Simon's 4.6 Essential Question Blog

The question I chose is . . .

> *How does text influence our abilities for thinking, investigation, and decision-making?*
>
> *Consider texts you see every day: which ones capture your interest or influence you most? Why is that? Do they affect how you think, investigate, and make choices? Why do they affect you this way? What is it about a text that captures your attention? Consider the importance of your interests, morals, and values: how do you recognize them in text?*

A note from Simon: These questions are complicated. My teacher suggested that I think about, and answer, one question at a time. After that, I should read all the "little" answers, to get an idea of the big picture. She also told me not to forget to discuss my "insight" about the ideas related to the question.

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I can see your main idea right away, but this sentence is awkward. How could you clarify what you mean?

The one text kind I like the most, are video games. I checked with my teacher but video games ARE texts. which is kind of awesome. Video games out there has parts to it that are like texts. Most video games made nows have

now

stories to them. There is always a protagonist or good guy who is the character I might play in the game. There are always challenges or problems to overcome. The conclusion or outcome of the game depends on how good you are. Some video games are violent or sports and the story is not as important, but if a game makes me choose a character to play levels with, that counts as story, I think. Achieving something and moving on to bigger harder parts I think is

I agree! Attach this thought to the previous sentence so that "which" is your transitional word.

Because video games are plural (more than one), use "have" instead of "has" (singular). This is the same for "it". Use "them" or "they" when referring to more than one; "have parts to them" makes more sense.

Avoid "I think" because it suggests an unsure writing voice.

I love your enthusiasm, but avoid capitalizing all letters in a word, which suggests shouting in written work.

Can you elaborate on this, Simon? What makes a game player "good" at playing video games?

Because these are descriptors (adjectives), can you be more specific than "sports"? Consider "sport-based", or "sport-specific".

like a story too. The kinds of games I think are cool have amazing stories to them. Some games with great story-modes are L.A. Noire, Skyrim, World of Warcraft, Fallout: New Vegas, and even Red Dead Redemption. Some games are called RPGs (Role-Playing-Games) where a player make all the decisions for the character. The ones wth cool graphics, challenge, and good story-lines are the ones I like most. Every game I play influences me differently. When I play L.A. Noire, the character I have is "Cole Phelps" a detective in Los Angeles in 1947. This game is really hard, because it gives your character a bunch of crimes to solve. You go to each "scene" and find all the clues and, then you have to think about how the clues go together to find your suspect. The interrogation is the worst. You have to get a confession from a suspect, and you really have to think critically about what they're saying, how they say it to see if theyre they're lying. In-character I also get to "drive" like 35 different cars from the 40s in the game, and the graphics are so awesome! Anotherthing that says "good game" to me, is if I thinking about it after I put my controller down. When I play L.A. Noire, I always think after, "oh maybe I could have done that part differently. Maybe I'll try that next time." I know a lot of people look down on gaming because it can be violent, or "cause" violence, but I don't think video games really affect my morals or values in a bad way. There are games where I can be the bad guy or where I have to make deliberate decisions about right or wrong that affect the storyline (all the way down to killing a chicken or not killing a chicken!). Mostly, characters are heroes being rewarded for doing heroic things (Skyrim is a good example of this, but killing one chicken in Skyrim can get a character villanized killed or thrown in jail). It might sound silly, but I like the idea of earning honour, so in reality, maybe it makes me more willing to do good things for other people, ha ha.

Simon's 4.6 Essential Question Assessment		
Value	**Ideas**	**Impressions**
E **Excellent**	☐ Your **discussion** of the essential question is *insightful*. ☐ You provide *precise* **support** that *aptly reinforces* your ideas and impressions.	☐ You produce a *distinct* **voice**. ☐ Your **stylistic choices** are *precise*. ☐ You *skilfully* develop a **unifying effect**.
P **Proficient**	☑ Your **discussion** of the essential question is *purposeful* and *considered*. ☐ You provide *specific* **support** that *strengthens* your ideas and impressions.	☐ You produce a *convincing* **voice**. ☐ Your **stylistic choices** are *specific*. ☐ You *capably* develop a **unifying effect**.
S **Satisfactory**	☐ Your **discussion** of the essential question is *generalized* but relevant. ☑ You provide *adequate* **support** that *clarifies* your ideas and impressions.	☑ You produce an *ordinary, consistent* **voice**. ☑ You **stylistic choices** are *adequate*. ☑ You *adequately* develop a **unifying effect**.
L **Limited**	☐ Your **discussion** of the essential question is *vague* and/or *superficial*. ☐ You provide *imprecise* and/or *ineffectively* related **support** for your ideas and impressions.	☐ You produce an *inappropriate* **voice**. ☐ Your **stylistic choices** are *imprecise*. ☐ You *inadequately* develop a **unifying effect**.
R **Resubmission Needed**	Your response does not meet fully the expectations for the assignment. **Contact your teacher** to discuss suggestions for improvement and resubmission of your work.	
TOTAL: 9.5/15 = 63%	**6.5/10**	**3/5**
✓ **Assessment**	**Areas of strength:** *Excellent insight into video games as a great source of entertainment and problem solving skills, Simon. It's great that you recognized qualities in a video game that are similar to other texts. Your very detailed overview of these games was a great source of learning for me!* **Might I suggest . . .** *Although you were really enthusiastic about your topic, your paragraph was disorganized and difficult to follow. It may have been more effective to organize your work into two or three paragraphs.*	