

### Examples of Learning Goals

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| <b>Main inquiry question</b> | <i>Should video games be considered “art”?</i>                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Learning goals</b>        | <p>What are some common features among the “best” video games?</p> <p>What goes into video game design?</p> <p>What features of game design might we also find in literature?</p> <p>What features of game design might we also find in other art forms (painting, photography, cinematography)?</p> <p>In what ways might video games be <i>better</i> than art?</p>                                            |
| <b>Main inquiry question</b> | <i>What are the benefits of self-reflection?</i>                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Learning goals</b>        | <p>What is self-reflection?</p> <p>What are some different ways to self-reflect?</p> <p>What have philosophers or theologians said about self-reflection?</p> <p>What do psychologists say about the benefits of self-reflection?</p> <p>What are the cognitive (or psychological, or emotional) benefits of keeping a journal?</p> <p>What if I kept a journal? How might I determine if it was helping me?</p> |

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