Unit 4: Conflict: Defining differences

Content Area: **Language Arts Literacy**
Course(s):
Time Period: **December**
Length: **6 weeks**
Status: **Published**

Enduring Understandings

- Video game conflict has spilled into the real world.
- Art can influence life.
- Do conflicts translate across cultures?
- The same literary devices and techniques used in literature can apply to video game narratives.
- When we meet a character influences the game's narrative.
- Antagonists can be as influential as protagonists.

Essential Questions

- Can a real-life person be a video game villain?
- How is conflict resolved in video game narratives?
- Can what happens in video game stories influence the real world?
- What types of conflict are present in video games?
- What makes a compelling video game villain?
- How closely can a video game mirror a movie?
- Can we grow along with a character?

Content

Vocabulary:

- Heel, bildungsroman

Skills

- Recognize conflict and identify types.
- Compare/contrast video game and movie narratives.
- Determine if plagiarism is present in video game narratives.
- Communicate conflict through setting.

Resources

Potential Works of Study

- *The King of Kong: A Fistful of Quarters*
- *Console Wars: Sega, Nintendo, and the Battle That Defined a Generation*
- *Zero Wing*
- *The Legend of Zelda: A Link to the Past*
- *The Legend of Zelda: The Ocarina of Time*
- *The Legend of Zelda: Majora's Mask*
- *Starfox 64*
- *Wreck-It Ralph*

Standards

W.11-12.3

RI.11-12.3

RL.11-12.3

SL.11-12.4