

Technology/Media Choices

Month: Mar.

Week #: 26

Day: c. Wed. Time: 30 min.

Video Game Survey Results

Life Tree Learning Systems ©

Objectives/Aims

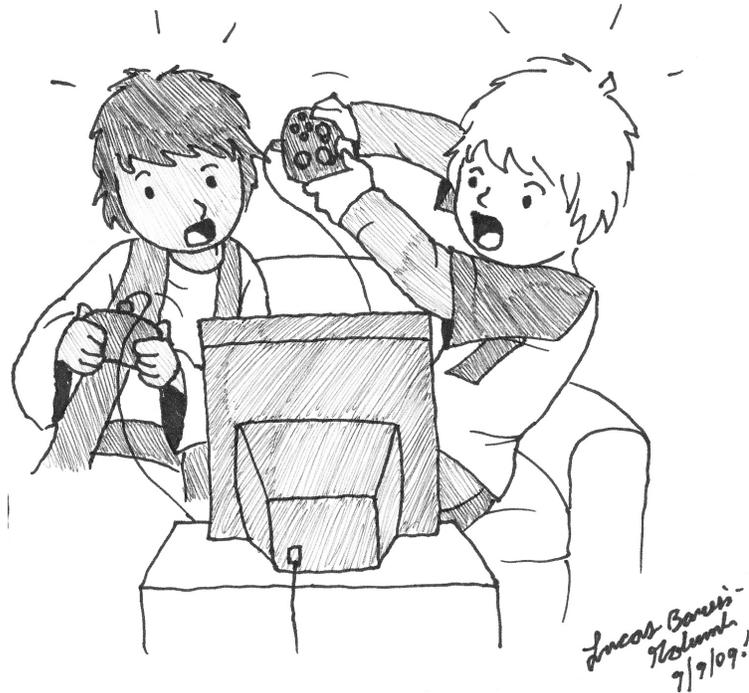
The students will: become aware of how much time they spend in front of a computer; distinguish whether the computer programs are entertainment, educational or edutainment.

Materials

small pieces of scrape paper, pencil, completed Technology/Media Choices worksheet

Illustration

These guys are having a great time with their computer game. I wonder if it is entertainment, educational or edutainment in nature?



Background

In our technologically oriented society, our children are spending more and more time in front of the computer or computer driven appliances like Game Boy or game consoles viewed through the TV monitor. In order to make good choices about these technologies, students first need to know how much time they spend with these technologies and secondly, what form this interaction takes, whether it be entertainment, educational, or edutainment.

Group Activity

1. Instruct students to bring their Technology/Media Choices worksheets along them to line. Say, "Today we're going to look at how much time you've spent interacting with the computer or computer driven appliances this past week. Computer driven appliances are things like Game Boys or game consoles that are viewed through the TV. We're also going to look at the kinds of games you've been playing."

Review the meaning of entertainment, educational, and edutainment by saying, "Who can give me an example of something you did with the computer that was strictly for entertainment purposes?"
A: Game Boy, video games etc. "So 'entertainment' is strictly for fun. Can someone give me an example of something you did with the computer that was educational or constructive?"
A: E-mail, drawing program, internet research, etc. "So 'educational' involves learning something new, being creative, or practicing a skill we already have like writing or drawing. Who can give me an example of something you did with the computer that was both entertaining and educational?"
A: A typing program, a video game based on historical facts, etc. "A computer program that is both 'game-like', but also teaches us something, or causes us to think critically or creatively is called 'edutainment'."

While demonstrating this on the board say, "On your pieces of scrap paper, please add up the total time you spent interacting with the computer this past week. In separate columns, also add up how much of that time was entertainment, educational, or edutainment."

Group Discussion Questions

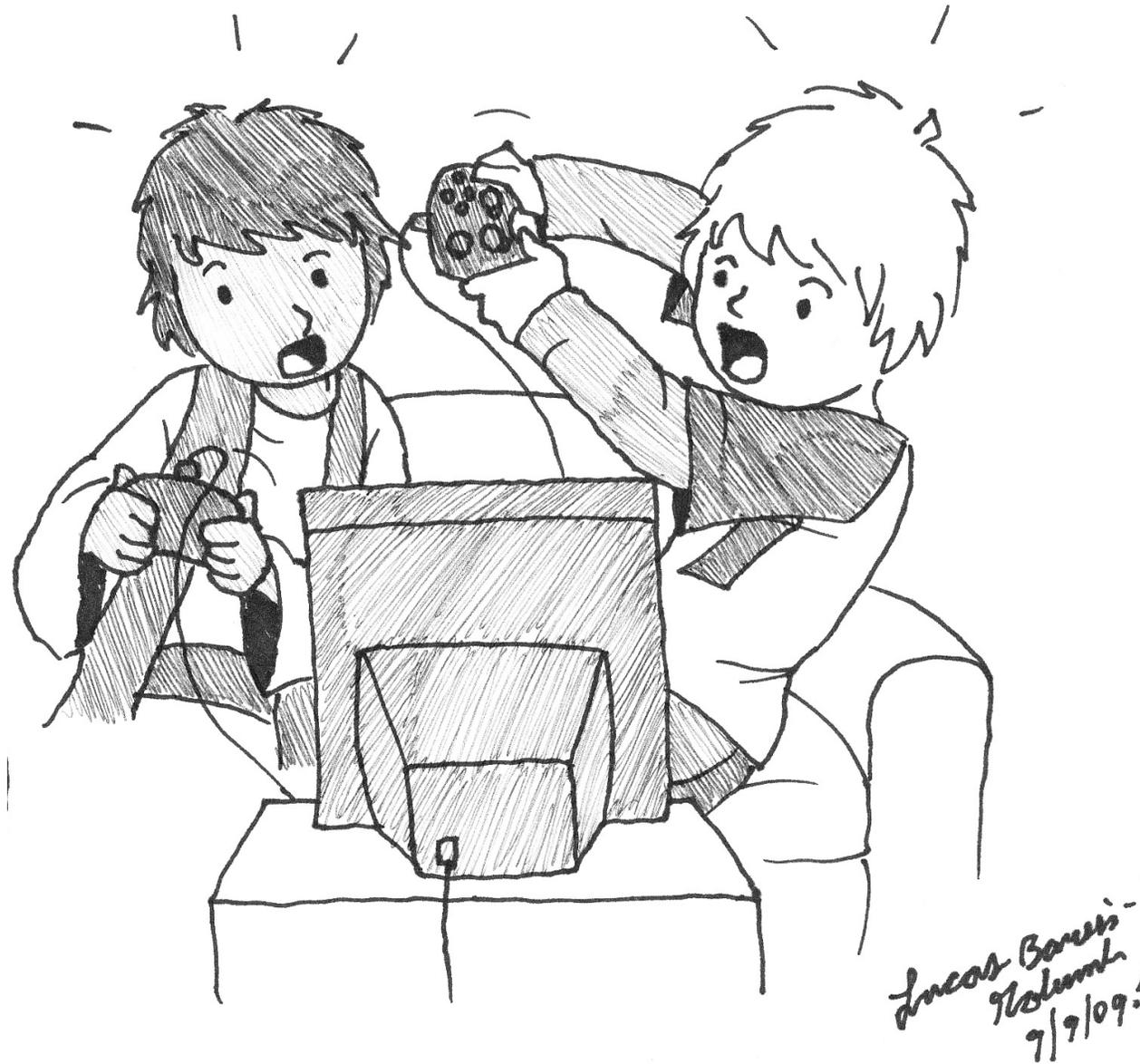
Explain to the students that they are going to think about and answer these questions in their heads and not out loud. We will return to these questions in our next lesson.

1. Was the amount of time you spent interacting with the computer too much, too little or just right?
2. How did you spend the majority of your time? Was it mainly using the computer for entertainment, educational or edutainment purposes? Or was your use evenly balanced?
3. If you used any video games, do you think they were good, bad or had no affect on you?

Variations/Extensions

Conclusion

Say, "Generally speaking, if you used the computer for educational or constructive purposes, most people would agree that this is good for you because you are actively engaged though interactions with the computer. This is, after all, how our modern society accomplishes much of its work. When it comes to video games, however, there are some concerns as to how they affect children and teenagers. Tomorrow, we're going to take a closer look at video games so that you will be able to make good choices about them."



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