

Gamerville
Discussion Guide
Grades 3 - 7

Before Reading: to activate schema, build background knowledge, and set a purpose.

- Preview the content of the story using the author's [website](#)
- Have a discussion about ways to make friends in new social situations.

During Reading: to engage students, check for understanding, and make connections.

Level 1

- Describe the game Max plays. What makes this game unique, and how does it reflect Max's personality or skills?
- How do Max's coaches push Max?
- Why did Max change his look? What was his motivation, and how did this change affect the way others see him?
- How did Max's parents ruin his plans of completing in gamerville?

Level 2

- Why is it called Camp Reset? Why do you think Max's parents sent him there?
- Describe the significance of the Toy Tower. What did Max giving his Game Guy symbolize?

Level 3

- What does the wrench symbolize?
- How does Max feel about being at camp? How do his feelings evolve as the story progresses?
- What happens to Max?
- What does Max find while lost? How is this discovery significant to the story or his personal growth?
- Make the connection to the chapter's title and the events that occurred.

Level 4

- Explain how Max obtains a "buddy." Predict how this will impede his plan.
- What did Max's buddy find? How does this discovery influence their actions moving forward?

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During Reading: to engage students, check for understanding, and make connections.

Level 5

- Why was Max's buddy nicknamed the Troll King? What behaviors or traits earned him this title?
- What deal does Max make?
- What happens in the woods?

Level 6

- What did Ari propose to Max?
- Why did Zanzi perform alone?
- Explain the legend of the toy tower.
- What did the breaking of the wrench symbolize?
- What is Zanzi feeling? What caused this?
- How does Dylan's new plan benefit Max?
- How does Zanzi's defeat cause her to change her morals?

Level 7

- How has the plan changed? What new challenges or twists are introduced?

Level 8

- Describe the sequence of events that led to them losing the key.

Level 9

- What did Max realize?
- How did everyone looking for Max end up being the perfect opportunity?
- Did the plan work?

Level 10

- How did Dylan use Zanzi's advice to his benefit? What did it do?
- Why did Zanzi try to stop Max? How did he respond?

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During Reading: to engage students, check for understanding, and make connections.

Level 11

- How did Max appeal to Zanzi? What did Max say or do to change her perspective?
- How did Maz apply what he learned at Camp Reset to Gamerville? How did his time at camp prepare him for success in the game?
- How did Max win?

Level 12

- What happened at camp while Max and Zanzi were gone?

After Reading: to summarize, question, and reflect.

- What challenges did Max overcome, and how did they help him see himself or her family differently?
- Utilize RIF's Influences on a Character to determine the influences on Max.
- Writing Activity: Imagine Max writes a personal letter to his parents after his time at Camp Reset and his journey in Gamerville. In the letter, Max should:
 - Reflect on how his experiences at Camp Reset helped him grow as a person.
 - Describe how Gamerville taught him important life lessons about teamwork, strategy, and perseverance.
 - Explain how he feels about the decisions his parents made, and whether he understands them better now.

If your students enjoyed this book...

- Encourage them to continue to discuss it and refer to it in other lessons and conversations.
- Let them explore more about the topic by reading other books with similar themes, structure, characters, or content.