

LEARNING GOAL & SCALE: Standard	
4	<p>Student will be successful in level 3 and:</p> <ul style="list-style-type: none"> ✓ Evaluate the highlights of each game generation's contributions. ✓ Explain the significant highlights of game evolution to classmates.
3	<p>Student will:</p> <p>Understand what the historical significance of electronic games is.</p> <ul style="list-style-type: none"> ✓ Discuss the history of non-electronic games. ✓ Describe the history of mainstream and experimental media. ✓ Explain the historical timeline of electronic games, marking the significant highlights in their evolution (23.0)
2	<p>Student will:</p> <p>Understand that games are historically significant.</p> <ul style="list-style-type: none"> ✓ Arrange games in the order they were released on a timeline. ✓ Recall at least two significant highlights in game evolution.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work scenario: You are getting ready to interview for a new position in the gaming industry and you know management strongly believes the person they hire should have extensive knowledge of the history of the gaming industry! You want to create something hands on about historically significant gaming facts to help you remember them and possibly even place the project on your digital portfolio where your potential employer could see it.



History of Electronic Video Games (standard 23.0)

1. Use the internet to research significant and influential things that happened through gaming (these can be developers, game companies, games, consoles, how genres evolved, technology itself, etc.)
2. You should have a minimum of 15 facts in your project. You can create the project however you would like but there are few options and samples below to help guide you.

Include what was important about it (for example a significant date, the first of its kind, significant type of game play, etc.). See the example below.

Possible Projects:

- a. "Process" SmartArt timeline like the one below.
- b. PowerPoint or Prezi- must be creative and advanced!
- c. Trifold or poster
- d. Blog post on the history of games (make it expansive and include your thoughts, professionals thoughts from their blogs and youtube videos, how games have changed over time, etc)
- e. Research paper
- f. Draw a timeline with sketches outlining the history
- g. Create a video of game clips
- h. Complete a skit discussing the history
- i. Create a social media campaign to survey a variety of people on how different generations of video games have affected their lives.
- j. Finally, any other option that shows me you know the material!

