

## A

## The Game

## Character Descriptions

**Dylan:** Dylan is a young boy, aged 12, who is fun, outgoing, and possesses leadership qualities. He looks up to his older cousin, Brian, who is a role model in Dylan's life. Dylan is very competitive by nature and always tries his best to win at whatever he is doing. However, he learns that friendship is more valuable than always winning.

**Chris:** Chris is Dylan's friend of the same age. He is a hard worker, although he does not possess equal leadership qualities, and is often jealous of his strong and talented friend. However, Chris does demonstrate an admirable never-give-up attitude and a high level of determination motivated by Dylan's successes.

**Brian:** Brian is Dylan's cousin and is four years older. He is more thoughtful and mature than his younger cousin, though he has not yet grown out of some of the same childish interests. He knows that Dylan looks up to him so he always tries to be a good role model for Dylan.

## Plot Summary

Two friends, Dylan and Chris, are playing video games at Dylan's house, while waiting for Dylan's cousin Brian to arrive with a surprise. Upon his arrival, the boys become ecstatic with what he has brought, and friendly competitiveness decides who will gain the prize. In a video game battle, self-sacrifice is displayed by one character, who, in return, discovers the rewards of friendship, and that it really doesn't matter if you win or lose; it's how you play the game.

## B

## The Game

*The setting is the rec room in the basement of Dylan's house. There are three comfortable chairs grouped together with a small coffee table in front of them. Several cans of pop are on the table. As the scene opens, Dylan and Christopher are sitting on two of the chairs playing a video game. Each boy is determined to win. They continue to play in silence for several minutes. Then Dylan speaks.*

**Dylan:** This game is so awesome! I'm so happy I bought it.

**Chris:** Yah it's fun. I wish I were as good at playing it as you are.

*(The boys continue playing.)*

**Dylan:** Ha ha! I beat you again!

**Chris** *(Throwing down his controller with a scowl):* It's not fair; you get to play it all the time. You're so much better than me.

**Dylan:** I dunno, you're pretty good.

*(Chris gets up and begins to roam around the room, looking very unhappy.)*

**Dylan:** *(trying to cheer Chris up)* I wonder where Brian is? He said he's bringing over something cool, but wouldn't say what.

*(Chris returns to his chair and both boys open a can of pop.)*

**Chris:** *(looking more relaxed)* I wonder what it is. I hope he gets here before I have to go. My mom wants me home for dinner tonight.

*(Dylan laughs)*

*(Enter Brian carrying a knapsack.)*

**Chris:** Hey Brian! What took you? Dylan says you have something ... what is it?

**Dylan:** Yah Brian! Did you bring it? Show us what it is!

## HIGH LEVEL 4

## C

**Brian:** Whoa ... slow down guys! I have it here in my knapsack.

*(Brian sits down on the third chair and starts to unzip the bag, hesitating ...)*

**Brian:** Okay guys. Are you ready?

*(Brian pulls out a comic from the bag as the other two boys crowd around.)*

**Brian:** It's ... the new ... Super Sonic Man 3D Collector's Edition Comic Book !!!

*(Dylan and Christopher's eyes light up.)*

**In Unison:** Oh man! That is sooo cool!

**Dylan:** How did you get that? It's so expensive!

**Brian:** My sister gave it to me for my birthday last week. I've already read it twice.

**Chris:** Aw you're so lucky. Let me see it.

*(Brian hands the comic over to Chris, who eagerly begins to flip through the first few pages.)*

**Dylan:** I'll trade you my new computer game! C'mon Brian ... please?

**Chris:** No way! I'll trade you my entire baseball card collection for it! Or my boom box! Or ...or...my entire set of firecrackers! I haven't even used one!

**Dylan:** No I'll trade you my –

**Brian:** Stop it guys! *(glancing around at his friends' pleading expressions)* You know I don't want your stuff. I'll tell you what ... why don't you play for it? Whoever wins the next game gets the comic.

**Dylan:** *(sporting a victorious smirk):* You're going down Chris! I'll win for sure.

**Chris** *(with renewed enthusiasm):* Not this time!

## D

*(The two boys play heatedly for several minutes. Soon however, Dylan starts to pull out on top and seems to be headed towards undeniable victory. Chris continues to play hard and aggressively, holding on in desperation. Dylan knows he is the better player. He glances over at his friend, and suddenly feels a pang of compassion for his efforts.)*

**Dylan:** *(thinking to himself):* It would mean so much to Chris if he finally beat me ... I guess I could always buy the comic with money from my summer job and Chris doesn't have one.

*(The boys continue to play, but Dylan is beginning to falter. Brian carefully studies Dylan, with a puzzled look on his face. Finally Dylan speaks.)*

**Dylan** *(with faked despair):* NO! I just lost my last life! You win Chris.

**Chris** *(jumping into the air with a triumphant swing of his fist):* YES! I win! I win! HAHA Dylan, I finally beat you! I knew I could do it! I knew it! Can I really have the comic now Brian?

**Brian** *(with a sly glance at Dylan):* Of course Chris ... you earned it. Here you go. *(He hands him the comic.)*

*(Chris takes it from him with a huge smile.)*

**Chris:** Thanks Brian! It's too bad Dylan. I'll let you look at it when you come over sometime. *(Checking his watch)* I have to go home now before I'm late for dinner! See you guys later!

*(Exit Chris with a giddy skip out the door.)*

**Dylan** *(trying to cover his disappointment):* Good for Chris. I really would have loved that comic, but he beat me fair and square.

**Brian:** *(standing up and moving towards Dylan. He speaks quietly.)* I know what you did Dylan.

**Dylan:** What are you talking about Brian?

**Brian:** I know that you let him win. I think that was an amazing thing you did for your friend.

## E

**Dylan:** Yah ... well ... I saw how hard he was trying. I just thought it would mean a lot to him, you know?

**Brian:** Of course. But hey, I have something else in my knapsack you might find interesting.

**Dylan** (*trying to show enthusiasm though he felt little*): O yah? It can't be as cool as the Super Sonic Man 3D Collector's Edition Comic.

**Brian:** (*laughs*) I think you'll find it's just as cool.

(*Brian returns to his chair and takes from his bag another copy of the same comic.*)

**Dylan** (*with his mouth dropped in confusion*): you have two???

**Brian:** Turns out my sister bought me the same comic I had already bought a week earlier. I want you to have it Dylan.

**Dylan** (*shaking his head*): I can't do that Brian. It's your only copy now. You paid for it and everything, so you keep it.

**Brian:** Nah ... I'm not much of a fan any more. I'd much rather you have it. It would be better off in your collection.

**Dylan** (*with an excited smile*): Really?? You mean it Brian??

**Brian:** For sure. (*pauses*) You know you taught me something special today Dylan. It's the least I can do.

**Dylan:** Thanks Brian ... you're a great friend.

**Brian:** (*quietly*) So are you ..... But I'm much better at video games! (*Laughing*) C'mon, bet you I'll win!

**Dylan:** Not a chance!

(*Brian and Dylan pick up the controllers and play the video game, between fits of laughter. Neither cares who wins, because they have both learned that the happiness found in friendship is the best prize that can be won.*)

## Teacher's Notes

## Knowledge/Understanding

- The student provides highly appropriate information about the characters. Dylan is described as being “very competitive by nature” and clearly exhibits this when he taunts Chris (i.e., “Ha ha! I beat you again!”) on defeating his friend at a video game. That Chris is, as described, “often jealous of his strong and talented friend” is borne out when he throws down his controller and complains that Dylan is much better at playing the video game.

## Thinking/Inquiry

- The student portrays character development in an outstanding manner. All three characters are highly believable. Dylan and Chris display characteristics that are typical of boys their age (e.g., they enjoy hanging out in the rec room, playing video games and drinking pop, and are avidly interested in the latest comic book). As the scene progresses, Dylan gains a new insight into friendship when he “*glances over at his friend and suddenly feels a pang of compassion for his efforts*” and, as a result, allows Chris to win the coveted prize. Brian, by witnessing Dylan's generosity, also gains new insight into friendship (evident in his “You know you taught me something special today Dylan.”).

## Communication

- The student creates dialogue that is highly convincing. Much of it is marked by believable youthful exuberance (e.g., “NO! I just lost my last life!”, “YES! I win! I win! HAHA Dylan, I finally beat you!”) and by contemporary expressions that are highly suited to these characters and to the action in the scene (e.g., “No way!”, “This game is so awesome!”).
- The student provides stage directions that are highly appropriate. The importance of the comic book is obvious from one of the directions for action (i.e., “*Brian hands the comic over to Chris, who eagerly begins to flip through the first few pages.*”). Also, that Dylan plans to let Chris win is effectively foreshadowed in “*The boys continue to play, but Dylan is beginning to falter. Brian carefully studies Dylan, with a puzzled look on his face.*”

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**HIGH LEVEL 4****Application**

- The student creates an outstanding working script for the theatre company. The setting is well chosen, and the student pays attention to detail (e.g., a chair is left vacant for Brian to use after he enters). Props are used effectively to advance the plot (e.g., Brian’s knapsack conceals the surprise that escalates the tension between Dylan and Chris as they attempt to outdo each other for the comic book). The student provides an exciting and surprising climax (i.e., at the height of the battle, Dylan decides to let Chris win), and an effective and pleasing resolution.

**Comments**

This work is representative of a high level-4 performance. The student demonstrates a high degree of achievement of the expectations in the Knowledge/Understanding and Communication categories of knowledge and skills. However, the student demonstrates an outstanding level of achievement of the expectations in the Thinking/Inquiry and Application categories.

**Next Steps**

In order to improve his or her performance, the student could consider eliminating information about characters that is not directly relevant to character development in the scene (e.g., the “leadership qualities” Dylan is said to have in the character description are not evident in the script).