Name: _____

Graphic Organizer for Small-Group Presentations

	Audience Who was this game	Goal What is the end goal of	Progress Describe or infer what	Message What is the educational	Historical Context and Interpretation Why is this
	designed for? How do you know?	the game?	the player must do in order to win the game. List two specific examples.	message of the game? What does the player learn from playing this game?	message being promoted? What and whose purpose does it serve? How does it relate to what you know about Modern Japan, 1900-1930s?
GROUP 1					
GROUP 2					
GROUP 3					

	Audience	Goal	Progress	Message	Historical Context
	Who was this game designed for? How do you know?	What is the end goal of the game?	Describe or infer what the player must do in order to win the game. List two specific examples.	What is the educational message of the game? What does the player learn from playing this game?	and Interpretation Why is this message being promoted? What and whose purpose does it serve? How does it relate to what you know about Modern Japan, 1900-1930s?
GROUP 4					
GROUP 5					
GROUP 6					