Lesson 1: Mount Mozzarella

UNIT: Pizza Quest

TRANSCRIPT

HOOK 1

Hi, writers. It's Margaret.

I'm trying out this new video game. The goal of the game is to jump from cloud to cloud and collect as many bananas as possible.

Whoops! I'll try again.

This game lets me choose which character I want to be—I could choose the robot or the unicorn, the chicken, the donut, or any of these other ones.

DISCUSSION 1

Discuss: Which character would you choose, and why?

HOOK 2

I'm not sure how you answered, but I picked a donut, and I picked it because I think the eyes are funny. I like the colors of the sprinkles, and I like donuts.

The way I think and feel about this character is called an opinion.

You might have picked something different because that's your opinion—it's what you think and feel about these characters.

Opinions help us make choices, like what to wear, what to eat, or even what character to pick for a video game.

My friend Nya is a video game designer. Nya and her team use their opinions all the time at their job when they're designing new games.

This might be what we see, but before it can be a video game, a team of video game designers have to think about what the game will be like.

Sort of like making a big plan—everyone shares their ideas and opinions. Like, should the frosting on the donut be pink or green? Or should the dragon have sunglasses?

Since there are a lot of ideas and opinions being shared, it helps to explain the reasons why you have a certain opinion. That way, they can understand everyone's choice better.

After the team shares their opinions and reasons, they can discuss their choices and decide on the plan together. And then they can start making the video game based on their plan.

Nya and her team are working on a brand-new video game—it's called Pizza Quest.

Here's what they have thought of so far for their big plan: The object of the game is to help Pepper, the pizza delivery kid, deliver pizzas through three different worlds. Each of these worlds is based on real places:

- This world is called Mount Mozzarella—the game designers use this mountain range to create what it would look like.

- This world is called Marinara Bay, and it's based on this body of water.

- And this last world is called Deep Dish Glacier, and they based it on this arctic area.

They've come up with some really exciting ideas for the game, but they have one part that they haven't added to their plan yet. The Pizza Quest team can't decide on what Pepper will use to travel around the three different worlds in the game so that she can deliver her pizzas.

Maybe she could use a skateboard or ride a horse or hop on a steam train high above the ground.

You might have your own opinion on what Pepper can use to travel.

DISCUSSION 2

Discuss: How do you think Pepper could travel around these worlds?

HOOK 3

I'm not sure what you said, but Nya and her team realized that because each world is different, they may need a few different ways to get around. They want all of the ways that Pepper travels in the game to feel real, since each world is based on a real place. So skateboarding underwater might be a little tricky.

Nya and her team researched different ways people get around in each type of environment and came up with two ideas for each world. But before they pick one for each place, they want to hear from kids like you. That means you get to think like a video game designer. Then, you'll use your opinion to let the Pizza Quest team know which idea you like best for how Pepper should travel in the video game.

After the team hears your opinion and reasons, they will discuss and decide on what to add to the game.

In today's lesson, you'll decide on how Pepper should travel through the first world of Pizza Quest, Mount Mozzarella. Then, you'll add your opinion and a reason to a map of the Pizza Quest worlds.

I'll get you started, step by step.

STEP 1

Get your supplies.

STEP 2

In today's lesson, you'll need someone to share ideas with. This could be a partner or someone you sit near. When everyone knows who their talk partner is, move on to the next step.

STEP 3

Turn your Mount Mozzarella worksheet around like this. Then, write your name on both of your worksheets on the lines here.

STEP 4

The Pizza Quest team needs your help deciding on ways to travel through each world in this game.

We'll start here, at Mount Mozzarella. The game designers based this world on real places, like this one—the Arenal Volcano in Costa Rica.

One way people travel is by zipline. People use a special harness to clip onto a long cable that runs all throughout the trees. Watch as they sit in the harness and push off from a higher side.

It's kind of like going down a slide, but in the air. And in this case, it's like flying through the trees. Think of how fast Pepper could deliver all of those pizzas.

Now, it's time to form an opinion on traveling by zipline. Maybe you would like to see Pepper travel by zipline because it would make the game feel more exciting. Or maybe you would not like it because it might make the game feel a little scary.

Discuss with a partner: Do you think Pepper should travel through this world by zipline? How would it make the game feel?

STEP 5

The game designers also researched the mountains of Tibet, and one way people travel in the mountains is by yak—notice how a special saddle is used to sit comfortably. Yaks move slowly but smoothly, making it safer for people to cross tricky areas. Yaks are like mountain experts because they're able to keep their balance even in these higher areas. Yaks are very strong and can carry a lot on their back—think of how many pizza boxes they could carry.

Now, it's time to form an opinion. Maybe you'd like to see Pepper travel by yak because it would make the game feel adventurous. Or maybe you would not like it because it might make the game feel too slow.

Discuss with a partner: Do you think Pepper should travel through this world by yak? How would it make the game feel?

STEP 6

Get your Mountain World worksheet and find where it says, "opinion."

Think about which you would rather see players use in the world of Mount Mozzarella—a zip line, or a yak?

When you've made your choice, check one of these boxes.

Once you've checked your box, give a silent thumbs up.

STEP 7

Now think about a reason why you want to add a zipline or a yak. How would it make the game feel? Maybe adding a zipline or yak would make the game feel exciting, or adventurous, or relaxing.

Check off one of these boxes or fill in this last box with your own idea.

When you're done, give a silent thumbs up.

STEP 8

Find the first sentence on your Mountain World worksheet. It says, "Pepper should travel through Mount Mozzarella by..."

Use what you checked off here to finish this sentence.

STEP 9

Find the next sentence on your Mountain World worksheet. It says, "The reason I think that is because it would make the game feel..."

Use what you checked off here to finish this sentence.

STEP 10

Great job using your opinion to make a choice and give a reason.

Now get your Mount Mozzarella worksheet. This page will be a part of your map for the game designers.

Find the pizza icon on the empty line. Copy just the first sentence that says your opinion here.

When you're done, give a silent thumbs up.

STEP 11

Now copy your second sentence that says your reason. You can continue writing where you left off.

When you're done, give a silent thumbs up.

STEP 12

It's time to check your writing. Make sure each sentence starts with a capital letter and ends with punctuation.

Read through your writing and make changes if you need to.

STEP 13

Take turns sharing your writing with your partner. You can make changes if you want.

STEP 14

Get your Mountain World worksheet. You'll be cutting out the opinion and the reason that you chose. To start, turn your worksheet around like this. Then, cut along these lines.

STEP 15

Make two neat piles on your desk: a "keep" pile and a "scrap" pile.

Turn the strip in your keep pile around, like this.

Cut out only the opinion and reason you chose. Add any scraps to your scrap pile and keep your choices in your keep pile, like this.

When you're done, you should have one opinion and one reason in your keep pile.

STEP 16

Now, look at your Mount Mozzarella worksheet.

Take your glue stick and put glue on the section that says, "glue opinion here."

Then, put what you chose—zip line or yak—in this box and press down.

STEP 17

Take your glue stick again and put glue on the section that says, "glue reason here." Then put the reason you chose in this box and press down.

When you're done gluing, you can color this part of your map. Your teacher will let you know how much time you'll have to color.

STEP 18

The paper shown on the screen is a V.I.P.—a very important paper. Your teacher will tell you where to put it, so you'll have it for the next lesson.

WRAP UP

Wow! Amazing job using your opinion to help the Pizza Quest team! You formed an opinion and completed sentences that clearly tell your opinion and reason for how you

want Pepper to travel through the world of Mount Mozzarella. The game designers will be so excited to see what you came up with.

In the next lesson, you'll explore Marinara Bay and how Pepper can travel through this world. Then, you'll use your opinion to make a choice, write your reason, and add it to your map.

I can't wait to see what you'll decide on next. See you next time!