



Thinking Questions (Sample Answers)

Goal:

To present conclusions about why video games are (or are not) useful in the primary classroom.

Write in some *Thinking Questions* that could help you come up with the information you need to write this essay. What do you need to know?

What kinds of information do you need to know to write this essay?

1. How are video games actually used in primary classroom? Examples?
 2. How will I define “useful” when I talk about video games? Can I find other people who have defined this?
 3. What benefits are there to using video games in the classroom?
 4. What are the downsides of video games in the classroom?
 5. Do I think video games are useful in the classroom? Why? Why not? Examples?
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