

Educator Guide: Could You Become Addicted to Playing Video Games? (w/ [classroom viewing guide](#))

This guide is designed to support you and your students with these learning objectives:

- 1) Students will analyze whether or not gamers can become addicted to video games.
- 2) Students will evaluate the evidence and write a response to the issue.
- 3) Students will create original media to share their views on the amount of homework they have.



Step 1	2	3
Watch video on KQED Learn	Join this Discussion	Dive Deeper with a Make & Share: Audio/video
<p>Use this classroom viewing guide:</p> <ul style="list-style-type: none"> ● Quick-write prompt ● Comprehension questions about the video ● Student note catcher <p>More supports for watching the video:</p> <ul style="list-style-type: none"> ● Glossary with vocabulary used in the video ● Annotated source list ● Video transcripts in English and Spanish 	<p>Students sign into KQED Learn and click the “Join the Discussion” button to respond to the Discussion question.</p> <p>Supports for joining the discussion:</p> <ul style="list-style-type: none"> ● Sentence frames ● Discussions rubric ● Response analysis activity <p>Refer to our Code of Conduct as well as your school’s behavioral expectations before asking students to post a response or comment on another response.</p>	<p>Student media prompt: Interview a parent or someone from the same generation. Ask about their experience with video games. Did they play them? How have video games changed over time? Does this person think teens today are addicted to video games? Why or why not?</p> <p>To share on KQED Learn, first upload the audio or video interview to YouTube, Vimeo or SoundCloud (for audio)</p> <p>Find great interview tips from StoryCorps!</p>

Standards

CCSS.ELA-Literacy.CCR A.R.1	Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.
CCSS.ELA-Literacy.CCR A.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.
CCSS.ELA-Literacy.W1	Write arguments to support claims with clear reasons and relevant evidence.
CCSS.ELA-Literacy.W6	Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.
NGSS.SEP.7	Engaging in argument from evidence
NGSS.SEP.8	Obtaining, evaluating and communicating information
ISTE Digital Citizen	Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.
ISTE Knowledge Constructor	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

***KQED’s Media Tool Policy:** In KQED Education’s media literacy work, we take an approach to platforms and tools that focuses on developing media-making competencies that are transferable to an individual’s specific technology context. When we recommend software for specific mediamaking activities, our factors for consideration include ease of use, whether the tool is open-source, whether it works across platforms and whether it offers the necessary functionality for the task free of cost. If there are no free tools appropriate for the task, we prioritize the lowest-cost solution able to produce high-quality media.