

Inquiry: Educational Video Games

Consider: Global Competencies

During today's lesson think about what Global Competencies we are focusing on:



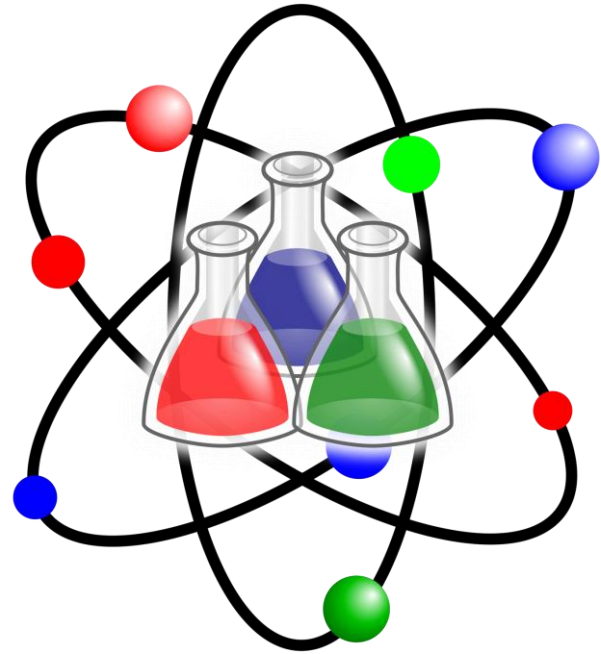
- ❑ Collaboration
- ❑ Innovation, Creativity, and Entrepreneurship
- ❑ Communication
- ❑ Citizenship
- ❑ Critical Thinking and Problem Solving
- ❑ Self-Directed Learning

Video Game Inquiry

Today we are going to start a short inquiry on Video Games.

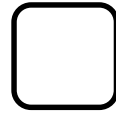
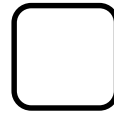
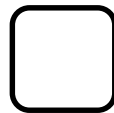
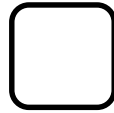
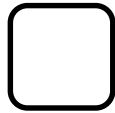
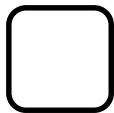
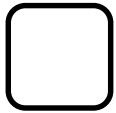
The purpose is for us to collect our thoughts on the topic and answer any questions we have before we continue.

The information we gather through this process will help us design our own video games.



Engineering Design Process

Where do you think we are now, in the Coding Quest Engineering Design Process?



Inquiry &
Research

Brainstorm

Design

Build

Test

Improve

Present

Inquiry

We are going to start with some questions:

- ☐ What is a video game?
- ☐ What is an educational video game?
- ☐ How might the answers to these questions help you make your own games?

'I Wonder' Board



I have set up an “I Wonder” board.

What you are going to do now is write down any questions or comments that you might have about our topic. Think about what you already know, what you want to know, and anything that you believe important to make note of.



“

Let's take a look at some of the questions and comments.

After our discussion we will ask one more time if there is anything else that you think we should add to the “I Wonder” board.



“

Now that we have discussed some of the things you listed, we are going to start some research to answer all our questions.

Before we start our research let's review the questions we have.

Then we will go and answer them.

Remember to keep track of your answers so we can share them.

Educational Video Games Research

Let's share what you found while researching the answers to the questions from the I Wonder Board

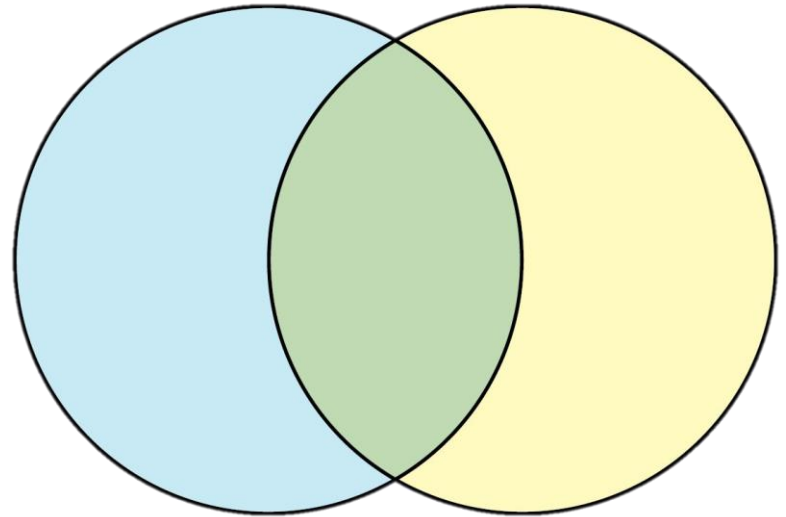
Question	Answer

Educational Video Games Research

We know that we are making a game to share what we learned for Coding Quest.

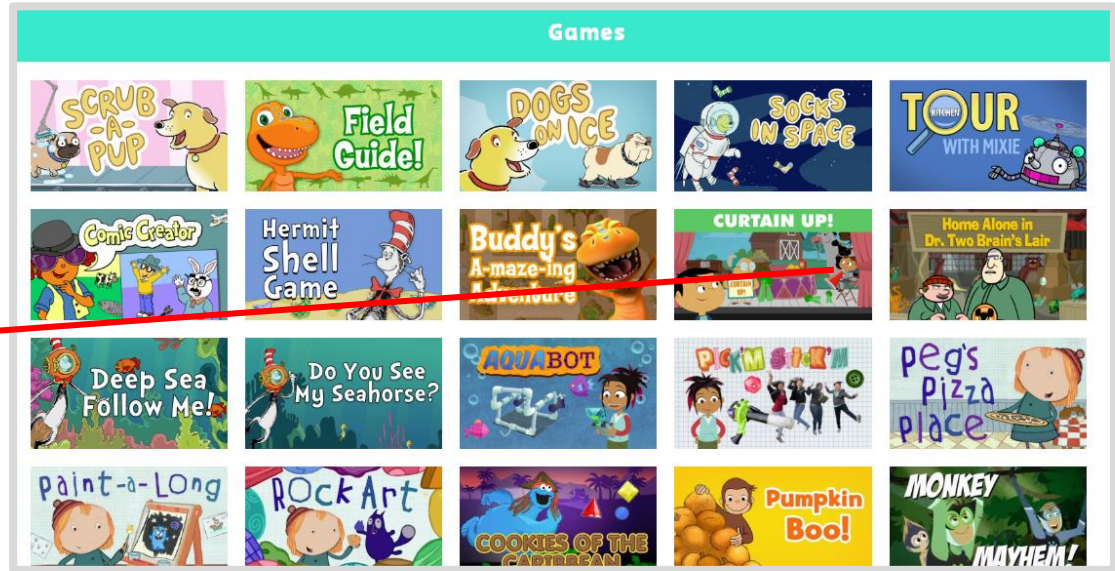
Now we will specifically look at educational games.
How are they similar or different from regular video games?

- [CBC Kids](#)
- [PBS Kids](#)
- [TVO Kids](#)
- [Coolmath Games](#)



Educational Video Games Research

PBS Kids

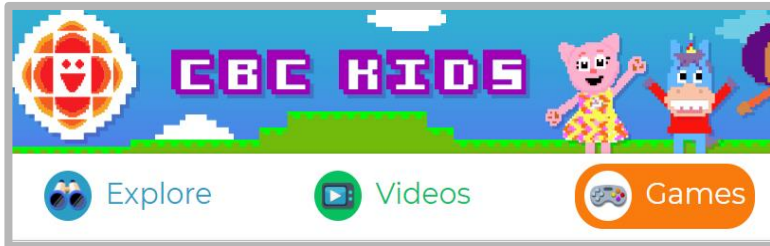


Play Socks in Space

Then, we will answer some question and discuss.

Educational Video Games Research

CBC Kids

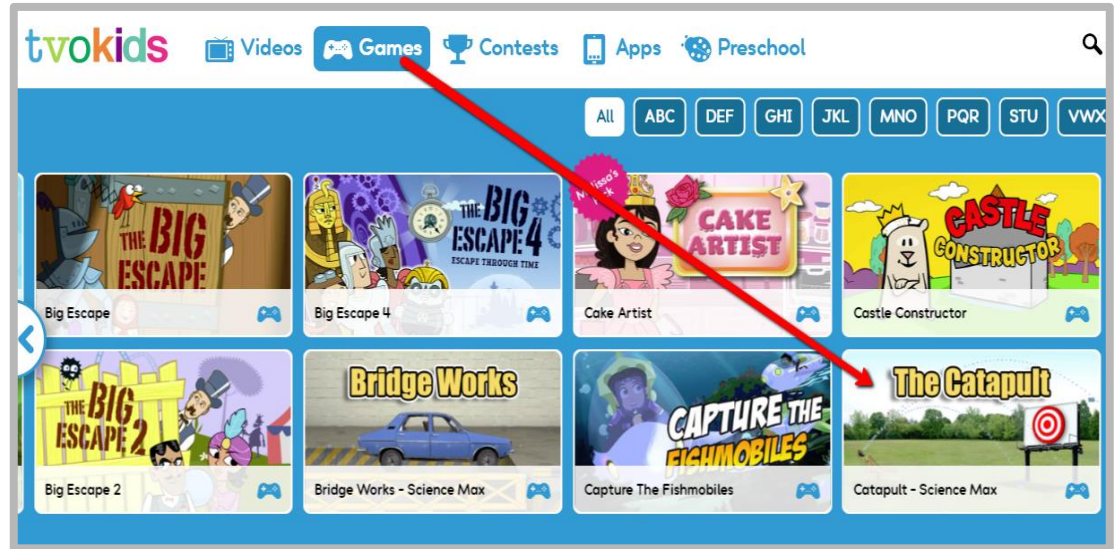
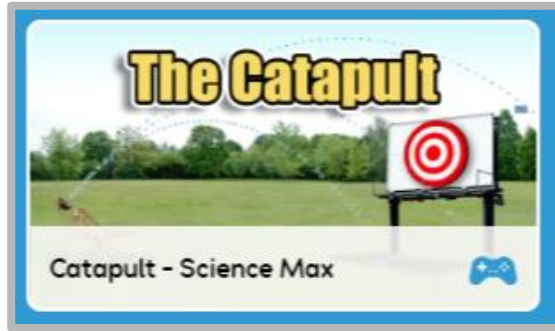


Play Leaf Catchers

Then, we will answer some question and discuss.

Educational Video Games Research

TVO Kids



Play The Catapult

Then, we will answer some question and discuss.

Educational Video Games Research

Coolmath Games



Play Sort It Out

Then, we will answer some question and discuss.

Present What You Discovered

- ❑ Share your findings and document them in **page 4** of the Game Design Booklet.
- ❑ Be sure to compare between videos games and educational video games – either in writing or by using a Venn Diagram.

Discuss: Global Competencies

Which Global Competencies have we applied today? Share some examples.



☐ Collaboration

☐ Innovation,
Creativity,
and
Entrepreneurship

☐ Communication

☐ Citizenship

☐ Critical Thinking
and
Problem Solving

☐ Self-Directed
Learning