



EDUCATOR GUIDE

ANYONE'S GAME Cross Ups 2

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GENRE: Middle grade fiction

THEMES: video games, bullying, e-sports, girls in gaming, gender issues, multi-cultural families, technology

SUITABLE FOR: Grades 5+, Ages 10

GUIDED READING LEVEL: Fountas and Pinnell S

LEXILE: 570L

COMMON CORE STANDARDS: RL.4.1,2,3,4,9,10 W.4.1,1a,1b,1c,1d,4,8,9,9a,10
SL.4.1,1c,1d,2,4,6 RF.4.3,3a,4,4a,4c
L.4.3,4,4a,4b,5,5a,5b,5c,6

SUMMARY:

What's up with Cali? Why does she keep changing her gamer tag?

It's summertime, and even though his good friend Cali moved to another city, Jaden can connect with her online almost every day to play their favorite game, Cross Ups. But then he gets roped into a dorky summer camp with his buddy Hugh, and Cali starts acting really weird . . . So when a last-minute tournament spot opens up in Cali's new city, Jaden jumps at the chance to go. But things go badly from the start. Cali is unhappy, and Jaden can't figure out why, especially when she's getting better and better at Cross Ups.

Anyone's Game, the second book in the Cross Ups series, chronicles the ups and downs of middle school with relevant, contemporary themes including bullying and female discrimination online in e-sports.

Please remember that the suggested questions and activities within this educator guide are meant to serve as a starting point. Educators are encouraged to select items from each part of the guided inquiry process that work best for their style of teaching and will help them meet their goals when covering the topics in this book. Activities and prompts should be tweaked and/or reformatted to best fit your students, context, and community to ensure equity and inclusion.

General Activities for the Cross Ups series

1. VIDEO GAME RATINGS (BLM1)

The Entertainment Software Ratings Board assigns rating categories to games to suggest age-appropriateness. Discuss the ratings system. Are the games you play rated appropriately for your age group? Do you think there should be restrictions placed on who can play certain games? Why or why not?

2. CREATE A VIDEO GAME CHARACTER (BLM2)

The video game *Cross Ups* has characters that transform into mythical creatures. Invent your own *Cross Ups* character to add to the game. Draw a picture of the character before and after it transforms and describe its Super moves.

3. MS RESEARCH

Cali's mom has Multiple Sclerosis (MS). Research MS symptoms. Discuss how these symptoms might affect her day to day life. Create an awareness poster to tell people about MS.

4. PRESS CONFERENCE

What would you like to ask a character? How do you imagine s/he would respond?

Conduct a press conference, where one student takes on the role of a character from the story, while the rest of the class acts as reporters. Then write a newspaper article based on the press conference.

5. CHARACTER CHAT

Imagine you got to play *Cross Ups* against your favorite character online. Write an imagined conversation, either as a series of in-game messages or as a conversation over microphone and headset.

6. **DESCRIPTIVE ADJECTIVES** (BLM3 and BLM4)

List three adjectives to describe each character. Who are you most like? What qualities do you share? Who are you least like? Who do you wish you were like?

7. **BEST FRIEND**

What qualities make a good friend? Who do you think is the best friend to Jaden? Support your answer with examples. Do you think Jaden would agree? Is Jaden a good friend?

BEFORE READING THE BOOK

These activities introduce the topic of the book, establish prior knowledge and interest, and make predictions about the text.

1. CHANGING IDENTITIES

Think of reasons why you might want to change your name or your identity. What new name would you choose?

2. LONG DISTANCE FRIENDS

How do you keep in touch with friends or relatives who live far away? What is the difference between your relationship with the friends you can see every day and the friends who live far away? Write a letter or email or online message to a long-distance friend or relative telling them about your day. What would you choose to tell them? What would you keep to yourself?

3. CONFIDENCE METER

If you had a confidence meter, how full would it be when you woke up today? Name some times when someone's confidence meter might be full and when it might be empty. When it's empty, what can you do to fill it up?

WHILE READING THE BOOK

These activities check on comprehension, stimulate interest, involve readers in reflection as they read, and encourage consideration of other readers' reactions.

1. **TROUBLE** (after Chapter 4)

Jaden is worried that Cali is in trouble, but she won't tell him what's wrong. Based on Cali's behaviour at the end of chapter 4, what do you think is bothering her? What could Jaden do to encourage her to talk? Write down a conversation between them that ends with Cali opening up.

2. **SPIN: THE ART OF PERSUASION** (after Chapter 5)

Jaden needs to convince his parents to let him go to an out-of-town tournament on his own. To do that, he needs to give his argument the right "spin," by emphasizing all the good reasons why he should go. Imagine you have to convince someone to let you do something that could be dangerous. How would you "spin" your argument?

3. **CHANGE OF HEART OR ULTERIOR MOTIVES?** (after Chapter 8)

Melanie offers to take Jaden to Montreal, which surprises him. She's never helped him before. Why do you think Melanie has offered to take him?

4. **LIES** (after Chapter 10)

In the story, several characters lie to each other to get what they want. Think of a time when you have lied. What was your motivation? What happened?

5. **JUST TALK** (after Chapter 13)

Sage likes to make comments about other players, including SaltyPeppa. Why do you think he does this? Do you think what he said about her is fair? Why or why not?

6. **OLD FRIENDS, NEW FRIENDS** (after Chapter 17)

Jaden chooses to eat with Sage rather than with his friends. Why does he do this? What would you have done? Why do you think Sage is helping Jaden?

7. **JUST “GUY TALK”** (after Chapter 20)

Jaden and Melanie argue about the comments Sage makes about Cali's looks. If you were there, what would you say to Jaden? To Melanie?

8. **WALK IN SOMEONE ELSE'S SHOES** (after Chapter 22)

Jaden tries to imagine how Cali feels when she reads comments from other gamers. Think of someone who is different from you. Imagine that when you wake up tomorrow, you are that person. Describe your day.

9. **FAKING IT** (after Chapter 25)

Both Cali and Jaden pretend to be their Cross Ups character to make them stronger when facing challenges. If you could be an imaginary character (from a book, movie, game, etc.) who would you be? What is it that you like about that character?

10. **TRASH-TALK** (after Chapter 26)

ORervoir tries to win his game against Jaden by intimidating him. How does he do this? Have you ever played a game against someone who used insults or boasts to undermine your confidence? What happened?

11. **WIN OR LOSE?** (after Chapter 29)

Even though Jaden loses the tournament, he still feels like a winner. What did he win?

AFTER READING THE BOOK

These activities inspire continued reflection and response to the text, bring conclusion to the experience of reading this particular text, and stimulate further extensions.

1. MASKS AND TRUE NATURE

How does the story explore the different ways we hide or show our selves to the outside world?
(For example, the avatars or gamertags that Cross Ups players use, compared to their real names, or a “tough-guy” or “tough girl” image compared to how a character really feels inside)

2. AHEAD (ASK, HYPOTHESIZE, EXPERIMENT, ANALYZE, DECIDE)

How does Jaden use the scientific method to figure things out?

RATING CATEGORIES



EARLY CHILDHOOD

Content is intended for young children.



EVERYONE

Content is generally suitable for all ages. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.



EVERYONE 10+

Content is generally suitable for ages 10 and up. May contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.



TEEN

Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language.



MATURE

Content is generally suitable for ages 17 and up. May contain intense violence, blood and gore, sexual content and/or strong language.



ADULTS ONLY

Content suitable only for adults ages 18 and up. May include prolonged scenes of intense violence, graphic sexual content and/or gambling with real currency.

NOTE: Rating Category assignments can also be based upon a game or app's minimum age requirement.

*adapted from http://www.esrb.org/ratings/ratings_guide.aspx

A NEW CROSS UPS CHARACTER

NAME: _____

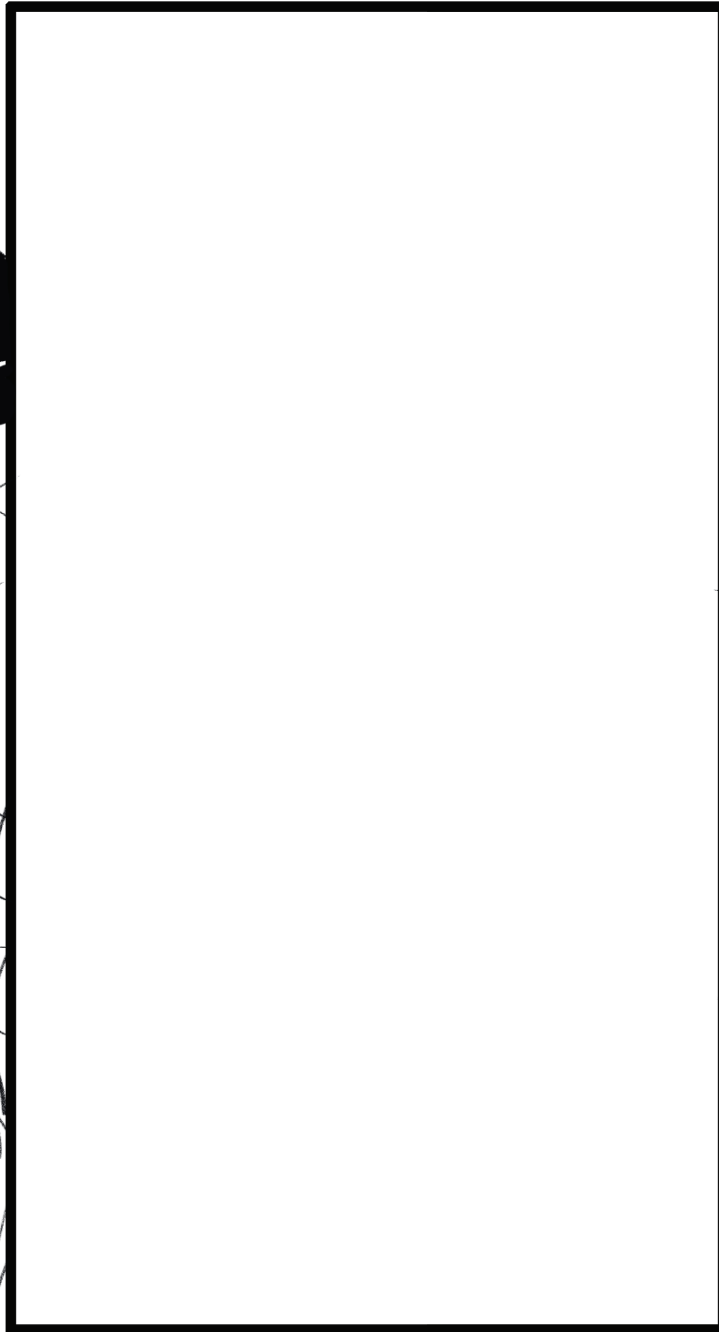
SUPER POWERS: _____

DRAW YOUR CHARACTER:

REGULAR MODE	SUPER MODE

CROSS UPS

Design your own avatar!



An avatar is your fighter of choice in the battle game *Cross Ups*! Every avatar is able to transform from a person in karate gear to a wild creature! Examples include a dragon, a griffon, a scorpion, a spider, a basilisk, and a monkey.

Describing People

List three adjectives to describe each character's personality.

Character	Adjectives		
Jaden			
Cali			
Devesh			
Hugh			
Jaden's mom			
Mr. Efram			
Ty			
Flash			
Melanie			
Josh			
Jaden's dad			
Roy			
Kaigo			

I am most like _____ because _____

I am least like _____ because _____

I would like to be more like _____ because _____

Adjectives Describing People and Personal Qualities

A able abnormal absent-minded above average adventurous affectionate agreeable ambitious amiable amusing apprehensive artistic assertive attentive average B balanced below average blunt brave bright brilliant C capable careful careless cautious charming childish childlike cheerful chic clever clumsy cold competent composed conceited confident confused conscientious considerate content cool cool-headed cooperative courageous cowardly critical cruel curious	D decisive deep dependent delightful depressed devoted dextrous diligent direct disagreeable discreet disruptive distant distraught distrustful dramatic dull dutiful E eager earnest easy-going efficient egotistical emotional energetic enthusiastic evasive even-tempered exacting excitable experienced F ferocious fiery flashy friendly funny G generous gentle gloomy gluttonous grouchy H hateful hearty helpful hesitant hot-headed hypercritical	I idle illogical imaginative immature impatient impractical impressionable impressive impulsive inactive incompetent inconsiderate inconsistent independent industrious inexperienced insensitive inspiring intelligent interesting intolerant inventive irritable irritating J jovial joyous judgmental K keen kind L lazy lethargic level-headed lithe lively logical long-winded lovable M maternal mature mean methodical meticulous mild miserable modest motivated musical	N naive nasty naughty negative nervous noisy normal nosy O obliging obnoxious old-fashioned orderly outgoing outspoken P passionate passive paternal patient peaceful peevish pensive persevering picky plain-speaking playful pleasant polite popular positive powerful practical prejudiced pretty proficient proud provocative punctual Q quarrelsome quick quick-tempered quiet	R realistic reassuring reclusive reliable reluctant resentful reserved resigned resourceful respected respectful responsible restless revered ridiculous S sad sassy self-assured selfish sensible sensitive sentimental serious short-tempered shrewd shy silly sincere sleepy sloppy slow smart snazzy sneering snobby somber sophisticated soulful soulless spirited spiteful stable steady strict strong subtle sulky superficial suspicious sweet	T tactful tactless talented testy thinking thoughtful thoughtless timid tired tolerant touchy tranquil U ugly unaffected unbalanced uncertain uncooperative undependable unemotional unfriendly unguarded unhelpful unimaginative unmotivated unpleasant unpopular unreliable unsophisticated unstable unsure unthinking unwilling V versatile vigilant vulnerable W warm-hearted wary watchful weak well-behaved well-developed well-intentioned well-respected well-rounded willing wonderful Z zealous
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*Adapted from <http://www.enchantedlearning.com/wordlist/adjectivesforpeople.shtml>

ARE VIDEO GAMES GOOD OR BAD?

Make a list of all the things that are good about playing video games (PROS) and all the things that are bad about playing video games (CONS) .

PROS	CONS

Which list of reasons is more convincing?

Keeping Secrets

Good Reasons	Bad Reasons

Alphabet Game

Topic: _____

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
I	V
J	W
K	X
L	Y
M	Z

What are some other strategies you can use to calm down when you are feeling anxious or stressed?
