

# GR 7 Unit 5 (Game On!)

Content Area: **English Language Arts**  
Course(s):  
Time Period: **Marking Period 4**  
Length: **6 weeks (First 3 weeks--MP 3; Second 3 weeks--MP 4)**  
Status: **Published**

## Unit Overview

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Unit Title: Game On!

Essential Question: How do games impact our lives?

## Standards

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## Materials/Activities/Resources

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### Core materials:

- HMH Into Literature
- Schoolwide Writing

### Web Site Resources:

- Ed Your Friend in Learning
- Schoolwide Writing
- Newsela
- Lexia
- Reading A-Z

## Technology

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- Newsela
- Lexia
- Reading A-Z
- EdPuzzle
- Screencastify
- Full list on district teacher page

## **Assessment**

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### **Formative Assessment**

- Teacher Observation
- Comprehension Quizzes
- Running Records
- Daily Lesson Checks and Correct & Redirect Opportunities in the Teacher's Guide

### **Summative Assessment**

- Unit Test
- On Demand Pieces
- District Benchmarks
- F&P Benchmark (special education)

## **Accommodations & Modifications**

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### **Special Education**

- In class/pull out support with special ed teacher
- Newsela/Readworks/Reading A-Z level reading passages
- Additional time during intervention time
- Preferred seating
- Questions read aloud
- Extended time for completing tasks
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Limit number of questions
- Scribe
- Study Guides
- Mixed Ability Grouping

### **504**

- In class/pull out support with special ed teacher
- Newsela/Readworks/Reading A-Z level reading passages
- Additional time during intervention time
- Preferred seating
- Questions read aloud
- Extended time for completing tasks
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts
- Limit number of questions
- Scribe
- Study Guides
- Mixed Ability Grouping

## **ELL**

- Translation device/dictionary
- In class/pull out support with ESL teacher
- Newsela/Readworks/Reading A-Z level reading passages
- Additional time during intervention time
- Preferred seating
- Questions read aloud
- Extended time for completing tasks
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts

## **At-Risk of Failure**

- Additional time during intervention time
- Newsela/Readworks/Reading A-Z level reading passages
- Questions read aloud
- Graphic organizers
- Vocabulary support
- Mnemonic devices
- Songs/videos to reinforce concepts

## **Gifted & Talented**

- Independent projects
- PEP/GEM class
- Above-Level Reading Materials

## **Interdisciplinary Connections**

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Physical Education Connections: Research Sports ("It's Not Just a Game!", *The Crossover*, "Ball Hawk," "Get in the Zone: The Psychology of Video Game Design")

Visual and Performing Arts Connections: Compare the Benefits of Sports and the Arts ("It's Not Just a Game!", "Get in the Zone: The Psychology of Video Game Design")

## **Social and Emotional Learning Connections**

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Learning Mindset: Self-Management, Self-Awareness, Relationship Skills

"It's Not Just a Game!" discusses the social and emotional benefits of playing and watching sports.

*The Crossover* focuses on the changing relationship between siblings and the ways in which they benefit from

playing sports.

"Ball Hawk" deals with relationships between parental figures and their children.

## **21st Century Life Literacies & Key Skills**

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Financial Health

Financial Landscape

Money Management

Career Awareness and Planning

Creativity and Innovation

Critical Thinking and Problem-solving

Digital Citizenship

Global and Cultural Awareness

Information and Media Literacy

Technology Literacy

Standards in Action: Climate Change

## **Career Ready Practices**

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- CRP1. Act as a responsible and contributing citizen and employee.
- CRP2. Apply appropriate academic and technical skills.
- CRP4. Communicate clearly and effectively and with reason
- CRP5. Consider the environmental, social and economic impacts of decisions.
- CRP6. Demonstrate creativity and innovation.
- CRP11. Use technology to enhance productivity.