Objective

By the end of this lesson, you will be able to improve your reading skills while having fun with Pac-Man.

Materials and Prep

- A computer or tablet with internet access
- A Pac-Man game website or app (e.g., https://www.pacman.com/en/)
- Pen and paper

Activities

1. Introduce Pac-Man to the student and explain that it is a classic arcade game.

   Show the student a picture or video of Pac-Man and briefly discuss its history.

2. Play a round of Pac-Man together.

   Guide the student on how to control Pac-Man and explain the objective of the game (eating all the dots while avoiding the ghosts).

3. After playing, ask the student to write a short paragraph describing their experience playing Pac-Man.

   Encourage the student to use descriptive words and write about their strategy, feelings, and any challenges they faced.

4. Read a Pac-Man-themed story or article together.

   Find a short story or article related to Pac-Man and take turns reading it aloud. Discuss the main characters, plot, and any new vocabulary.

5. Have the student create their own Pac-Man maze.

   Provide the student with a blank piece of paper and have them draw a Pac-Man maze. Encourage them to be creative and include obstacles and power-ups.

6. Ask the student to write a short story or comic strip featuring Pac-Man.

   Challenge the student to use their imagination and create a story or comic strip with Pac-Man as the main character. Remind them to include a beginning, middle, and end.

Second Grade Talking Points

- "Pac-Man is a famous arcade game that was created in 1980."
- "The objective of Pac-Man is to eat all the dots while avoiding the ghosts."
- "Playing Pac-Man can help improve our reading skills by reading instructions, stories, and articles about the game."
- "Writing about our experiences and creating our own Pac-Man maze and story can enhance our creativity and language skills."