

LESSON PLAN: SOCIAL GAMING: STARTING THE CONVERSATION



OBJECTIVE:

Encourage communication and open conversation between different generations about social gaming including positive play and potential risks.

TIME:

Two 45-minute sessions

MATERIALS:

- Computers and/or paper and pens
- Internet for research
- Student worksheet

PROCEDURE:

1. Begin with a group discussion about attitudes towards gaming. Ask students if they have heard their parents or other adults (teachers, grandparents, mentors) make any comments about teens and gaming (positive or negative). What about teens and gambling? What have they heard? Have any students ever discussed why they like to play video games with their family? What types of responses have they received? Do their parents play any games? Have they heard adults making comments about other adults playing? How do those comments compare to the comments about teens?
2. Divide the group into teams of 3 to 4 students.
3. Have the teams develop 6–8 interview questions they would ask a parent, teacher or mentor from another generation (someone who grew up without online gaming) about their understanding of online social gaming. Students should think of questions that explore both the perceived pros and cons of social gaming and play. Encourage them to develop questions that will elicit communication (more than one-word answers) and possibly follow-up questions for further clarification and thoughts. Have them include at least 1 question about gambling.
4. Have each team select one member to report back to the group with their questions. Appoint one student to record all of the questions for the group. Compare, contrast and discuss the questions and vote on 5–6 questions that everyone will use in their interviews.
5. Conclude this first session by distributing the Student Interview Form (<http://bit.ly/2q9qdTs>) and the interview questions. You can print and hand out or distribute via email.

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HOMEWORK:

Students will pick one parent, teacher or mentor to interview.

SECOND SESSION:

Ask students to present their interviews by summarizing the information and presenting the highlights and findings they found most interesting.

- As a group, discuss the results:
 - » Are there any similarities in the answers?
 - » Did the students find any responses they weren't expecting?
 - » Did the interviews lead to any important discussions with the interviewee?
- Divide the students into teams of 3 to 4 (try to make the teams different from the first session).
- Have the teams discuss ways they might continue the discussion with their parents or other adults:
 - » Is there something they have learned from this program that the students would like to share with their parents?
 - » Are there benefits to gaming they want to share and discuss?
 - » Could they talk about the pitfalls and risks of gaming and how they plan to avoid them – their **Game Plan**?