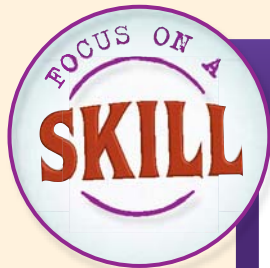


Did you know that the first video game was made more than 50 years ago? But the computer was so large that hardly anyone got to see this new game. Video games have come a long way since then. Now you can fit some video games in your pocket.



## Determining the Sequence of Events

You get ready for bed every night. And there is an order that you probably follow. This kind of an order is called a **sequence**. Look at the list of things that you might do before you go to bed.

- put on pajamas
- get into bed
- brush teeth
- eat a snack

Would you eat a snack after brushing your teeth? No! So this list must be out of sequence. See if this list looks better.

1. eat a snack
2. brush teeth
3. put on pajamas
4. get into bed

Often there are **key words** that help you know the order in what you read. Look for words such as first, second, third, next, then, before, after, and finally.



**Read these words and definitions.**

<b>advanced</b>	<i>adj.</i> when something becomes much better
<b>animated</b>	<i>adj.</i> when the character in a drawing seems to move
<b>cartridges</b>	<i>n.</i> containers that hold something, such as ink or a video game chip
<b>graphics</b>	<i>n.</i> artwork
<b>system</b>	<i>n.</i> a group of things or parts that work together

**Use the words above to complete this passage.**

Simone wants to make video games when she grows up. She loves to draw. And she knows that she will like making \_\_\_\_\_ for games. She also likes to draw characters. She loves seeing \_\_\_\_\_ characters in games.

Simone's teacher brought in a video game \_\_\_\_\_ from the 1970s. The students laughed at the graphics. They were not very good. The \_\_\_\_\_ were very large and bulky. The class could see that today's games are more \_\_\_\_\_ than old games.



## From Ping-Pong to PlayStation

### The First Games

People had been trying to make video games since the 1950s. Some people were able to make games. But the computers in those days were very large. So it was hard to play the games. Then, in 1968, something great happened. A man made a new video game system. This system would plug into a home TV. In 1973, a big company bought the idea. And they began making home video game systems. But most of the games were Ping-Pong. And all the games were black and white.

A few years went by. Then Atari became the popular home video game system. This system had cartridges. Each cartridge had a different game on it. The graphics were in color. Since then video games have become even more advanced.

### Making Stories

There is a story for every game. Story ideas can come from movies or other games. Some stories are new ideas. Writers and artists must work together. They make a **storyboard**. This is a group of drawings. Each drawing tells about the story. The next thing the writer and artist do is work on the characters.

#### storyboard

*n.* a set of drawings that show changing action in a movie or television show

### Making Characters

All stories have characters. First, the artist makes drawings of each character. And the writer looks at them. Second, the drawings go

into a computer. The computer can make the characters look real. The computer is able to make legs and arms move. The characters become animated.

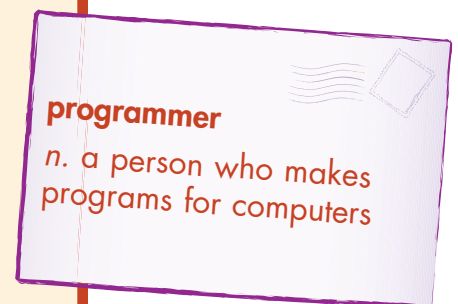
Next, the computer can add layers of skin. The skin will move and wrinkle when the character moves. Finally, layers of color are added to the character. Clothing will be able to move and wrinkle as well.

But the character is like a puppet right now. It needs help from the computer **programmer**. This person will tell the computer how to move the character. Sometimes a real person will act as the character. This person will wear a special suit. The computer will record the actor moving around. This will help a video game character look more real when it moves.

## The Code

A code makes the whole video game work. This code is a special set of directions that controls the game. The game programmers know the code of each game they make. There is a code for how the keyboard and joystick are used. And there is a code for how players compete against each other.

Video games have come a long way since the first game was made. Today's games have graphics that are very real. And the characters seem to come to life. How do you think video games will change in the future?



## STRATEGY: Sequence Chart

**Sequence** is an order. It tells about the way steps are usually followed. Look at this **sequence chart** that tells about how video games began.

In 1968, a man made a new video game system.



In 1973, a big company bought the idea.



The first home video game system was made.

Now fill in the sequence chart below for how video game characters are made.

First, the artist makes drawings of each character.



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## WORD STUDY: Prefix un-

A **prefix** is a part of a word. It is added to the beginning of a word. The prefix changes the meaning of the word. The prefix **un-** can make a word mean the opposite. Look at the difference between these two sentences.

Billy **plugged** in his video game system.

Billy **unplugged** his video game system.

In the second sentence, the word **unplugged** means "not plugged in."

**Add the prefix un- to each word below. Notice how each meaning changes.**

1. able \_\_\_\_\_

5. fair \_\_\_\_\_

2. clip \_\_\_\_\_

6. happy \_\_\_\_\_

3. clean \_\_\_\_\_

7. lock \_\_\_\_\_

4. clear \_\_\_\_\_

8. lucky \_\_\_\_\_

**Now use one of the words from the box to complete each sentence below.**

untie

unsafe

uncover

1. It is \_\_\_\_\_ to drive without a seatbelt.

2. Today the class will \_\_\_\_\_ the mystery of the missing book.

3. Before you unwrap the present, please \_\_\_\_\_ the ribbon.