Objective

By the end of this lesson, Maisie will be able to read, analyze, and discuss various game reviews, enhancing her comprehension skills while also exploring her interest in gaming.

Materials and Prep

- Access to a computer or tablet with internet access to read game reviews.
- A notebook or digital document for note-taking.
- Familiarity with gaming terminology and popular games.
- Time set aside for reading and discussing game reviews (about 60 minutes).

Activities

• Game Review Reading:

Start by selecting 2-3 game reviews from popular gaming websites (like IGN, GameSpot, or Metacritic). Read through these reviews together, focusing on the main points, criticisms, and praises of the games.

• Review Comparison:

After reading, compare the reviews. Discuss what each reviewer liked or disliked about the game and how their perspectives differ. Make a list of the most common points mentioned.

• Write Your Own Review:

Choose a game that Maisie enjoys and write a short review together. Encourage her to include her opinion, what she thinks the strengths and weaknesses of the game are, and any suggestions for improvement.

• Discussion Time:

Engage in a discussion about the reviews read. Ask Maisie her thoughts on the games and how the reviews influenced her view of them. This will help her articulate her opinions and improve her critical thinking skills.

Talking Points

- "What do you think makes a game review helpful? Is it the writer's opinion, the details about gameplay, or something else?"
- "How do you feel about the way different reviewers approach the same game? Do you think it's important to have multiple perspectives?"
- "When writing your review, what aspects of the game do you think are most important to include? Why?"
- "Can you think of a time when you disagreed with a review? What was it about, and how did it make you feel about the game?"
- "What do you think is the role of a game reviewer? Are they just sharing their opinion, or do they have a responsibility to inform readers?"