▶ Video Discussion

Quick Activity

What You'll Need: • Video   • Student Handout   • Student Handout (Spanish)

Activity Steps

1. **Introduce** the video topic to students by saying: *Today we are going to watch a video exploring how to be positive and have fun while playing online games, and how you can help others do the same.*

2. **Show** the Keeping Games Fun and Friendly video (2:15 minutes). (Note: The video is also available in Spanish, and you can also use the video player to turn on subtitles.)

3. **Lead** a class discussion exploring the questions below.

Distance learning option: Have students watch the video and complete the handout. If there's time, have students share their responses during a video meeting.

Discussion Questions

1. *Which social interactions do you notice in the video?*
   Sample responses:
   - Téa and Sabrina were working together to move on to the next stage of the game.
   - Cody was being a griefer and preventing Téa and Sabrina from getting to the castle. Griefing is angering people in a video game by being mean or destructive or by cheating.
   - The knight, an unknown user, sent Téa and Sabrina a message request. They decided it was not safe to team up with the knight because he had asked them for private information.

2. *Who talks to whom? What do they say?*
   Sample responses:
   - Téa and Sabrina talk to each other to share ideas on what they should do in the game.
   - Cody talks to Téa and Sabrina. He is mean to them and won't let them pass the bridge unless they give him a made-up password.
   - Téa and Sabrina run into the knight, who sends them a message request. They decide to ignore it because it is not safe to talk to someone they don't know.

3. *Overall, do you think the interactions in the video were mostly fun and positive or mostly negative? Why?*
   - Answers will vary.

4. *What norms do you think you should follow when playing online video games?*
   Sample responses:
   - Answers will vary. Some effective rules could include: not griefing or using mean language or curse words; being kind to other players; and not sharing private information.