

# **SAMPLE DIALOGUE AND QUESTIONS FOR**

**Get Aiid  
of Aeed**

# BEFORE PLAYING

## Get Rid of Red

First, share the video game's name with your client or student (the name appears separately on the next page). Also, use the following dialogue, or a variation of it, to introduce intentional conversation about the video game's name:



The name of the video game we're going to play today is called **GET RID OF RED**.  
I know you haven't seen it yet but what do you think **GET RID OF RED** might be about? Using only the video game's name as a clue, take a guess.

Get Rid  
of Aged

# BEFORE PLAYING



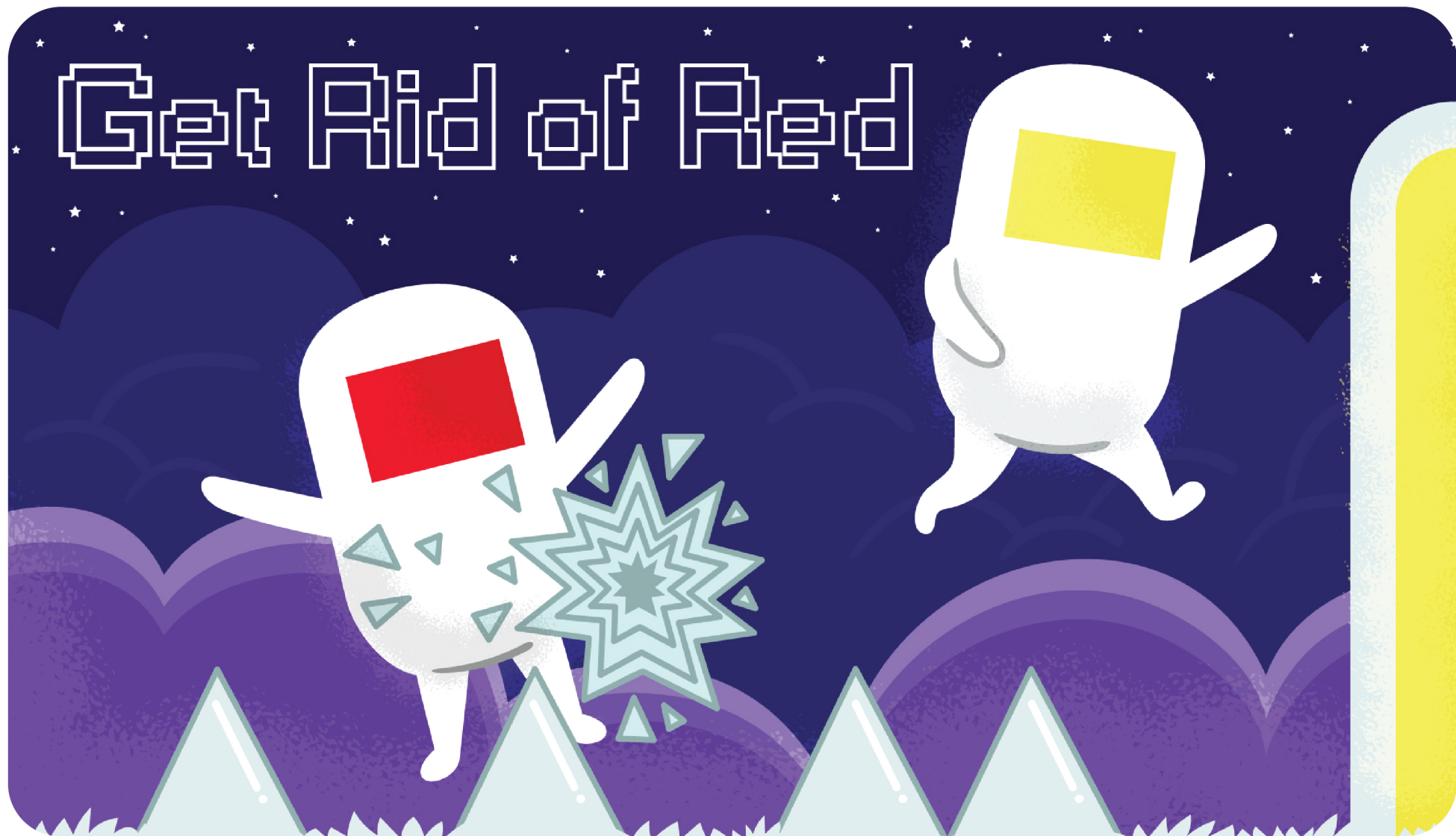
Next, show the more detailed video game logo to your client or student (the more detailed logo appears separately on the next page). Also, use the following dialogue, or a variation of it, to introduce intentional conversation about the video game:



Now that you have this more detailed visual to take into consideration, what do you think **GET RID OF RED** is about and how do you think it's played? I know you haven't played the video game yet but take a guess.



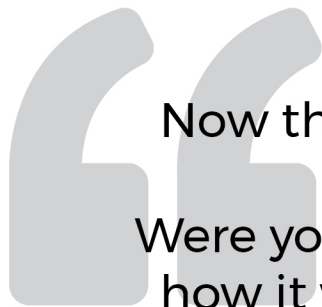
Get Rid of Red



# AFTER PLAYING

## Get Aid of Aid

After playing the video game, consider asking some of the following questions to your client or student in an attempt to grow expressive and receptive language abilities:



Now that you've played the video game for a little bit, think back to your original guesses. Were you correct with what you thought it was about or how it was played? Or, were you incorrect? What parts did you get right and what parts did you get wrong?

# OTHER QUESTIONS TO ASK AFTER PLAYING (1/3)

- “Who or what is the main character of this video game?”
- “What does the main character of this video game look like?”
- “Does the main character of this video game remind you of anyone or anything?”
- “What setting(s) does this video game take place in?” “What’s the goal of this video game?”
- “What’s one thing you like about this video game and why?”
- “What’s one thing you would change about this video game and why?”
- “How does this video game make you feel and why?”
- “Which part of this video game was the easiest and why?”
- “Which part of this video game was the most difficult and why?”
- “Who do you know who might enjoy this video game and why?”

## OTHER QUESTIONS TO ASK AFTER PLAYING (2/3)

- “Have you ever played a video game similar to this one before? If so, what was it, and what were the similarities and differences?”
- “Just like a movie has a genre associated with it (e.g., comedy, action, romance, horror, etc.), video games can also fall into certain genres.  
What genre would you say this video game is and why?”
- “If you were to create a new name for this video game, what would it be and why?”
- “If you were to design a sequel to this video game, what would it be like? What would you name it? Would you introduce new characters and/or different environments? If so, describe those new characters and/or different environments.”

## OTHER QUESTIONS TO ASK AFTER PLAYING (3/3)

- “As you heard, this video game doesn’t have background music. If you were in charge of picking the music, what kind do you think would be best for this video game and why?”
- “How might you be able to connect something from this video game to something you learned about in school before?”
- “How might you be able to connect something from this video game to something you experienced before?”
- “What question(s) might you have for the person or people who created this video game?”

# LEVEL-BASED QUESTIONS TO ASK AFTER PLAYING

- What plan might you be able to come up with that could help you get to this video game's next level?
  - What part of the plan worked? What part of the plan might need to be changed?
- What are the obstacles that are preventing you from getting to this video game's next level?
  - Now that you're fully aware of the obstacles, how could you approach those obstacles in a way that might help you to get to this video game's next level?
- What one change could you make in how you play this video game that might help you to get to the next level?
  - How did that change positively impact this video game's character?
- As you are advancing to new levels, what improvements are you noticing in how you're playing this video game?
  - How will you ensure that you keep making improvements in how you're playing this video game?