

Title:

# Video Games

Author:

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## Before Reading

- Look at the cover and table of contents. What do you think the book will teach you?
- Discuss:
  - Have you ever thought about how a video game is made?
  - What parts do you think are most important?
- What would you most like to learn about making games?

## During Reading

- Pause after key chapters and talk about what's happening:
  - What does 'concept art' mean?
  - Why is 'testing' important?
  - What is 'motion capture'?
- Look at the pictures and think about how each part helps to build a game.

## After Reading

### Group discussion

- What step in the game-making process was your favorite?
- What surprised you the most?
- Would you like to work on a video game one day?

## **Activities**

### **1. Game Creation Timeline**

- Use the book to make a simple timeline of how games are made:
  - Start with 'Ideas and Imagination'
  - End with 'Your Next Project'
  - Add drawings or keywords for each step

### **2. Design Your Own Game**

- What is your game called?
  - What is the story or goal?
  - Who are the characters?
  - Draw the cover or a level from your game.

### **3. Behind the Scenes Job Cards**

- Choose 3 jobs from the book (e.g. animator, voice actor, game tester).
- Make a card for each:
  - Job title
  - What the person does
  - One fun fact or tool they use