Read Reap Write
Saving Thanehaven
(Facilitator's guide)

Duration : 1 hour
Target audience : Primary 6

Time	Lesson/ Activity	Resource
10 mins	**Tuning in: Reading** Students are to read the excerpt. For mixed ability/low potential classes, encourage them to pair up to read. Encourage students to think about the questions located below the extract. _Background (**for facilitator's understanding**)_ Unbeknownst to him, Noble is a character in the medieval first-person-shooter* video game _Thanehaven Slayer_. His task is to kill the evil Lord Harrowmage and rescue the Princess Lorellina. Then one day, Rufus comes along and tells him that he doesn't have to do that. As it turns out, Rufus, is a virus that has entered, and is infecting the programmes with notions of free will. Unaware, Noble travels with Rufus until he discovers that Rufus is propagating anarchy and that what he's telling the programmes to do is causing immense chaos that could cause all of them to be deleted for good. He then tries to contact the owner of the computer, Mikey to tell him about the virus. *A first-person-shooter (FPS) game is a combat game genre where the player experiences the action through the eyes of the protagonist. For reference, you can look up popular games such as _Counterstrike_, _Call of Duty_, _Halo, Left 4 Dead or Team Fortress 2_. There is also a lesser known medieval themed FPS game called _Legends of Zelda_ that is quite similar to the fictional _Thanehaven Slayer_. _Background (**to share with the children**)_ Noble has always done what he's supposed to do, which is to fight his way into the castle of the evil Lord Harrowmage and rescue the Princess Lorellina. Then one day, a stranger named Rufus comes along and tells him that he doesn't have to do that. He doesn't know what else to do, because being a knight is what his whole life is about. What Noble doesn't know is that he's actually a character in a video game. Rufus is an external programme that wants to help everybody do what they want to do instead of follow rules someone else set. Since he doesn't know what to do, he follows Rufus around until he discovers that Rufus isn't as good a person as he thought he would be, because Rufus is causing chaos, which could lead to the owner of the computer they live in to delete everything for good.	RRW WS Story Slides

15 mins	**Discussion** Discuss the questions below the extract before moving on to the higher-order thinking questions. Get students to write down the opinions and thoughts discussed. *Think about these questions:* 1. Why do you think Noble kept his quest a secret? 2. Do you think Rufus can be trusted? Why or why not? 3. What do you think will happen next? *Prompts* 1. Ask the students why people keep secrets. What can be gained from keeping the quest a secret? 2. Think about how Rufus is dressed, how Rufus appears out of nowhere. He speaks in a different way, and he's telling you that your life quest is ridiculous. Would you trust someone like that? 3. Put yourself in Noble's shoes. Would you attack Rufus? Would you walk away? What else could you do? *Higher-Order Thinking Questions* 1. For as long as he can remember, Noble only knew that he had to fight to save Princess Lorellina. How do you think Noble feels about Rufus calling his lifelong quest "lame" and "pointless"? 2. Over the course of time, Noble finds out that he is actually a character in a video game, and that Rufus is actually a virus. How would you feel if you find out that you are actually a video game character, and that your quest was nothing but a game? 3. Rufus' quest is to give everyone in the computer free will. Is Rufus a good person or a bad person? Why? 4. What would you do if you switched on your computer one day and all the programmes did what they wanted to do instead of what you wanted them to do? 5. Do you think that everyone has a quest to go on to outside of those found in video games? What sort of quest would it be? *Prompts for HOT Questions* 1. Imagine a random stranger telling you that your favourite hobby is silly. How would you feel? 2. What about if you were a virus like Rufus instead?	RRW WS

	3. Everything in the computer has a particular function. Think about them doing whatever they wanted instead. Would it be good? But on the other hand, why can't they do what they want? 4. Let's say you turn on your computer to do your homework or to go online. But when you try to type something, different words come out. Or if you are playing a computer game and the characters refuse to complete the task you assign them to do. What would you think? How would you react? 5. What do you think a quest is? In video games, quests range from monster-hunting to simple missions such as buying certain items, or transporting things to different characters. Would day-to-day events such as going to do grocery shopping for your mother be considered a quest? Could you consider a to-do list a quest task list?		
20 mins	**Activity One** Follow the instructions in the worksheet. Select a few students to present their work. *Prompts* - Realistic games include games such as sports management, time/property management (e.g. Diner Dash/Farmville), life simulation (e.g. The Sims), and hidden object games. - Games could be about a particular book or a spin-off from a recent movie that they've watched that they like. For example, you could make a game like "Make Your Snowman" from the Disney movie Frozen.	RRW WS Blu Tack/Magnets	
15 mins	**Activity Two** Follow the instructions in the worksheet. Select students to present their work.. Encourage debate: ask the creator of the game if the character made could possibly exist in the game. *Story Characters (sample)* 1. Noble, playable character from fantasy first-person-shooter game *Thanehaven Slayer*. He's the protagonist in the story. 2. Yestin, character from sci-fi game *Killer Cells*. He's the brains of the quest, explaining many concepts and theories to Noble. 3. Lorellina, princess of *Thanehaven Slayer*. She motivates Noble to complete his quest, and is the one who is not afraid to ask questions.	RRW WS	

10 mins	**Activity Three** (optional) Follow the instructions in the worksheet. In groups of 4-5, students are to create a short story based on the details of their quests. Students are to present their stories to the class.	RRW WS