

Ten Essential Elements of Fostering and Teaching Reading Comprehension

Standard items are in Dixit, *Italicized items are seen elsewhere.*

<input type="checkbox"/>	<i>Element 1: Build Disciplinary and World Knowledge</i>	
	Inquiry Exercise Discussion of Iconography/Symbols Discussion of styles of storytelling	All games when: <ul style="list-style-type: none"> ● referencing others of same genre ● informed by other media ● defined by a set of rules ● “calvinballing”
<input type="checkbox"/>	<i>Element 2: Provide Exposure to a Volume and Range of Texts</i>	
	Metaphorically represented by cards <i>Playing similar games</i> <i>Playing different games and exploring those differences</i>	All games when: <ul style="list-style-type: none"> ● In a genre with multiple entries ● When other games also presented
<input type="checkbox"/>	<i>Element 3: Provide Motivating Texts and Contexts for Reading</i>	
	Gamification/Goals/Rewards (does it count if it’s a game already?) <i>Pre-reading - linked texts</i> <i>Relevant related news/cultural context</i>	All games <ul style="list-style-type: none"> ● Anything with set goals/motivations ● Can actually use games as pre-reading for related literature!
<input type="checkbox"/>	<i>Element 4: Teach Strategies for Comprehension</i>	
	Example Round/Discussion	All games when: <ul style="list-style-type: none"> ● Teaching rules ● Rulebooks w/ play examples
<input type="checkbox"/>	<i>Element 5: Teach Text Structures</i>	
	Analysis of Cards during Example Round <i>Can also use rulebook or guide</i> <i>Some games offer individual turns that can be used as examples for future turns</i>	All games when: <ul style="list-style-type: none"> ● Teaching Rules ● Rulebooks w/play examples ● Played non-simultaneously

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<input type="checkbox"/>	<i>Element 6: Engage Students in Discussion</i>	
Throughout, from Inquiry on	Not natively built into games, but often happens during turn or game post-mortem and in discussions of strategy. Also appears in games based on real events such as 1960: Making of a President or Twilight Struggle.	
<input type="checkbox"/>	<i>Element 7: Build Vocabulary and Language Knowledge</i>	
During Rules During Play Example/Play <i>In post-mortem of word games (Scrabble, Bladderdash, etc)</i>	All games have a vocabulary within them, and gaming itself has a vocabulary. With cards, one might argue that shuffling is a form of fluency.	
<input type="checkbox"/>	<i>Element 8: Integrate Reading and Writing</i>	
<i>In word games such as Scrabble, Scategories, Wise and Otherwise, and especially storytelling games such as Once Upon a Time, Machine of Death. Can also appear as creating custom rules/house rules in any game.</i>	<p style="text-align: center;">Word Games All games when:</p> <ul style="list-style-type: none"> ● creating house rules 	
<input type="checkbox"/>	<i>Element 9: Observe and Assess</i>	
Scorekeeping Seen in consecutive rounds The lesson practice itself	<p style="text-align: center;">All games when:</p> <ul style="list-style-type: none"> ● Score is kept ● games are played in rounds ● games are played again 	
<input type="checkbox"/>	<i>Element 10: Differentiate Instruction</i>	
Storyteller Variation <i>Use of other games</i>	This requires multiple games or rulesets	

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<input type="checkbox"/>	<i>Element 5: Teach Text Structures</i>

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<input type="checkbox"/>	<i>Element 6: Engage Students in Discussion</i>
<input type="checkbox"/>	<i>Element 7: Build Vocabulary and Language Knowledge</i>
<input type="checkbox"/>	<i>Element 8: Integrate Reading and Writing</i>
<input type="checkbox"/>	<i>Element 9: Observe and Assess</i>
<input type="checkbox"/>	<i>Element 10: Differentiate Instruction</i>