Example of specific empirical measurement of assessed work with good reflective and analytical questioning.

**Lesson Plan – Grade 5 and up**

**Objective:** Students will take an existing, over sexualized, female video/comic book character and redesign to fit todays changing gamer audience which includes more female gamers.

**Introduction:** Three game box art and demos will be reviewed (Google/YouTube). Games will feature a female in the lead role and will range from sexualized (LollipopChainsaw) to non-sexualized (The Last of Us/Tomb Raider 2014). Students will engage in a discussion about what affect each depiction can have on beliefs about females and how females perceive themselves (specifically: body image).

**Activity:** Redesign a female character. Create a new costume for her. Does she have costume changes? Why? Why not? Give her a backstory and life mission (Lara does it for fun, keeping/restoring order, dispelling myths, seeking truth, etc.). Create a short game plot and how she will be integral in reaching the goal. What type of skill set will she employ? What resources does she have to beat the game? Decide on who the target demographic is and how your character is a positive role model for them.

**Assessment:**

**Redesign (30%):** Character depiction values function over form. New elements have been introduced and make sense to character/plot/locations/etc. Why did you make these changes? What was wrong with the original design? How is yours better?

**Character Elements (20%) :** Character has a realistic purpose in life and can be viewed as a positive role model (i.e.: not to make all the money in the world but to get stolen money back). She is motivated by something positive and is intrinsically good.

**Game Elements (20%):** Has a good plot which includes beginning (pre-story, etc.), middle, end. Character belongs in setting (specific purpose) and is fundamental to reaching game goal. She has a valuable set of skills that can be applied to different scenarios throughout the game. Focuses on her abilities rather than assets.

**Role Model (30%):** Why should people look up to this character? How can she be used to help build a positive self-image for those who see her? What happened in her life to cause this design change?

**Bonus:** Choose an actress to play your character in a movie. Why did you choose this actress? What has this actress done, in real life, that would also make her a good female role model?