

Control or Be Controlled



Objective

Students will recognize how video games can take over their lives and be controlling.

Directions

1. Divide students into teams of 3-4.
2. Have each team create coded words for words that can direct someone, as they will not be able to use actual words during the competition (i.e. Forward=fun, backward=ball, left=llama, right=rose etc.)
3. Have each team write their coded words down on the 3x5 card.
4. Have each team member memorize the coded words that their team has created.
5. Set up obstacle courses using cones and other obstacles (one course for each team).
6. Blindfold one student on each team and have one of the other students direct the blindfolded student through the course using the coded words only. The other two students need to observe and protect the blindfolded student from straying from the course. If another word is used, the student must start over at the beginning of the course.
7. Time each group and compare to see which team was fastest. Record your results.
8. Rotate courses and blindfold a different student and repeat steps 6-7.
9. Keep rotating until everyone gets a turn at being both a director and the person who is controlled.

Materials

- 3x5 cards
- Pen or pencil
- Blindfold
- Cones and or other obstacles
- Timer/stopwatch

Discussion

- What was it like to be controlled? Did you like it? Why or why not?
- Did you like being the director? Why or why not?
- How does this activity relate to playing video games?
- How does this activity relate to being played by a video game?
- Are your video games controlling you? If so how?