Lesson 3: Goals

In this lesson, students will explore the concept of goals in games and their significance in creating an interactive experience. They will analyze different types of goals in games and their impact on player engagement. Through guided practice, students will identify goals in various game scenarios and discuss their significance. In the independent practice portion, students will brainstorm and create their own game concept with a clear objective. The lesson will conclude with an exit ticket and a discussion on the importance of goals in both games and real-life goal-setting.

Objectives:

- Students will understand the concept of goals in games and their importance in creating an interactive experience.

- Students will analyze different types of goals in games and their impact on player engagement.

- Students will apply their understanding of goals in games to create their own game concept with clear objectives.

Materials:

- Whiteboard or blackboard

- Markers or chalk

- Handouts with examples of different types of goals in games

- Paper and pencils for students

Bell-Ringer Activity (10 minutes):

- Display the following quote on the board: "In games, goals are everything. They are the essence of the interactive experience." - Chris Crawford

- Ask students to reflect on this quote and write a short paragraph explaining what they think it means. Encourage them to think about their own experiences playing games and how goals have influenced their engagement.

Introduction (10 minutes):

- Engage students in a brief discussion about their favorite games and what they enjoy about them.

- Explain that one of the key elements that make games engaging is the presence of goals.

- Define the term "goals" in the context of games as objectives or targets that players strive to achieve.

- Emphasize that goals can be both short-term and long-term, and they provide a sense of purpose and direction in games.

Direct Instruction (20 minutes):

- Present examples of different types of goals in games, such as:

1. Main story objectives: Completing specific missions or quests to progress in the game's narrative.

2. Side quests or optional objectives: Additional tasks that players can choose to complete for rewards or extra content.

3. Achievements or trophies: Specific challenges or milestones that players can aim to accomplish.

4. High scores or leaderboard rankings: Competing against other players to achieve the highest score or ranking.

5. Exploration goals: Discovering hidden areas, collectibles, or secrets within the game world.

- Discuss the impact of these different types of goals on player engagement and motivation.

- Connect the concept of goals in games to real-life goal-setting and the importance of having clear objectives in various aspects of life.

Guided Practice (20 minutes):

- Divide students into small groups.

- Provide each group with a handout containing different game scenarios.

- Instruct the groups to analyze the given scenarios and identify the goals present in each one.

- Encourage students to discuss the significance of these goals and how they contribute to the overall game experience.

- After the discussion, ask each group to share their findings with the class.

Independent Practice (20 minutes):

- Instruct students to individually brainstorm and create their own game concept.

- Each student should come up with a clear objective or goal for their game.

- They should also consider the type of game, setting, characters, and any additional features or challenges.

- Allow students to be creative and think outside the box.

- After brainstorming, ask a few students to share their game concepts with the class.

Exit Ticket (5 minutes):

- Distribute exit tickets to each student.

- On the exit ticket, ask students to write down one thing they learned about goals in games during the lesson.

- Collect the exit tickets before the end of the class.

Closure (5 minutes):

- Recap the main points discussed during the lesson, emphasizing the importance of goals in creating an interactive game experience.

- Highlight the connection between goals in games and real-life goal-setting.

- Encourage students to consider the role of goals in their own lives and how they can apply the concept of clear objectives to achieve success in various areas.

Common Core Standards:

- CCSS.ELA-LITERACY.RI.9-10.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

- CCSS.ELA-LITERACY.W.9-10.4: Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.

- CCSS.ELA-LITERACY.SL.9-10.1: Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grades 9-10 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.