

# Rules of the Game Print vs Digital

## Summary

Students are to compare the rules of the game between what is online and in print. Students will use the World Book Encyclopedia in Utah's Online Library and the print materials that the library has on sports.

## Main Core Tie

Secondary Library Media (6-12)

[Strand 3: Standard 2:](#)

## Additional Core Ties

Secondary Library Media (6-12)

[Strand 5: Standard 1](#)

Secondary Library Media (6-12)

[Strand 5: Standard 2:](#)

## Time Frame

1 class periods of 30 minutes each

## Group Size

Individual

## Life Skills

Thinking & Reasoning

## Materials

Students need access to the computer lab and reference books in the library.

## Background for Teachers

Teachers need to know what materials exist in the library that will help the students find both print and digital references for the rules of games.

## Student Prior Knowledge

Students need to understand the over time rules of many games have changed. This project is to help them find how the games have changed over time.

## Intended Learning Outcomes

Students will know when they have finished this activity that the rule of many sports change over time. They also have an understanding of what the rules of many games are so that, they can play them effectively.

## Instructional Procedures

Students will be assigned a sport or they will be able to choose a sport of their choice. They are to go to the library and look up the rules of the sport on the computer using Utah's Online Library. They take notes on the rules from the digital source. The next part is for the student to go to the encyclopedia or other sports books that are in the library and look up the rules to the game and take

notes on those rules.

The next part is for them to compare the two sources and write a paragraph or two describing the changes or differences from the print material and the digital material.

Authors

[Dean Cunningham](#)