

## Text Complexity Analysis Template

Text complexity analysis			
<b>Created by:</b>	Cynthia Wright	<b>Event/Date:</b>	TeachFest Summer Academy, 2014
<b>Text and Author</b>	"No More Teachers? No More Books? Video Game Will Teach College Course" by Star Tribune	<b>Where to Access Text</b>	<a href="https://www.newsela.com/articles/videogames-tuition/id/4247/">https://www.newsela.com/articles/videogames-tuition/id/4247/</a>
Text Description			
<p><b>This non-fiction article discusses the pros and cons of “game-based” college courses, which allow students to earn credits toward an Associate’s Degree in Business Management at Rasmussen College.</b></p>			
Quantitative			
<b>Lexile and Grade Level</b>	Lexile: 1130, Grade 10	<b>Text Length</b>	638 words
Qualitative			
Meaning/Central Ideas		Text Structure/Organization	
<p>Students play games designed to demonstrate their mastery of the course material. The validity and effectiveness of the program is questioned and then defended. Game-based courses can be a part of a program of studies, reducing tuition costs for students.</p>		<p>The author gives an unbiased argument by incorporating perspectives both for and against the program. Paragraphs are short (1-2 sentences in length) and include 3 Section Headings and one illustration with caption</p>	
Prior Knowledge Demands		Language Features	
<p>Students must be able to understand and identify multiple perspectives/opinions, and be able to transition between the ideas with little transition from the text.</p>		<p>The article is written mostly in contemporary language, with some educational and computer/gaming terminology. There are several Tier 2 and Tier 3 vocabulary words that we will need to address either prior to reading the article or within the context of the article.</p>	
Potential Reader/Task Challenges			
<p>Some of the educational and computer language may be challenging, and students may “tune out.” Transitions between the information about the games and the idea of the courses themselves could be confusing. Therefore, the ideas presented could be misunderstood or lost altogether.</p>			
Big Takeaway			
<p>By reading this article, students will see that the author has presented an effective argument for including game-based courses as a viable and money-saving part of an Associate’s Degree program by including, acknowledging, and responding to conflicting viewpoints.</p>			

## Vocabulary Analysis Template

	<b>Words that demand less teaching time (i.e. the definition is singular and concrete)</b>	<b>Words that demand more teaching time (i.e. words with multiple meanings and/or that are part of a word family)</b>
<b>Words that can be determined in context</b>	<p>Outcomes Skepticism Robotized Faculty Innovation/Innovative</p>	<p>Sober Inject</p>
<b>Words that cannot be determined in context</b>	<p>Simulation (games) Controversial</p>	<p>“Competency-based Education” Superficial</p>