

# Page 52 Cornell notes

## Pre-work before the video





-

# EQ: What is video game addiction?

What is addiction?

Addiction is \_\_\_\_\_

When is someone addicted?

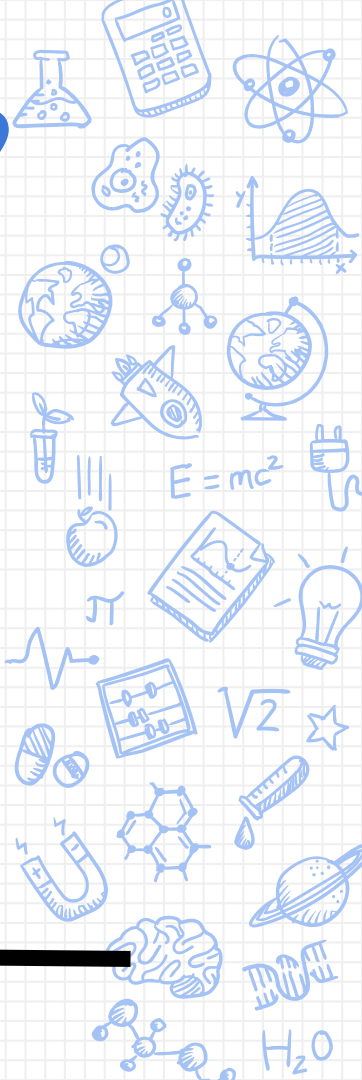
I believe someone is considered addicted when they \_\_\_\_\_

What things can someone be addicted to?

Some things that I think people can become addicted to are \_\_\_\_\_

What counts as a video game?

Some things that I consider video games are  
(Consoles, PC, Phone, handhelds)





**EQ: What is video game addiction?**

**Write down 5 facts from the video that you feel defines or explains video game addiction**

# Watch this video:

## Fortnite: Video Game Addiction Warning

<https://www.youtube.com/watch?v=ErX53mnZ0ds>



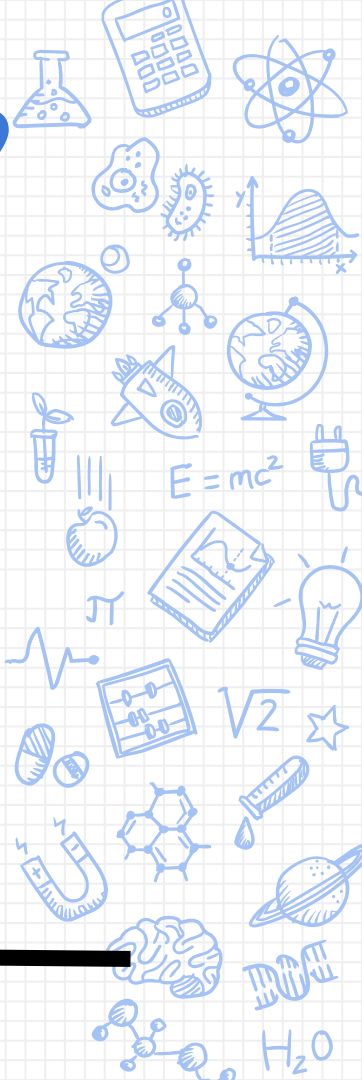
## EQ: What is video game addiction?

**Addiction is** \_\_\_\_\_

**I believe someone is considered addicted when they\_\_\_\_\_**

Some things that I think people can become addicted to are\_\_\_\_\_

Some things that I consider video games are  
(Consoles, PC, Phone, handhelds)





# Watch this video: Page 53

## Fortnite: Video Game Addiction Warning

<https://www.youtube.com/watch?v=ErX53mnZ0ds>

THE Doctors

<https://www.youtube.com/watch?v=niCPd0CiVqM>



# Page 52 Summary:

Based on the information you have gathered so far  
do you believe that video game addiction is a real  
problem?

Why or Why not?

- 4 sentence minimum-



## Part 1:

### Your task

The video game industry launched in the early 1970's with gaming systems such as Atari. From then, video gaming playing has exploded and become a common activity across the world and across all age groups. In 2018, consumers spent around \$138 billion on video games, which is a 13% jump from 2017. More and more, people are spending their money and time on video games. There are many benefits to the growth of this industry, but also many negative impacts as well.

## Your task

When it comes to the use of video games, how much is too much and how can people maintain a healthy balance in their lives when using this technology? For this performance task, you will be asked to examine several sources and take notes in order to answer several constructed response questions. Finally, you will use your learning from your research and discussions to write an argumentative article for a gaming magazine. This article will be written to families on whether or not video game addiction is a real concern and about the ways to ensure that the students are using video games in a healthy way.

# Reread part 1

Highlight the following pieces for your task.  
What is your job/goal for this assignment?

# ROLE—who are you?

## AUDIENCE- who will read

# MODE – What are you writing? teaching?

## PURPOSE- what are you

## Part 2 : Your Assignment

Videos game playing is extremely popular and people often spend a great deal of time engaged in this activity. You are part of a research team that has been investigating the impacts of video game use. You want students to have healthy lives, and this includes the way they play video games. You want to inform the community about video game addiction and help them make good choices about video game use.

## Part 2 : Your Assignment

Write an argumentative article for Xbox Official Magazine about video game addiction. In this article, you will argue if video game addiction is a real concern. Additionally, you will communicate ways to ensure that video game use is done in a way that supports healthy lifestyles and balance. Use evidence from the sources.

## Reread part 2

Highlight the following pieces. Is there new information to help you focus your goal?

**ROLE**—who are you?  
this?

**AUDIENCE**— who will read

**MODE**— What are you writing?  
teaching?

**PURPOSE**— what are you



## Smarter Balanced Aligned ELA Performance Task

### Video Games: Argumentative Article

#### Part 1:

#### Your task

The video game industry launched in the early 1970's with gaming systems such as Atari. From then, video gaming playing has exploded and become a common activity across the world and across all age groups. In 2018, consumers spent around \$138,000,000,000 on video games, which is a 13% jump from 2017. More and more, people are spending their money and time on video games. There are many benefits to the growth of this industry, but also many negative impacts as well. When it comes to the use of video games, how much is too much and how can people maintain a healthy balance in their lives when using this technology? For this performance task, you will be asked to examine several sources and take notes in order to answer several constructed response questions. Finally, you will use your learning from your research and discussions to write an argumentative article for a gaming magazine. This article will be written to families on whether or not video game addiction is a real concern and about the ways to ensure that the students are using video games in a healthy way, answering the following essential question:

#### Essential Question:

*Is video game addiction a real concern and how can we ensure our video game use is done in a healthy way?*

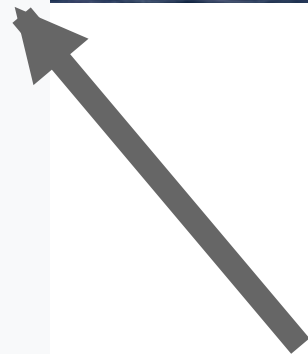
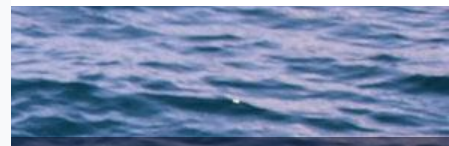
#### Learning Targets:

I can dissect a prompt so I know what is being asked of me.  
I can create a controlling idea and support it with organized writing.  
I can analyze sources and pick out relevant evidence to support my thinking.  
I can write an article that includes: a clear focus, solid introduction and conclusion, transitions, language that relates to the topic and correct conventions.

#### Steps to follow

In order to plan and write your article, you will do all of the following:

1. Read through all the directions, paying special attention to the questions that you will answer and the writing prompt.



Click on the  
comment  
icon

# Write a 1-2 sentence RAMP summary.

## Aligned ELA Performance Task s: Argumentative Article

### Part 1:

#### Your task

's with gaming systems such as Atari. From then, video gaming  
y across the world and across all age groups. In 2018, consumers  
hich is a 13% jump from 2017. More and more, people are  
ere are many benefits to the growth of this industry, but also  
e use of video games, how much is too much and how can people  
this technology? For this performance task, you will be asked to  
answer several constructed response questions. Finally, you will  
s to write an argumentative article for a gaming magazine. This  
video game addiction is a real concern and about the ways to  
healthy way, answering the following essential question:

Click the blue  
comment button to  
save



Olevia Mckay

According to the prompt I am \_\_\_\_\_  
writing an \_\_\_\_\_ for \_\_\_\_\_  
which will teach people \_\_\_\_\_

Comment

Cancel

Update your table of contents:

<b>1/31</b>	<b>Outline</b>	<b>47</b>
<b>1/31</b>	<b>Ethos Pathos Logos</b>	<b>48-49</b>
<b>2/8/</b>	<b>T-chart Test</b>	<b>50-51</b>
<b>2/15</b>	<b>Source #1</b>	<b>52-53</b>
<b>2/19</b>	<b>Source #2</b>	<b>54-55</b>

## Page 54 - Notes for the article

**Title:** Commentary: Pulling the Plug on Video Games? Slow your Roll.

**Stance:** Against the diagnosis of “Addiction”  
Video Game addiction does not affect everyone.

**Author:** Ryan Earl

Important Paragraphs:

- 1.
- 2.
- 3.
- 4.

## PAGE 55 Source #2 Identify Key Information

- What is Ryan's argument? What is he worried about?

How did video games help Ryan?

- What's the problem with parents and video games?

What are some skills that you learn?

- What are some downsides?

## Page 54

Pick what you believe are the **3 BEST** paragraphs

Write the paragraph # and why it's important

Important Paragraphs:

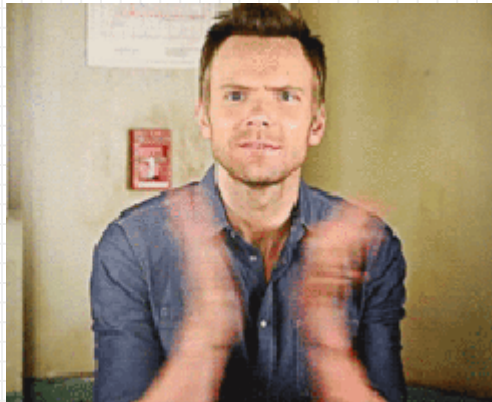
1. # 10- The problem with the diagnosis
- 2.
- 3.
- 4.

Find someone not at your table

Share your list

Pick one example from their list and add it to yours

You should have **4 important** paragraphs listed now



## Page 56 Source #3

**Title:** Video Game addiction is a real condition, World Health Organization says

**Stance/ opinion:** For the diagnosis of “Addiction”  
Video Game addiction is real

**Author:** Hayley Tsukayama

Important Paragraphs:

- 1.
- 2.
- 3.
- 4.



PAGE 57

Source #3

Table group Work

- **How do people define gaming addiction? (2)**
- **Who is fighting against the World Health Organization?(4)**
- **How have people died from playing video games? (6)**
- **How are people helping with gaming addiction? (6,7)**
- **What do you think people should do about gaming addiction?**

# Group 1 Paragraphs 1-2

Group 2 paragraph 3

**Group 3** paragraph 4

# Group 4 Paragraph 5

# Group 5+ 6 paragraph 6

# Group 7+8 paragraph 7

Read your assigned section

As a group pick the BEST sentence from your section

Highlight that sentence

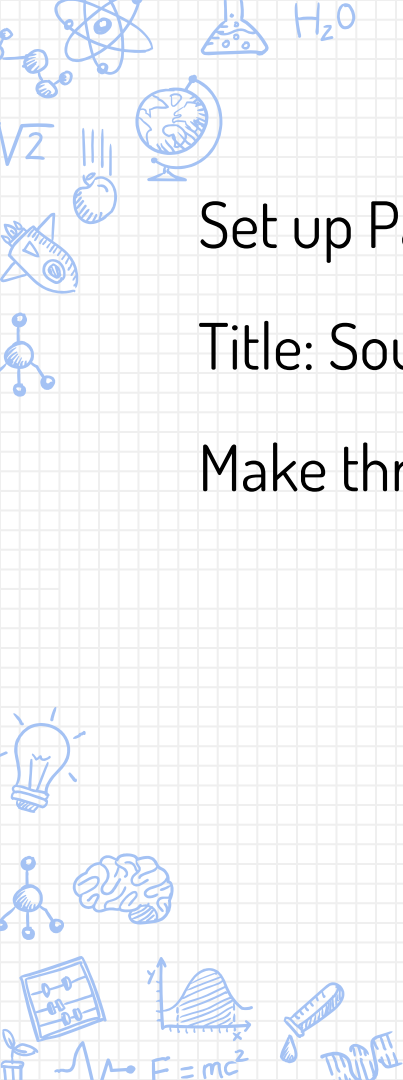
Be ready to share with the class



# Share Aloud



- Share the paragraph #
- Share the sentence your group highlighted
- Share why it is the best sentence from that paragraph
- Everyone else highlight what they share



Set up Page 58

Title: Source Comparison

Make three sections

**SOURCE #1 (pg53)**

**Source #2 (pg 55)**

**SOURCE #3 (Pg 57)**

## JIGSAW Page Setup

- Set up page 58 into 3 sections
- Label your sections with the source #'s

**SOURCE #1 (pg53)** **Source #2 (pg 55)**

**SOURCE #3 (Pg 57)**

## JIGSAW Notes Setup

- Your table group will be assigned a source that we have read.
- As a group pick the 3-5 most IMPORTANT piece of information from your assigned source.

**SOURCE #1 (pg53)** **Source #2 (pg 55)**

**SOURCE #3 (Pg 57)**

# JIGSAW

Create a group of 3

Sources 1-3 should be represented

Starting with Source #1 fill out your remaining boxes

**SOURCE #1 (pg53)** **Source #2 (pg 55)**

**SOURCE #3 (Pg 57)**



# **SOURCE #1**

In the video it says \_\_\_\_

In the video it says \_\_\_\_

In the video it says \_\_\_\_

Based on the evidence I think  
that this author is \_\_\_\_\_  
because

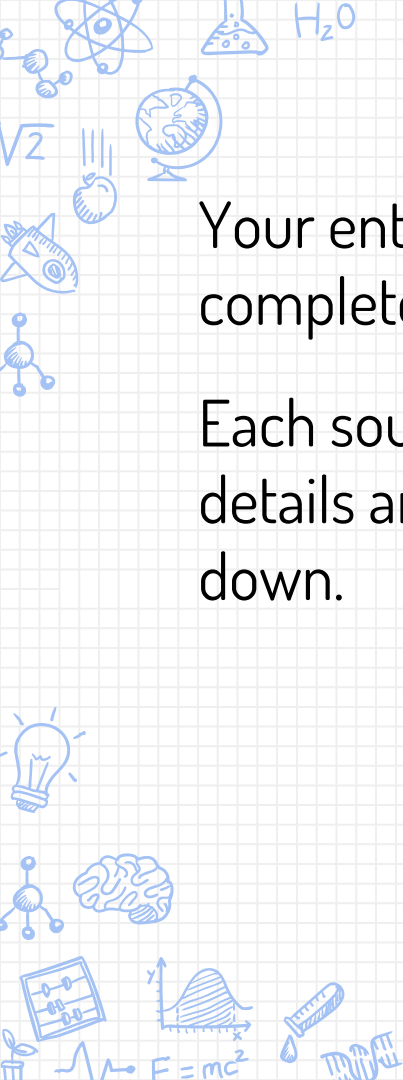
# **Source #2 & #3**

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

Based on the evidence I  
think that this author is  
\_\_\_\_\_ because



Your entire chart should be completed

Each source should have 3 key details and your opinion written down.

## SOURCE #1

### Source #2

In the video it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

In the video it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

In the video it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

Based on the evidence I think that this author is \_\_\_\_\_ because

Based on the evidence I think that this author is \_\_\_\_\_ because

## SOURCE #3

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

Based on the evidence I think that this author is \_\_\_\_\_

Update your table of contents:

<b>2/8/</b>	<b>T-chart Test</b>	<b>50-51</b>
<b>2/15</b>	<b>Source #1</b>	<b>52-53</b>
<b>2/19</b>	<b>Source #2</b>	<b>54-55</b>
<b>2/25</b>	<b>Source #3</b>	<b>56-57</b>
<b>3/1</b>	<b>Source #1-3 comparison</b>	<b>58-59</b>
<b>3/5</b>	<b>Source #4</b>	<b>60-61</b>

**Page 60      Source #4**

**Title: The Positives and Negatives of Video Games**

**Author: Franz Ferdinand**

**Stance: Neutral – On neither side**

**Most Important Paragraphs**

- 1.
- 2.
- 3.
- 4.

Focus on the positives

**Highlight** / Underline / Star ★

What are the two or three most  
convincing reasons that videogames  
are AWESOME

Focus on the negatives

**Highlight** / Underline / Star ★

What are the two or three most  
convincing reasons that videogames  
are Terrible

Set up Page 61

Title: Source #4

4 paragraphs from the side you  
**agree** with

1 paragraph from the side you  
**disagree** with

**Positives**

**Negatives**

Video addiction is fake  
addiction is

Video game

real

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_



Set up Page 62

Title: Source # 1-3

**Positives**

**Negatives**

**Video addiction is fake  
addiction is**

**Video game**

**real**



## Set up Page 62

Title: Source #1 - 3

4 paragraphs from the side you **agree** with

### Source #1 - video

- Video games = drug and gambling for the brain
- Ignore real life
- + Help with depression
- + Develop problem solving skills

Video game addiction is fake

Video game addiction is  
real

Source #2

In paragraph \_\_ it says \_\_\_\_

Source #1

In the video it says \_\_\_\_

Source #3

In paragraph \_\_ it says \_\_\_\_

In paragraph \_\_ it says \_\_\_\_

# FAKE



- Find your side.

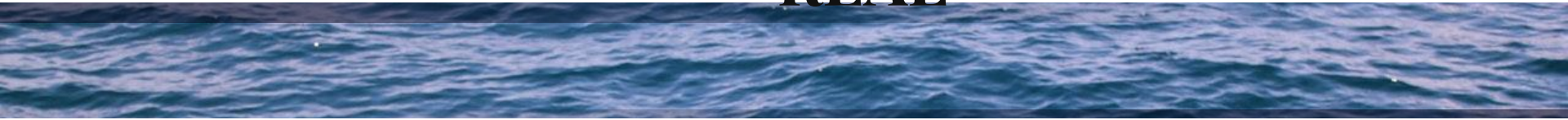
Go to the side of the room that matches your stance on video game addiction.



# FAKE



# REAL



- On your side.

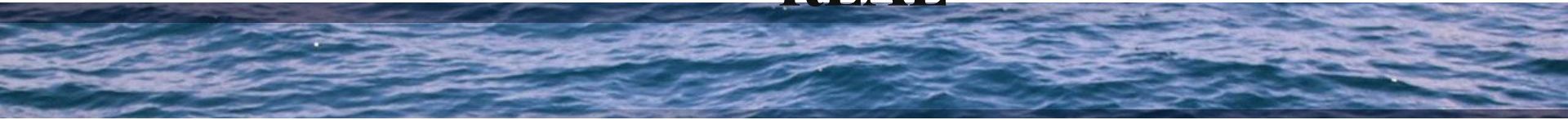
Create a group of 3-4 people who have the same stance as you.



# FAKE



# REAL



On your Poster Paper

As a group come up with as many reasons  
as you can for why your side is right

- **More** than one person should be writing.



# FAKE



# REAL

- Look through your list and star only the reasons you can actually find evidence for.
- No need to cite yet just do you actually remember reading about it?

02:50



# FAKE



# REAL

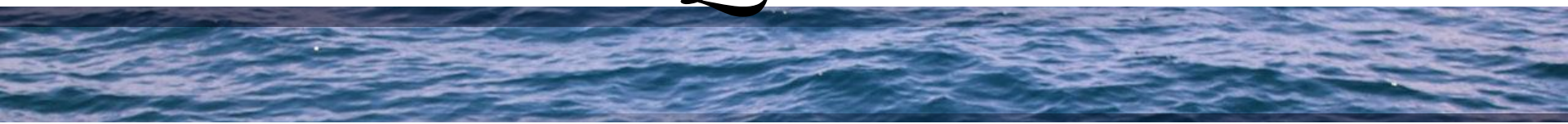


- Look through your list and circle the 3 most convincing and provable reasons that you are right and they are wrong.

02:50



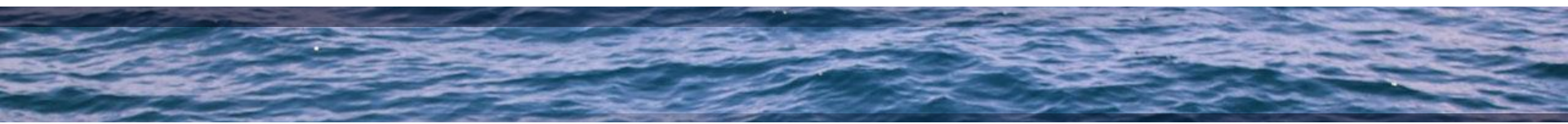
# EQ:



How can I **effectively** elaborate on  
my **evidence**?

---

# LT:



I can **apply** four elaboration  
**techniques** for my **readers**.

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**1:00**

### **Word Bank:**

- Elaboration
- Connection
- Analyze
- Explain
- Evidence
- Claim
- Main point
- Importance
- Example
- Similarities
- Differences
- Understanding
- Details



Elaboration

How does this evidence support your stance?

WHY should I care about your evidence?

---



## Elaboration strategies

### **Example / Anecdote**

- An example of this is...
- This is similar to when I...

### **Analysis**

- This evidence suggests...
- Based on that, we can conclude...

### **Importance**

- This is important because...
- The significance of this is...

### **Explain**

- This evidence means...
- Clearly, it's understood that...

Hopefully you didn't forget



What does

R. A. M. P.

stand for?

Hopefully you didn't forget



What is the RAMP for *this* unit?

# ***TO DO!***

- Complete pages 63-67 in your INB
- Type your Essay - 5 PARAGRAPHS-
- Run Spell Check through TOOLS
- Read your reading book - NO PHONES
- Creating POWER HOUR LIST **TODAY!**



# ***CLEAN UP***

- All INB's in the drawers
- All extra papers turned in
- All Chromebooks **PLUGGED IN!**
- Floor and tables clear