

Name:	
Date:	

Reader's Notebook

Video Games May Help Relieve Pain

Before Reading

1. Complete this chart with **five** pros (positive things) and **five** cons (negative things) about playing video games.

Video Games				
Pros	Cons			
1. Fun to play.	1. Waste of time.			
Teaches you concentration.	2. Expensive.			
3. Can teach you things.	3. Sitting for a long time.			
4. Helps you learn to play with others.	4. Don't interact with others.			
5. Teaches you consistency.	5. Can cause health problems.			

During Reading

1. Complete this **Five Ws** chart as you read the article.

Five Ws Chart		
Who	Patients in a hospital with life-threatening conditions, doctors.	
What	Allowing patients to play video games, Hospital-based Online Pediatric Environment (HOPE).	
Where	John Hopkins Children's Center in Baltimore, Maryland.	
When	Present.	
Why	To bring patients together, reduce pain and worry.	
How	Playing video games while undergoing medical procedures like dialysis.	
Interesting details (words)	Can play video games and connect with others in the hospital, video games seem to help patients experience less pain.	
Interesting details (pictures)	The identities of the doctors and hospital workers in the project.	

After Reading

_	How do video games help? Does this make sense to you? Why or why not?
	They help reduce pain.
	They help patients feel not so isolated.
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V	What kind of video games do you think would be most helpful?
	Multi-player video games like racing and quest games.
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	Why do you think the doctors and hospital workers chose to take on hero identities for the game? How do you think their patients would react?
	Helps them connect with the patients, let the patients know that they enjoy video game
	too.
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ADLC | Language Arts 5 | Unit 4

Change the Word, Not the Meaning

1. Read **Video Games May Help Relieve Pain**. Find the following list of words. Complete the chart.

Vocabulary	Meaning of word in context (surrounding words)	Synonyms from thesaurus
isolated	p. 43, all alone	Hidden, lonely, deserted
experience	p. 42, have, feel	Perceive, sense, endure
connect	p. 43, join up, get together	Join, unite
notice	p. 42, seen	Observe, note
procedure	p. 43, surgical operation	Tests, research
filter	p. 43, remove, get rid of	Clean, refine

2. What does this activity tell you about using contextual clues (surrounding words) to understand vocabulary?

It is possible to find the meaning of a word using the words around it.