Objective

By the end of this lesson, you will be able to analyze and discuss the concepts presented in the book "Reality Is Broken: Why Games Make Us Better and How They Can Change the World" from a Language Arts: Reading perspective.

Materials and Prep

- Copy of the book "Reality Is Broken: Why Games Make Us Better and How They Can Change the World"
- Notebook or paper for taking notes
- Pen or pencil

Activities

- 1. Read the assigned chapters from "Reality Is Broken: Why Games Make Us Better and How They Can Change the World". Take notes on important ideas, arguments, and evidence presented by the author.
- 2. Reflect on the reading and write a short summary of each chapter. Include your thoughts and reactions to the content.
- 3. Choose one chapter that stood out to you the most. Create a visual representation, such as a mind map or infographic, to summarize the main points and key ideas discussed in that chapter.
- 4. Prepare a short presentation discussing the book's main thesis and supporting arguments. Include examples from the book and your personal insights. Practice your presentation to ensure clarity and coherence.

Tenth Grade Talking Points

- "Reality Is Broken: Why Games Make Us Better and How They Can Change the World" is a thought-provoking book written by Jane McGonigal, a game designer and researcher.
- The book explores how games have the potential to solve real-world problems and enhance our lives.
- McGonigal argues that games provide us with a sense of purpose, engagement, and fulfillment that is often lacking in our daily lives.
- She presents scientific evidence and case studies to support her claims about the positive impact of games on individuals and society.
- The book also discusses the concept of "gameful" thinking, which involves applying game design principles to real-life situations to increase motivation and productivity.
- Through "Reality Is Broken," McGonigal challenges the negative stereotypes associated with gaming and encourages readers to harness the potential of games to create a better world.