

Name _____

Date _____

Class _____

Lesson 2 - Note Taking

Activity 1

Questions based on the discussion between Tamer Asfahani and Chris Winson-Longley.

1. When did Tamer Asfahani first play Super Mario?
When he was eight or nine years old in the late 1980s
2. Which game did he play?
Super Mario Brothers
3. How many of the 22 games in the series has he played and completed?
At least half
4. Why does he think it is important to complete a game?
To gain a sense of achievement and it shows respect towards the developers.
5. Which character is his favourite?
Shy Guy
6. Which kingdom in Super Mario Odyssey is his favourite?
Sand Kingdom
7. Which game in the Super Mario series is his favourite?
Super Mario Galaxy
8. What job did Chris Winson-Longley do before he became editor of Checkpoint Kids magazine?
English Teacher
9. Which poet is supposed to have written The Odyssey?
Homer
10. Where and when did this poet live?
Ancient Greece around 850 BCE
11. What similarities are there between The Odyssey and Super Mario Odyssey?
Both protagonists are on a dangerous journey.
12. What is an odyssey?
An odyssey is a journey that challenges and tests your resolve.
13. What is The Odyssey in Super Mario Odyssey?
A hat-shaped airship

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Activity 2

Super Mario Odyssey Finale

Note-taking based on gameplay

<https://www.youtube.com/watch?v=l9Yim8z39TI&list=WL&index=1>

1. Where does it take place?
Moon Kingdom - Honeylune Ridge
2. What is the title of this level?
Bowser's Moon Wedding
3. What sort of hat is Cappy in this level?
A white top hat
4. How does Mario get his first moon?
Jumps off a cliff on to it
5. What is the moon called?
Shining Above the Moon
6. What is the name of the moon in the 2D retro videogame?
Along the Cliff Face
7. How many times does Mario throw cappy at the rock to retrieve the moon?
5
8. What is this moon called?
Rolling Rock on the Moon
9. What animal gives Mario the moon called, Caught Hopping on the Moon?
rabbit
10. What item of clothing is it wearing?
a black top hat
11. What colour is the rolling rock just before it releases the moon?
purple
12. The enemy that fires a seashell out of its mouth is called an Astro-Lanceur. What sea creature is it based on?
an octopus

13. What colour is the musical symbol on the Ringing-Bells Plateau when Mario throws Cappy at it to get the musical bridge and his 6th moon?

gold/yellow

CHALLENGE:

- What is this symbol called? treble clef

14. What is the 6th moon called?

Taking Notes: On the Moon's Surface

CHALLENGE:

- A play on words is called a pun and is meant to be amusing. Explain how the 6th moon's name is a pun. The symbols that made the bridge were musical notes - quavers. Mario collected or 'took' the notes to gain the moon; however, 'Taking Notes' is an activity where you quickly write down brief reminders of something you need to remember later on. 'Taking Notes' could be a clue that players should remember how Mario collected the moon.

15. STOP 6:30 mins

Extra Activity

16. START 7:06 mins

CHALLENGE:

- What Ancient Egyptian mythical creature is Mario talking to?
a sphynx

The story of Oedipus is a Greek myth which could be explored; however, the subject matter might be inappropriate depending on the age group. Oedipus was King of Thebes. <https://www.youtube.com/watch?v=0domtq9YJw4>
Stop the VC at 4:35 mins if you want students to try and answer the riddle.

CHALLENGE:

- What walks on four feet in the morning, on two feet at noon and on three feet in the evening?
Human beings. They crawl as babies in the morning of their life using hands as feet; they stand on two feet at noon in middle age and they use a stick as a third foot as they get older in the evening.