Objective

By the end of this lesson, Charlie will be able to analyze and discuss the character development in the game Omori, focusing on their motivations, relationships, and how these elements contribute to the overall story. This lesson will enhance his critical thinking and comprehension skills while allowing him to express his thoughts creatively.

Materials and Prep

- Paper and pens or pencils for note-taking
- Access to the game Omori (if needed for reference)
- A quiet space for discussion and reflection
- Preparation: Familiarize yourself with the main characters in Omori, including their backgrounds and key moments in the story.

Activities

- **Character Profiles:** Charlie will create detailed profiles for at least three characters from Omori. These profiles should include their background, personality traits, and key events that shape their character arc. This will help him understand the depth of each character.

- **Character Debate:** Engage in a friendly debate where Charlie will defend a character's actions or choices in the game. This will encourage him to think critically about motivations and consequences.

- **Creative Writing Exercise:** Charlie will write a short story or scene from the perspective of one of the characters. This will allow him to explore their thoughts and feelings in more depth, enhancing his understanding of character analysis.

Talking Points

- "Why do you think this character makes certain choices? What motivates them?"
- "How do the relationships between characters affect their development throughout the game?"
- "Can you find any quotes from the game that show a character's growth? What do they reveal?"
- "What do you think the author wants us to learn from this character's journey?"
- "How does the setting of the game influence the characters? Can you think of specific examples?"
- "What is your favorite character and why? How do they relate to the themes of the game?"
- "How do you think the character's past influences their present actions?"
- "If you could change one thing about a character, what would it be and why?"
- "What emotions do you feel when you think about this character? Why do you think that is?"
- "How does the character's design (appearance, colors, etc.) reflect their personality?"
- "What lessons can we learn from the character's mistakes?"
- "How does humor or sadness play a role in how you perceive the characters?"
- "What do you think the character's future looks like based on their development in the game?"