-making and consequences within game's moral choices.
- Considered social dynamics between characters and themes of empathy and conflict resolution.
- Reflected on storytelling as a way to explore diverse perspectives and cultures, even through fictional settings.

Tips

Tips: To deepen understanding beyond playing, encourage the student to create their own story-based game or written narrative inspired by the choices and characters in Undertale. Exploring character motives through creative writing or roleplaying can foster empathy and critical thinking about consequences. Analyzing the game's art style through drawing or digital art projects helps connect visual design concepts to story. Listen together to the game's soundtrack and discuss how music affects the feeling and pace of scenes, then try composing simple tunes that convey emotions. Additionally, having conversations about ethical dilemmas presented builds social awareness and reasoning skills.

Book Recommendations

- [Understanding Video Games: The Essential Introduction](#) by Simon Egenfeldt-Nielsen: An accessible guide exploring the design, storytelling, and cultural impact of video games.
- [Pixel Art for Game Developers](#) by Daniel Silber: A practical book on creating pixel art, covering techniques seen in games like Undertale.
- [The Moral of the Story: An Introduction to Ethics](#) by Linda Barclay: Introduces ethical thinking and decision-making, enhancing discussions about choices in games.

Learning Standards

- CCSS.ELA-LITERACY.RL.5.3: Analyze how visual and multimedia elements contribute to text meaning.
- CCSS.ELA-LITERACY.RL.5.6: Describe how point of view and character perspective affect the story.
- CCSS.MATH.PRACTICE.MP1: Make sense of problems and persevere in solving them.
- CCSS.ELA-LITERACY.W.5.3: Write narratives to develop real or imagined experiences or events.
- CCSS.ELA-LITERACY.SL.5.1: Engage effectively in collaborative discussions with diverse partners.

Try This Next

- Create a flowchart of Undertale's branching story paths to visualize decision impact.
- Write a short alternative ending or a new character's dialogue inspired by the game.
- Design pixel art characters using graph paper or digital tools to emulate the game's style.
- Compose a simple melody representing a favorite character or scene.

Growth Beyond Academics

Playing Undertale often encourages independent problem-solving and empathy as players face moral decisions impacting characters they care about. This can enhance emotional intelligence and persistence when navigating challenges or exploring different outcomes.