

DISCUSSION

Do you like playing online games? Why or why not?

What would happen if you got trapped inside a game?

What lessons can we learn from games?

Vocabulary Focus:

Fill in the blanks with the right words.

(portal, mission, monster, adventure, message)

- a. Rafi completed his last _____ to go home.
- b. The computer screen showed a secret _____.
- c. He met a huge _____ in the digital forest.
- d. The game was full of _____ and excitement.
- e. He jumped through the _____ to return home.

The Game Portal

Rafi loved video games more than anything else. Every day after school, he played on his tablet for hours. One night, while playing his favorite adventure game, a bright light flashed on the screen. Suddenly, Rafi was pulled inside the game world!

At first, it was amazing. The mountains, castles, and dragons looked real. Rafi met a knight who told him, "You must complete three challenges to return home." Rafi was excited and started his first challenge – jumping over lava rocks. He succeeded easily and laughed. But the next challenge was harder: crossing a bridge guarded by a huge monster.

Rafi tried to fight the monster but failed many times. Each time he lost, he felt weaker and more afraid. Finally, he realized he needed teamwork. He remembered a non-player character (NPC) from earlier in the game – a small fairy. Rafi asked for her help. Together, they tricked the monster by creating a fake sound and ran across the bridge.

In the final challenge, Rafi had to face his biggest fear – his reflection, who said, "You waste time in games instead of learning real skills." Rafi was shocked, but he admitted it was true. When he accepted the truth, the portal appeared again, and he returned to his room safely.

The next morning, Rafi decided to limit his gaming time and promised to balance fun and study.

Instruction for students:

1. Look at the title and illustration: *The Game Portal*.
2. Discuss these questions in pairs:
 - What do you think this story is about?
 - If you could enter a video game, what would you do first?
 - Have you ever learned something important from a game?
3. Teacher introduces key vocabulary: portal, challenge, monster, reflection, teamwork, balance.

Reading and Comprehension

A. Step-by-step method for answering comprehension questions

1. Skim the story: Read the first sentence of each paragraph to get the main idea.
2. Scan for key words in each question. Underline or highlight them.
3. Read the sentences around those key words to find full information.
4. Write your answer in 1–2 complete sentences using your own words.

B. Comprehension Questions (Use the 4-step method for each.)

1. Who is Rafi and what is he like at the beginning of the story?
2. What strange thing happens when Rafi is playing the game?
3. What task does the knight give him?
4. What problems does Rafi face in the challenges?
5. What lesson does he learn from the final challenge?
6. How does the story end?
7. What moral lesson can we get from the story?

How to Identify and Write Each Part

Orientation (Introduces characters, time, and place)

How to write / find it : Found at the beginning, tells who and where

Example : “Rafi loved video games more than anything else...”

Complication (The main problem appears)

How to write / find it : When something unexpected or difficult happens

Example : “Suddenly, Rafi was pulled inside the game world.”

Development (Shows attempts and rising action)

How to write / find it : The part where the character tries to solve the problem

Example : “He tried to fight the monster but failed many times...”

Resolution (The problem is solved)

How to write / find it : The character learns or changes

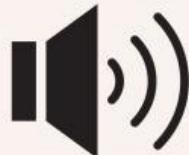
Example : “When he accepted the truth, the portal appeared again.”

Coda (Moral) (The lesson or reflection)

How to write / find it : Usually the final lines

Example : “Rafi decided to limit his gaming time and balance fun and study.”

Listening Activity



1. Listen carefully to the audio.
2. While listening, write down three key events in order.
3. After listening twice, discuss with your group:
 - * Which event is the complication?
 - * How does Rafi solve the problem?

Speaking Activity — Retelling the Story

1. Work in pairs or small groups.
2. Retell the story *orally* using your own words. Use this order:
 - * Orientation → Complication → Resolution → Coda
3. Use time connectors like first, then, after that, finally.
4. Try to use at least one direct sentence (e.g., "You must complete three challenges!" said the knight.)
5. Present your retelling to the class. The teacher and friends give short feedback on clarity and fluency.

WRITING FOCUS

A. Step-by-step guide for writing your own narrative

1. **Orientation:** Introduce your main character and setting.

Starter: Once there was a boy/girl who...

2. **Complication:** Tell what unexpected problem happened.

Starter: One day, suddenly...

3. **Development:** Show at least two attempts to fix the problem.

Starter: At first, he/she tried to... But then...

4. **Resolution:** Explain how the problem ended.

Starter: Finally, he/she decided to...

5. **Coda:** Write a short moral lesson.

Starter: From that day on, he/she realized that...

B. Writing Task

Instruction:

Write your own story (120–160 words) about a person who enters another world (game, dream, painting, or magic place) and learns something valuable. Use past tense and the structure above.

