PYG: “Play Your GAMES”
(Generating Academic Meaning Through Entertainment Systems)

Group Members Present:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
Activity Dates: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ BLOCK: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Game Platform/Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Part 1: Exploration
Write your observations of the game/activity here (objective(s) of game; how to play; type of game)

Part 2: Inquiry
1. Identify a specific object in/about your game that is in ***action*** (moving, doing something). \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2.What is it doing?
 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3. How does that action relate to a “successful” game?
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4. How do you know you’ve “succeeded” in the game?
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*5.* If an experiment can be designed around the action of the item in question 1, what material(s) would be needed?

 **List all of the materials used (game system, objects in game used to accomplish your goal, etc.)**

6. If you have the following materials, what could you *change* to achieve success in the game?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
 **You can list as many items in this blank as possible, but for the following question(s), you will choose one of the items above. Note: something you *change* in an experiment is called an *independent variable*.**

7. How could that change be *measured*? **(Something you *measure* in an experiment in response to a change is called a *dependent variable*.)** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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8. What must be kept *the same* in the experiment? These are called ***constants***.
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**Part 3: Hypothesis**
The purpose of the experiment is to determine the effect of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ on

**(answer from #6)**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, in the presence of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**(The Game You Played)**

**(Constant(s)**

**(answer from #7)**

If \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_,

**(independent variable)**

then\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**Part 4: Problem solving &Reflection**1. In Part 1, you wrote about the objective(s) of the game. During the game, you may fail (not meet the objective/goal). What do you do when you fail? Explain an example, using your game experience. Tell how you overcame failure. You can write a paragraph, make a list, or a graphic organizer.

**(dependent variable)**

2. Like in daily life, there may be many examples of problems to be solved in games. Some may involve a single step, and some may be multi-step situations. Write examples of them in the space provided below.

|  |  |
| --- | --- |
| **Single-Step Problems** | **Multi-Step Problems** |
|  |  |
|  |  |
|  |  |

**Part 5: STEM Relevance**Many games are rooted in STEM (Science, Technology, Engineering, Mathematics) concepts. Document your STEM findings about your game below. Add spaces if necessary.

|  |  |  |
| --- | --- | --- |
| **Game Situation/Information** | **STEM Field (S, T, E, or M)** | **STEM Concept Discovered** |
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