

## Core Skills Analysis

### Critical Thinking and Media Literacy

- Analyzing whether 'Cookie Clicker' is a good game encourages evaluation of game mechanics and user engagement factors.
- Learners develop the ability to critique digital content, considering aspects such as gameplay, objectives, and user experience.
- The activity fosters decision-making skills by weighing the positive and negative elements of the game.
- Reflecting on a game's qualities introduces concepts of personal preference and subjective enjoyment, deepening media literacy.

### Tips

To deepen understanding, encourage learners to play 'Cookie Clicker' and note specific elements that influence their opinion, such as reward systems or pacing. Facilitate discussions comparing 'Cookie Clicker' with other games to explore different game design approaches. Promote writing or verbal reflections explaining their evaluations to develop articulation and reasoning skills. Additionally, introduce basic concepts of game design and psychology to understand how games motivate players.

### Book Recommendations

- [What Video Games Have to Teach Us About Learning and Literacy](#) by James Paul Gee: Explores how video games promote learning and critical thinking skills.
- [Reality Is Broken: Why Games Make Us Better and How They Can Change the World](#) by Jane McGonigal: Examines the positive impact of games on motivation and happiness.
- [Extra Lives: Why Video Games Matter](#) by Tom Bissell: Offers a thoughtful critique of gaming culture and mechanics.

### Learning Standards

- CCSS.ELA-LITERACY.RI.5.8 - Explain how an author uses reasons and evidence to support particular points.
- CCSS.ELA-LITERACY.SL.5.1 - Engage effectively in collaborative discussions.
- CCSS.ELA-LITERACY.W.5.1 - Write opinion pieces supporting a point of view.

### Try This Next

- Create a pros and cons worksheet to evaluate different aspects of Cookie Clicker.
- Design a rating system to score the game's features such as graphics, gameplay, and addictiveness.

### Growth Beyond Academics

This activity nurtures reflective thinking and patience as learners consider the game's design and their personal reactions. It may also build confidence in expressing opinions about digital media, promoting independence in judgment.