

**Group Work:**  
**Understanding tone in**  
**Gabe Zichermann's speech "How Games Make Kids Smarter"**

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**Prompt:** In his TED Talk, which rhetorical devices does Gabe Zichermann effectively utilize in order to display a particular tone, and for what purpose?

Rhetorical Devices to choose from:

diction (formal? informal? elevated? simple?)	syntax	figurative language
sentence flow	hyperboles	imagery
anecdotes	irony	allusions
similes	metaphors	other? (must be pre-approved)

**Task One: Thesis formation.** Components to include:

- TAG (Title, author, genre, in any order)
- tone word
- how this tone is accomplished through which TWO rhetorical devices? (use adjectives when listing devices)
- finally, for what purpose?

Topic Sentence Frames:

In his speech “How Games Make Kids Smarter” Gabe Zichermann

utilizes personal anecdotes and gaming jargon in order to shape an excited tone

and persuade his audience to think differently about video games.

## Task Two: Finding quotations

Use the transcript of Gabe Zichermann's speech "How Games Make Kids Smarter" in order to find one (1) supporting quotation for EACH (2) rhetorical strategy you utilized. Try to find quotes in different areas of the speech.

When writing these quotations down, provide proper CONTEXT and a LEAD-IN.

ex: As Zichermann opens his speech, he begins with a brief personal story, in which he explains his own experience using video games in an educational-yet-fun setting. He "remember[s] going to school, . . . playing a game called 'Where in the World is Carmen San Diego,' . . . which was the first time [he] played a game . . . in the school context" (0:16).

\*\*If/when you wish to emphasize a particular word or phrase, italicize it, and then add, in italics, "emphasis added" within your parenthetical citation.

1.

2.

## Task Three: Considering Commentary for Quotations

Now, it is up to you to create FOUR questions for each quotation that help spur deeper thought/commentary (similar to your "Questions to Prompt Thinking" for your SLOB paper, except you create the questions this time). Here is a model for my model quotation included in the previous page:

Question #4 should always point back to TONE. (Remember your focus!)

1. About how old might have been Zichermann when he played WITWICSD, and why is this important?
2. How does his personal anecdote help bring back fond memories for Zichermann?
3. How did Zichermann find success in playing WITWICSD?
4. How does this use of an anecdote help to shape his excited tone toward the fact that games can still be beneficial today?

Your questions:

1.

1.

2.

2.

3.

3.

4.

4.