



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

1. 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?

