Teacher Resource

Video Game Archive

Episode 28
15th October 2019

Focus Questions

1. Briefly summarise the BTN *Video Game Archive* story.
2. When was the Australian made video game Beam Software created?
3. What decade was the first video game created?
4. What decade did home consoles become available in shops?
5. By 1982 the video game industry in the US was making more money than the music and film industries put together. True or false?
6. What is the National Film & Sound Archive of Australia (NFSA)?
7. How many Australian made video games has the NFSA added to its collection?
8. What's your favourite video game? Why?
9. Name some video games that you play or know about. Compare with your classmates.
10. What did you like about the BTN story?

Activity

Test your students

Before watching the BTN *Video Game Archive* story, test your students by asking this multiple-choice question:

"When do you think the first video game was created?" In the…

- 1950s
- 1980s
- 1990s

Reveal the answer to your class, by watching the BTN *Video Game Archive* story. Students will then respond to one or more of the following:

- What did you learn watching this story?
- What's your favourite video game? Why?
- Leave a message on the BTN story page.
- Do you have a question about a game? Visit the ABC's Good Game Spawn Point to ask your question.

Key Learning

Students will investigate the history of video games. They will also experiment with coding using simple online coding programs.

Curriculum

Digital Technologies – Years 5 & 6
Examine how whole numbers are used to represent all data in digital systems.

Implement digital solutions as simple visual programs involving branching, iteration (repetition), and user input.

Digital Technologies – Years 7 & 8
Implement and modify programs with user interfaces involving branching, iteration and functions in a general-purpose programming language.

Design and Technologies – Years 5 & 6
Generate, develop and communicate design ideas and processes for audiences using appropriate technical terms and graphical representation techniques.

Activity

KWLH

Watch the BTN V*ideo Game Archive* story and discuss as a class. What questions were raised in the discussion and what are the gaps in their knowledge. The following KWLH organiser provides students with a framework to explore their knowledge on this topic and consider what they would like to know and learn.

What do I know?	***What do I want to know?***	***What have I learnt?***	***How will I find out?***

Students will develop their own question/s for inquiry, collecting and recording information from a wide variety of sources. Students may develop their own question for inquiry or select one or more of the questions below.

- Investigate the history of Australian made video games. Create a poster to celebrate the first 8 Australian made video games that have been preserved by the National Film and Sound Archive (NFSA).
- How have video games changed over history? Compare and contrast the beginnings of video games to modern video games that are popular now. Illustrate using a timeline. Create a short quiz to test your classmate's knowledge of video games.
- Who is involved in the making of a video game? Make a list of the different roles and their responsibilities.
- Create and conduct a survey to learn about people's video gaming experiences. Interview a selection of people across different generations and compare their experiences.
- Make a prediction about how video games will change in the future. Illustrate your predictions.

Activity

Video Game Review

Students will choose a video game they have played this year and write their own video game review. Students will respond to the following:

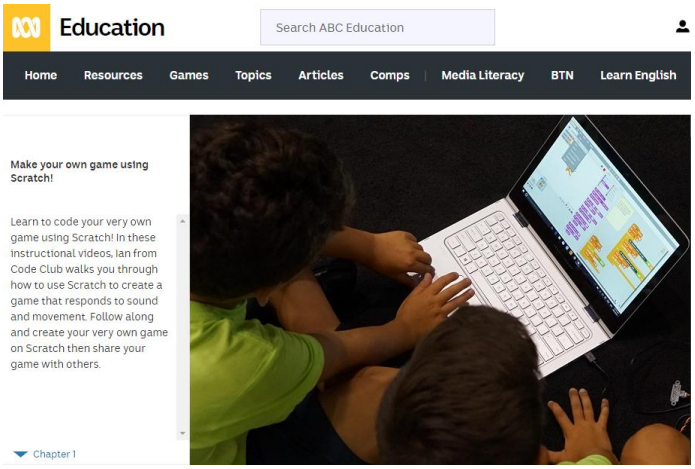
- What are the themes in the video game?
- What did you like or dislike about the video game? Why?
- Would you recommend the video game to other kids your age? Why or why not?
- Include an illustration with your review. It could be a sketch of one of the characters from the game.
- Tip: Think about the audience you are trying to reach. Use effective vocabulary and accurate and persuasive language.

For a selection of games direct your students to the ABC Me Games page. Students can visit the ABC's Good Game Spawn Point for reviews on their favourite games.

Activity

Coding for kids

In this activity students will write code to make their own game. Students can visit ABC Education for videos on how to make a game using Scratch.



Chapters include:

- Choosing a character and a background.
- Make your character move.
- Catch a sprite and keep score.
- How to end the game.
- Resetting and testing your game.
- Use your movement to control your game.

Alternatively, students can visit the Coding Corner on the Good Game Spawn Point website, to learn some coding tips and tricks in Scratch.

Further challenge

Consider entering your class in the Australian STEM Video Game Challenge, visit their website for more information on how to enter. The theme for 2019 is Emergence!

Useful Websites

History of Video Games – BTN
https://www.abc.net.au/btn/classroom/history-of-video-games/10522252

Video Games – BTN
https://www.abc.net.au/btn/classroom/video-games/10541816

Video Game Coding Champs – BTN
https://www.abc.net.au/btn/classroom/video-game-coding-champs/10611680

Coding – BTN
https://www.abc.net.au/btn/classroom/coding/10525886

Game Masters Exhibition – NFSA
https://www.nfsa.gov.au/events/game-masters-exhibition

Good Game Spawn Point – ABC
https://www.abc.net.au/goodgamesp/

Design your own game – Scratch
https://scratch.mit.edu/projects/598125/