

## “What Video Games Can Teach Us” by Emily Sohn - pages 944-946

**STOP** PRE-READING - p.943 - TEXT-ANALYSIS - ARGUMENT **STOP**

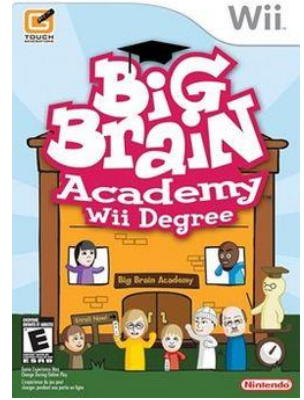
1) Which of the following statements is a claim? Explain why using complete sentences.

- Milo plays the game of chess.
- Games develop the mind.

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**STOP** PRE-READING - p.943 - READING SKILL - EVALUATE SUPPORT **STOP**

2) Which of the following statements is a claim, and which is a supporting detail? Explain why using complete sentences.

- Dogs are smarter than cats.
- Cats can't learn to do tricks.

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**STOP** PRE-READING - pp. 945-947 - VOCABULARY IN CONTEXT **STOP**

Find the definitions for the following words in the margins of the text, and write them here.

3) captivate (v.):

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4) complicate (v.):

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5) precise (adj.):

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6) simulate (v.):

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**STOP** Line 2 - ARGUMENT **STOP**

7) What is the author's claim? (If necessary, reread the definition of *claim* on page 943.)

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**STOP** Lines 6-8 - ARGUMENT **STOP**

8) What counterargument does the author include?

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**STOP** Lines 9-10 **STOP**

9) One common type of evidence is expert testimony, or quotes from people who are knowledgeable about whatever subject is being argued. What expert has Sohn consulted for her article? What is his occupation?

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**STOP** Lines 11-13 **STOP**

10) What argument does the expert use against the claim that media cause violence?

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**STOP** Lines 9-15 - ARGUMENT **STOP**

11) What reasons does the author provide as support for her argument (to convince readers that her claim is true)?

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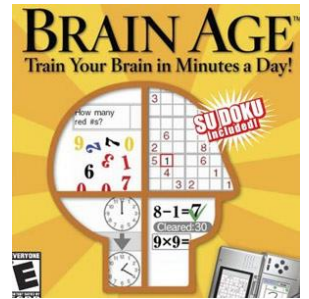
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**STOP** Lines 32-36 - EVALUATE SUPPORT **STOP**

12) What vague (unclear) fact does the author include? Why might she have chosen to use vague language to make this point?

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**STOP** Lines 49-60 **STOP**

13) The author brings in another expert (besides James Gee) to comment on what video games can teach. Identify this expert and where she works.

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**STOP** Lines 68-69 **STOP**

14) Why is the military using computer games for training?

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**STOP** POST-READING **STOP**

15) Flight simulators (software and equipment that make the user feel he or she is operating an airplane) are used to teach people to fly airplanes in the military. What are some other ways that simulation software could help teach school subjects such as math, social studies, or grammar?

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