**Explore:**

1. Look at this website for the ratings and descriptors: <http://www.esrb.org/ratings/index.jsp>.
	1. **Parth: T Rating**
	2. **Morgan: M Rating**
2. Students research information about the rating assigned and find two games that display that rating or descriptor. Students who have descriptors should find games that have the rating of the descriptors.
3. Students will record information and create a voki (www.voki.com) to present their findings and embed into their website

**Extension:**

1. What video game do you play at home? Call of duty advanced warfare rated Mature
2. List occurrences or actions in the game that may be responsible for the current ERSB rating. Students can research this information if they need help. The students should identify at least **five** different occurrences.

-Blood that it has

-Language(cussing)

-Reference to drugs…somewhat to me

-People Blowing up !"

 -Idk the last one

1. Students then change these actions in the game to make it a different rating, e.g., from E to T. Students can present their modified games.

Call of duty & advanced warfare rated M changed to -

M rating drug reference strong language -

 rating minimum cussing drug reference is limited but guns and everything like that stays

**Example:** Game Angry Birds rated E changed to T

E Rating: Use a sling shot to propel a bird into a stack of cages and boxes

T Rating: Use a realistic shotgun where you pull the trigger to shoot the bird across the room and when he lands he bleeds (**TEEN** Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language.)

**Evaluation:**

1. Students record their game modifications on their website
2. Students will read this statement:

“Society believes that computer games provoke aggressive behavior in children.”

Students will write a short essay and agree or disagree with the statement and provide at least three arguments to support their positions.

 **I do not agree with that statement.3 reasons why 1 disagree with this statement is one: just because a computer games is violent or not right the kid don’t get effected by it. usually there is a reason why the kid is messed up. Which brings me to 2… if your family have problems to begin with why in the world would you… let kid play an aggressive game if you don’t expect the kid to get ideas. And reasons three most kids maturity level is different from others kids so it really don’t matter for that certain kid. Thus for no I really don’t thing games or computer games effect kid’s behavior.**