

Handheld Gaming
Discussion Guide
Grades 3-7

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

- What kinds of games do you like to play? Why?
- What does it mean for something to be **convenient**? What are some things that are **convenient**?
- Do you think it is easier or harder to make a handheld game than a regular video or computer game?
- Frontload vocabulary

During Reading: to engage students, check for understanding, and make connections. Prompt students to provide support for their answers from the text.

- Look at the timeline on page 7. What changes have been made to handheld gaming systems?
- How are cartridges and UMDs similar?
- Why do you think Nintendo is so popular?
- Why do you think computer games (like Fortnite) get turned into mobile games?
- How does handheld gaming create a community?
- What are some benefits of games being mobile?

After Reading: to summarize, question, and reflect.

If you could make a new game for a handheld gaming system, what game would you create? Describe your game with as many details as possible.

Think about the ways handheld gaming has changed. How has it improved over time?

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.