

Name: _____

Graphic Organizer for Small-Group Presentations

	Audience Who was this game designed for? How do you know?	Goal What is the end goal of the game?	Progress Describe or infer what the player must do in order to win the game. List two specific examples.	Message What is the educational message of the game? What does the player learn from playing this game?	Historical Context 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 1					
GROUP 2					
GROUP 3					

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GROUP 4					
GROUP 5					
GROUP 6					