

 Claim Checker: Video Games & Learning

Name: _____

Date: _____

Class: _____

My level: ☐  Explorer ☐  Investigator ☐  Legend

Mission: Online, people make claims all the time. As a fact-checker, test six pieces of "evidence" for the claim that some video games help students learn. Which would convince a skeptical principal?

Big question: How do we tell well-supported claims from weakly supported ones?



Warm-up: Convince the principal

Which would convince a principal more? Why?

"Everyone says it works" or "A study found a 12% increase"?

Is "My friend said so" strong evidence?

Key vocabulary	
Data	Numbers and measurements collected in research.
Anecdote	A personal story.
Skeptical	Doubtful; needs proof.
Credible	Believable and trustworthy.



Box 1

Check the evidence

In the simulator: Place every card on the meter correctly.

What did you notice?



Box 2

Anecdotes

Why is "My brother plays video games and he is smart" weak?

☐ It is one person's story and doesn't prove games caused it ☐ It is a lie ☐ It is too long

3 Box 3

Fact-check report

Write a fact-check report on the claim.

Verdict Start: "The claim is..."

Best evidence

What to ignore Start: "Readers should ignore evidence like..."

4 Box 4

Legend: limits Legend only

Even strong evidence has limits. What question would you ask about the 2020 study before trusting it completely?

Exit ticket: answer the big question in your own words

How do we tell well-supported claims from weakly supported ones?

Completion code:

Shown on the last screen of the simulator.