

Podcast Lesson

Play Now, Pay Later

PDF & DIGITAL FORMATS

RESOURCE INCLUDES

- ✔ Detailed Lesson Plan
- ✔ 1 Podcast Listening Activity
- ✔ Graphic Organizers
- ✔ Pre & Post Listening Activities
- ✔ Journal Entries
- ✔ Extend Your Thinking Choice Board
- ✔ Answer Keys
- ✔ Print & Digital Formats

COST OF LIVING

Pre-Listening: Play Now, Pay Later

What are some of your favourite video games, and why do you enjoy playing them?	
Have you ever spent money on in-game items or currency in a video game? If yes, what did you buy and why?	
In multiplayer games, do you think it is fair when players can spend money to get better items or in-game advantages? Why or why not?	
How do you feel about advertisements in video games or streaming shows?	

2 Peas and a Dog

Middle School Teaching Resources



LESSON OVERVIEW

In This Lesson Students Will:

1. Complete a pre-listening graphic organizer.
2. Listen to a short podcast segment.
3. Complete a post-listening graphic organizer.
4. Work on a journal entry response.
5. Challenge themselves on an Extend Your Learning choice board.

**INDEPENDENT
WORK**

**WHOLE
CLASS
LESSON**

**ENGAGING
LESSON**

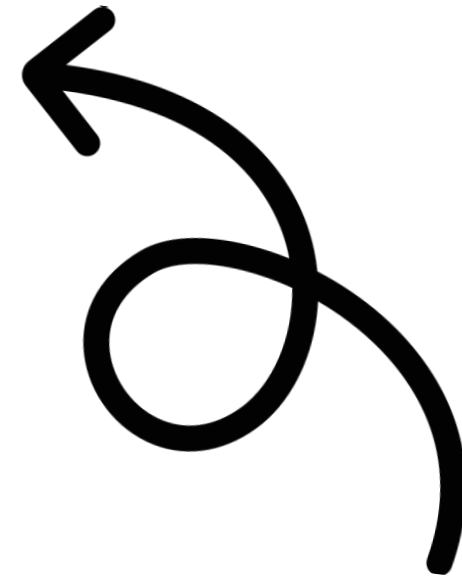


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**PRE & POST
LISTENING
QUESTIONS
&
JOURNAL
ENTRIES**

DETAILED TEACHER PAGES

LESSON PLAN



Cost of Living: Play Now, Pay Later

Lesson Overview: Students will learn about a variety of economic topics after listening to a brief podcast segment.

Materials Needed:

- Access to reliable technology computer, data projector, Wi-Fi
- Cost of Living graphic organizers (class set)
- Cost of Living graphic organizer (class set)
- Select a video for class(es):
 - [Video 1](#)

FULL LESSON PLAN

- Teacher Instructions:**
1. Start with a conversation about how the video game industry makes money.
 2. Next, ask students to fill out the Pre-Listening Cost of Living graphic organizer. Have a brief class discussion and write down some of the answers students share.
 3. Then, have students watch one of the suggested videos. After watching, have a brief discussion on what they learned.
 4. Have the class listen to the brief segment "[Play now, pay later](#)" from the Cost of Living Podcast.
 5. After listening to the podcast, have the students complete the remaining sections of the Post-Listening graphic organizer.
 6. If time permits, have students complete the journal entry. Assess the journal entry using [this method](#).

PRE-LISTENING SAMPLE ANSWERS

What are some of your favourite video games, and why do you enjoy playing them?

Answers will vary.

Popular games include Minecraft, Fortnite, Among Us, Super Mario, Roblox, Pokémon games, Animal Crossing: New Horizons, etc.

Students might enjoy playing them because they allow them to be creative, they provide social interaction through multi-player games, they can provide an escape or a way to relax, and they can also just be a lot of fun!

Have you ever spent money on items or downloaded video games? If yes, what did you buy and how much did it cost?

Answers will vary.

Popular in-game items for the video games above include:

- V-Bucks for Fortnite

DETAILED ANSWER KEYS

In multiplayer games, do you think it is fair when players can spend money to get better items or in-game advantages? Why or why not?

Answers will vary.

It is fair because it provides freedom of choice for players to personalize their games. It provides financial support for ongoing game development (new content, updates, maintenance). Spending money can allow players to progress faster in a game. It is unfair because it creates an imbalance, making it challenging for players who choose not to spend money. It can diminish the importance of skill and strategy when determining success. Non-paying players may feel excluded or frustrated if they cannot or choose not to spend money. It can lead to games incentivizing spending over providing an enjoyable gaming experience.

How do you feel about advertisements in video games or streaming shows?

Answers will vary.

Some students will be in support of advertisements because it lets them see what is new while others may find them disruptive.

DIFFERENTIATED LESSON PLANS

- Podcast Link
- Step-By-Step Instructions
- Student Pages
- Answer Keys

SAMPLE LESSON PAGES

COST OF LIVING

Pre-Listening: Play Now, Pay Later

What are some of your favourite video games, and why do you enjoy playing them?

Have you ever spent money on in-game items or currency in a video game? If yes, what did you buy and why?

In multiplayer games, do you think it is fair...

How do you feel about advertisements in video games or streaming shows?

THINKING QUESTION

Assessment	Below Expectations	Meets Expectations	Above Expectations
	✓-	✓	✓+

If some players spending large amounts of money on in-game items, how might this impact the overall gaming experience for different players?

EXTEND YOUR LEARNING



One of the three research options to learn... findings will be shared with the class.

Option 1

Learn how video games are developed. Research the roles of game developers, the process of creating a game, and the challenges developers face. How do they balance player experience and make money at the same time?

Option 2

Can having the option of in-game purchases affect a game player's behaviour? Research how having in-game...

STUDENT PAGES

PRE-LISTENING SAMPLE ANSWERS

What are some of your favourite video games, and why do you enjoy playing them?

Answers will vary. Popular games include Minecraft, Fortnite, Among Us, Super Mario, Roblox, Pokémon games, Animal Crossing: New Horizons, etc.

Students might be creative, though games, they can also just be...

Have you ever spent money on in-game items or currency in a video game? If yes, what did you buy and why?

Answers will vary. Popular in-game items include V-Bucks, Skins and Robux for Fortnite, Nook Miles for Animal Crossing, and DLC Packs for various games. Some items, particularly in multiplayer games, can be quite expensive.

In multiplayer games...

Writing Assessment

- Writing flows and is coherent
- Form is appropriate for the chosen assignment
- Grammar conventions are used properly per grade level expectations

Feedback:

Writing Assessment Criteria

- Writing flows and is coherent
- Form is appropriate for the chosen assignment
- Grammar conventions

Feedback:

Mark

/10
/10
/10
Total Points /30
Final Mark %

WRITING RESPONSE RUBRIC

Student Name: _____

Criteria	Level 1	Level 2	Level 3	Level 4
Writing flows and is coherent.	Writing is incoherent and does not support the main idea.	Writing is somewhat coherent but does not support the main idea.	Writing is coherent but does not support the main idea.	Writing is very coherent and uses a variety of techniques to increase engagement.
Form is appropriate for the chosen assignment.	Form is inappropriate for the chosen assignment.	Form is somewhat appropriate for the chosen assignment.	Form is appropriate for the chosen assignment.	Form is appropriate for the chosen assignment.
Conventions are used properly per grade level expectations.	Conventions are not used properly per grade level expectations.	Conventions are somewhat used properly per grade level expectations.	Conventions are used properly per grade level expectations.	Conventions are used properly per grade level expectations.

ANSWER KEYS & ASSESSMENT OPTIONS

LESSON FORMATS



PDF

✓ Individual & Whole Unit



DIGITAL

✓ Google Slides



**RESOURCE CAN BE USED
IN-PERSON OR ONLINE**

