What to do today

1. Read a report about Lego Star Wars

- Read *Lego Star Wars Game Description*. Read it twice: the first time in your head and the second time out loud.
- *Who do you think this report is written for?*

2. Remind yourself about the features of Non-Chronological Reports

- Use the *Revision Card* to remind yourself about the features of Non-Chronological Reports.
- Which of these features can you find in the *Lego Star Wars Game Description*? Write and highlight the text to show where you find them.

Share your highlighting with a grown-up. Explain the features that you have spotted.

3. Read some more reports

- Read the report for *Just Dance* and *Super Mario Kart.*
- You could challenge yourself to read the report for *Zelda* too. (It is more complicated.)
- Look at *Technical Language to Spot*. Can you write an explanation of at least three of these pieces of vocabulary?

Try these Fun-Time Extras

- Can you pick one more of these games and research more about it? Try to find five more facts.
- Can you make an illustration that would go with one of these reports?

Lego Star Wars™: The Force Awakens - Game Description

What is it?

The Force Awakens gives a humorous look on the first of the most recent trilogy of Star Wars movies. It contains multiple levels and over 200 characters. It also includes extra and expanded levels. The game delves further into the plot than previous games. It offers detailed story content, covering almost every scene from the movie, but as in previous Lego Star Wars games it's done in a humorous way. You find stormtroopers clowning around at rallies or stocking up on wookiee-cookies for Chewbacca to coax him into the Millennium Falcon.

How is it different to previous versions?

This is the first Lego Star Wars game where the characters speak, but often with humour. It also bridges the gap between The Return of the Jedi story and The Force Awakens. New game features include Multi-Build which allows players to build new paths, then break them up and rebuild different ones. It also includes a duck and cover feature in the exciting new Blaster Battle game mode. The graphics have been greatly developed and flight simulation is fantastic.

How do you play?

As with previous games, you collect 'studs', small LEGO pieces that are used as currency. The game can be played on multiple platforms with many including online co-operative play, allowing two players on different consoles to play the game. However single-console co-operative is also supported.

Revision Card - Features of a Non-Chronological Report

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Contains information and **facts**

Organised into **sections** with headings and sub-headings

Has a clear main **title**

Begins with an **introduction**

Present tense mainly (Describes how it is now)

Includes **technical vocabulary**

Just Dance™ 2019 - Game Description

Overview

Just Dance 2019 is a multiplayer Dance Party-Rhythm game for PlayStation. In the game, players dance to the beat of current and older tracks. They copy dance move prompts, which are projected at the bottom of the screen. The game uses the PlayStation Move controller system which is sold separately, or alternatively you can use a smart phone with the Just Dance app downloaded as your motion controller.

Tell me more

Just Dance 2019 kick-starts the party with over 40 tracks from popular artists including today's hottest hits. It features a variety of gameplay modes, like *Kid* mode. This has songs that are appropriate for children. The popular *Just Sweat* mode is back, with more workout plans and playlists. It also has a multiplayer option.

All tracks provide song lyrics on-screen, so even if you don't score points with your voice, you're sure to score some with the crowd. This game is a great addition for any night in with your friends.

Additional features
- All-new game modes
- A cardio training option
- Lots of downloadable tracks to keep your dance party up-to-date
- Spotify playlist option

Super Mario Kart™ Deluxe 8 - Game Description

History/background

Super Mario Kart is a go-kart racing video game published for Super Nintendo Entertainment System in August 1992 in Europe and North America. The game sold eight million copies worldwide. It became the third best-selling game of all time. The graphics in the earlier version were considered 'detailed' by the Nintendo Magazine System and also 'spectacular' considering the period when the game was released.

How to play

The player takes control of the main characters from the Mario series using their controller. There are over 40 total characters, each with different capabilities and skills. The player races against computer-controlled characters in multi-race cups. There are 48 different tracks available. Gameplay features allow for advanced manoeuvres such as hopping and power sliding. The second manoeuvre allows a kart to maintain its speed while turning corners but executing the move too long will cause the kart to spin.

Main characters

The eight original characters of the game are Mario, Luigi, Princess Peach, Yoshi, Bowser, Donkey Kong Jr., Koopa Troopa and Toad. However, over the years this has increased and in this version of the game over 40 characters are available. The characters have their own skills, top speed, acceleration and handling. Each character has its power-ups. Yoshi drops eggs while Donkey Kong Jr. throws bananas.

Pros

- The gameplay offers speed and offensive boosting power-ups, which the player can use
- Players can also race against the clock in a Time Trial mode
- Multiplayer mode allows players to race against each other one-on-one
- Available for more than one platform

The Legend of Zelda Games™ - Game Description

Overview

The Legend of Zelda games feature a mixture of action, puzzles, adventure/battle gameplay, exploration, and questing. These elements have remained constant throughout the series, but with refinements and additions featured in each new game. Later games in the series also comprise stealth gameplay, where the player must avoid enemies while proceeding through a level, as well as racing elements.

Although the games can be played with a minimal amount of exploration and side quests, the player is frequently rewarded for solving puzzles or exploring hidden areas with helpful items or increased abilities. Some items are consistent and appear many times throughout the series, such as bombs, which can be used both as weapons and to open blocked or hidden doorways, boomerangs, which can kill or paralyse enemies, keys for locked doors, magic swords, shields, and bows and arrows, while others are unique to a single game.

The game in detail

Every game in the main *Zelda* series has consisted of three principal areas: an over-world in which movement is multidirectional, allowing the player some degree of freedom of action, areas of interaction with other characters in which the player gains special items or advice, and dungeons. Each dungeon usually has one major item inside, which is usually essential for solving many of the puzzles in that dungeon and often plays a crucial role in defeating that dungeon's boss as well as progressing through the game. In nearly every *Zelda* game, navigating a dungeon is aided by locating a map, which reveals its layout, and a magic compass, which reveals the location of significant and smaller items such as keys and equipment. In later games, the series also included a special 'boss key', which would unlock the door to battle the dungeon's boss enemy.

How to survive

In most *Zelda* games, the player's life meter is represented as a line of hearts. The life meter is replenished in a number of different ways, including picking up hearts left by some defeated enemies, fairies or springs located in specific locations, or using an item such as a potion.

Technical language to spot

Star Wars: graphics, platforms, console

Just Dance: multiplayer, controller system, download, smart phone

Mario Kart: controller, gameplay, platform

Zelda: gameplay, multidirectional, life meter