Video Games: Not Just for Fun

Name: _____   Date: _____

Read the paragraph. Write the main idea and three details that support it.

Do you like to play video games? Most kids do, at least from time to time. That's why so many game designers and teachers believe that using educational games are a great way to help children learn about school subjects like math, reading, science and word study. Educational video games are effective because they take the elements of games and apply them to learning in ways that are difficult to do in a traditional classroom. Learning games are usually based on some kind of problem that the player needs to solve. They can fail and learn from their mistakes in a safe setting, without being "put on blast" in front of their peers. Learning games usually incorporate fun, challenging, and unexpected elements to keep players interested, like sound effects, incentives, and fun characters. If the game is designed well, it is engineered so that players are challenged just enough to motivate them, but not so much that they get frustrated. Some learning games are able to assess whether students are learning the targeted learning skill that players practice in the game. Teachers can track student learning on a separate dashboard and provide help when students struggle. Learning games don't address all of the learning needs in schools, but they can be an effective and fun addition to traditional learning.

A. What is the MAIN IDEA of this paragraph? Find a sentence in the paragraph or write it in your own words.

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B. Name THREE IDEAS that the author used to SUPPORT the main idea:

1. _____

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2. _____

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3. _____

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