

# GAME TESTER CO-VIEWING GUIDE





**Career Cluster** 

Computer



**Success Skill** 

Remember



**Estimated Activity Time** 

10 mins



**Group Size** 

Individuals, pairs, or group

# **Objective**

Children will engage with the educator and the caregiver after watching "Game Tester" to support comprehension of the storyline and embedded curriculum.

# **Story Summary**

Cora and her friends take on the job of Game Testers, but Cora keeps forgetting all the bugs in the game. As a Game Tester, Cora learns that the key to success is to practice a strategy to **Remember** all the bugs.

# **Story Takeaway Message**

You can practice the Write it Down strategy to help you Remember.

## **Remember Definition**

Hold new information in your mind to use when you need it.





#### **Discuss**

What problems do Cora, Dev, Rae, and Scout solve?

## Potential responses:

- Cora identifies all the bugs in the game so her mom can fix them.
- The children help the farmer bring all the cows into the barn.
- Rae uses hay to get the cows to follow her inside the barn.
- The children collect all the bouncing eggs and give them to the farmer.
- When the eggs keep disappearing, Cora drops the basket into the invisible telepuddle so it remains full of eggs.
- 2. What do Game Testers need to Remember?
- 3. What strategy does Cora use to help her Remember?

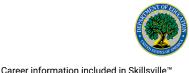
## Potential responses:

- Cora uses the Write it Down strategy.
- Cora pauses.

### **Additional Questions**

- 4. Describe a time when you needed to write something down to **Remember**.
- 5. What other strategy could Cora use to **Remember** all the bugs in the game?





endorsement by the Federal Government.