Lesson Topic:	#7: Retro Game Research
Inquiry:	What Makes a Good Video Game?
CCSS:	4-6.IC.1 4-6.IC.3 4-6.IC.2
Objective:	In Lesson 7, students will spend the class period playing and investigating what elements of retro (NES, SNES & SEGA Gensisis) games they find enjoyable. Students will note the critical features of each game and begin to parse out elements that they'd like to
Resources:	- Laptops - 6 retro games & emulators, or https://playclassic.games/games/snes-games/ - Timer - Student Activity Sheet

Agenda	
Starter:	➔ Answer the following question in your notebook: ➔ Q: Think about your favorite video game: What makes that game fun? What specific elements do you enjoy? ➔ Have students turn and talk with their table groups after they finish.
Guided Practice:	➔ **As a class, go over the answers to the starter. On the board, write down the elements the students listed. Begin to organize elements under categories.** **Retro Game Exploration:** ➔ **Directions:** On the *Lesson07_Game_Exploration* worksheet, there are links to 6 retro games. Each table group should play the retro game assigned to their table. ➔ Students should play through the game on their computers and complete the questions on the worksheet, responding to prompts based on their gameplay.

Work Period:	➔ **Retro Game Exploration**
	  ◆ Circulate the room
	  ◆ Ask probing questions and clarify any misconceptions

Closing:	➔ **Class Share-out**
	  ◆ Students at each table group share with the class the results of their game exploration: what made the video game fun?
	  ◆ Students should cite specific elements of their game that they found enjoyable and how they could incorporate these features into their games.

Assessment:	➔ *Lesson07_Game_Exploration* worksheet