

Pedagogical sequence/Introductory sheet

Homework Rush

Language level	B1-B2
Skills	Reading
By the end of the sequence, students will be able to...	Understand and react to common phrases and instructions – locations, interactions, directions
Inclusiveness	The game is inclusive and adapted for students with Specific Learning Disorders (SLDs) - see the accessibility section of this document

Where to find the game

<https://d-esl.itch.io/homework-rush>

Hosting the game sessions

Accessibility

English level

B1-B2 English

Accessibility features

The font used in the game is a sans-serif font adapted for learners with SLDs, which should appear big enough on most computer screens.

If the font is not large enough for some, please ensure that the game window is maximised and that the game is played on a large enough screen. If you are playing through a web browser, make sure that the game is in full-screen mode and use "ctrl + scroll" on your keyboard and mouse to adjust the size of the game if needed.

The game can be played either with the keyboard (arrows and space bar), computer mouse or touch screen, whichever your students are more skilled or comfortable with. Other game controllers unfortunately will not work.

Advice for specific student profiles

Any recommendations for students with difficulties or accessibility challenges.

Classroom organisation

Duration

The game has a timer of 8 minutes, but it can be replayed.

Single-player mode

Solo

The game is meant for single-player

In Group

The group can take turns to complete the quests, or they can each play the game once and have a rank of who finishes with the most amount of time left.

Multiplayer mode

There is no multiplayer mode, but students can play in small groups of 2 to 4.

Remote Play

Play as homework

Another option is to have students play the game as homework and ask them to write down the vocabulary they learned or to make a small summary of the story.

Distance learning activity

Distance learning is also an option and can be arranged similarly to homework.

Briefing

Pedagogical requirements

This game can be used to introduce new terms and phrases or to revise them. During the briefing, tell your students that this game will make them practice and improve their vocabulary.

Explanations to give before playing

Tell students that the game is under an 8-minute timer, but they can restart it.

Emotional security and other warnings

The topic of the game should be safe for every player. The game should not be scary or have other specific emotional triggers.

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

Students can track how much time they have left after completing the game or how many trials they needed to finish it.

Lesson plan using the in-game content learned

Using B1-level vocabulary, different types of lessons can be organised before or after the gaming session to either formally learn or revise the words and phrases in the game or to share the learning experience as a group. Fill-in-the-blanks, vocabulary lists, dialogues to play out, and drill exercises can be interesting, especially for the elements that are useful on a daily basis or for some B2-level terms which may not have been learned by the students before.

Debrief or production based on the game session (essays, list of words to review...)

They could write what happens next: does the teacher spot that they cheated ? Does it create turmoil in the main character's relationships, toward those they cheated on? There is a small love story in the game. Maybe they can write about it.

The game

Context and story

Plot

The player has forgotten their homework, so they must find the answers from their friends in 8 minutes

Lore – game world

The game is set in a school, with unrealistic and odd yet relatable characters

Characters

Protagonist(s)

- **Sammy**

Needs to find the answers to the homework questions quickly before the timer runs out

Companion(s)

- **Viper, Andrea, Astrid, Cynthia, Ethan, Kalina, Nadia**

They all have quests for Sammy to complete to get the answers to the homework.

Gameplay

Gameplay 1: Fetch-Quest

Description

Most of the gameplay revolves around doing quests for the companions to give you the answers to the homework.

The player must read dialogues and understand them to find where to get the right person or thing to move forward in the story.

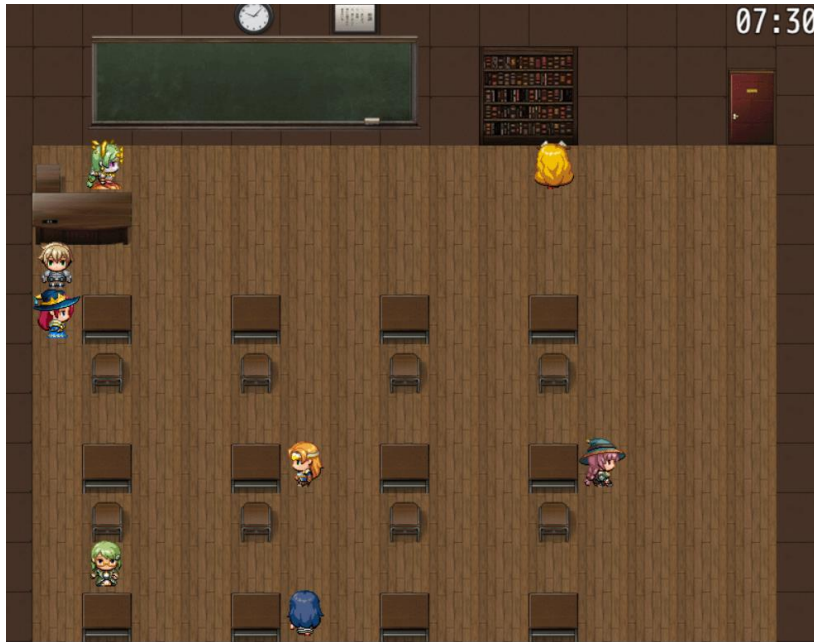
Pedagogical impact

The theme is that you can rely on your friends to help you, but you must help them in return.

The player must understand dialogues.

Roadmap and solutions

Viper



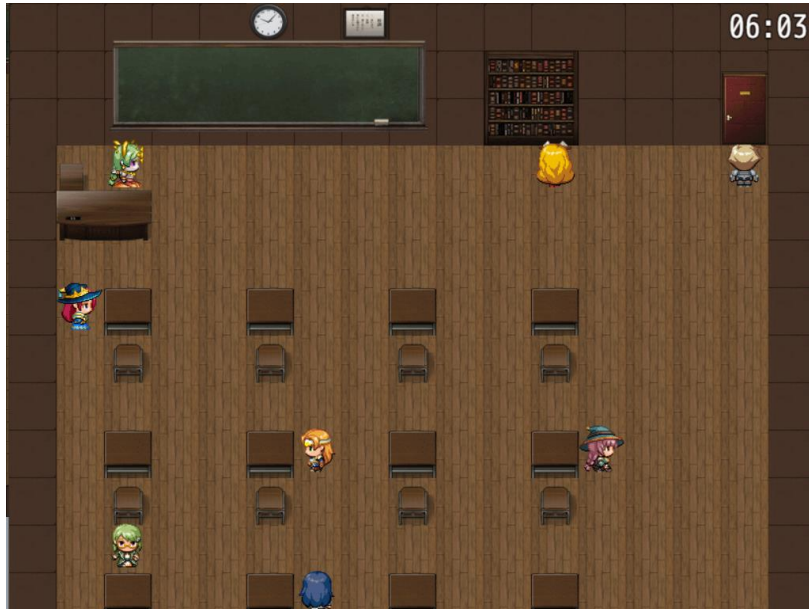
Talk to Viper twice and accept her task.

Cynthia

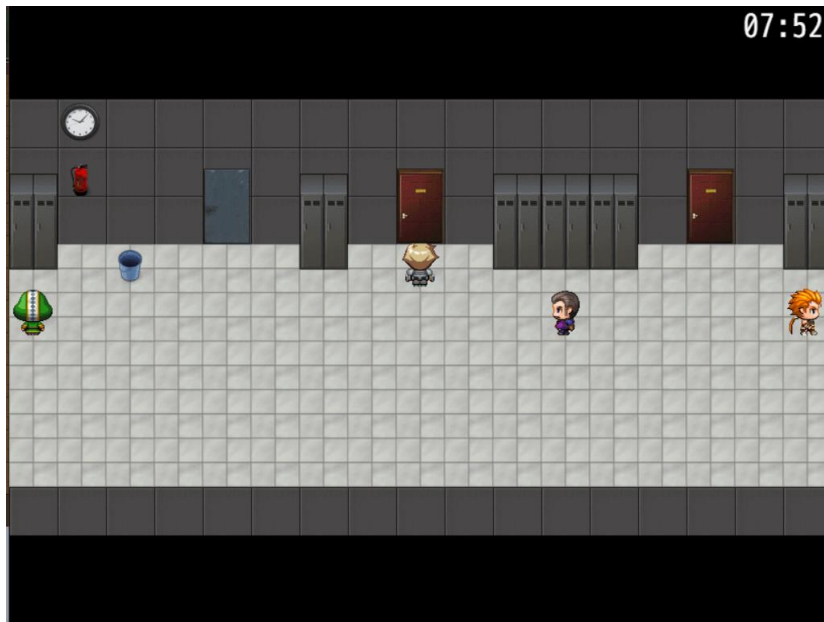


Talk to Cynthia twice and accept the task.

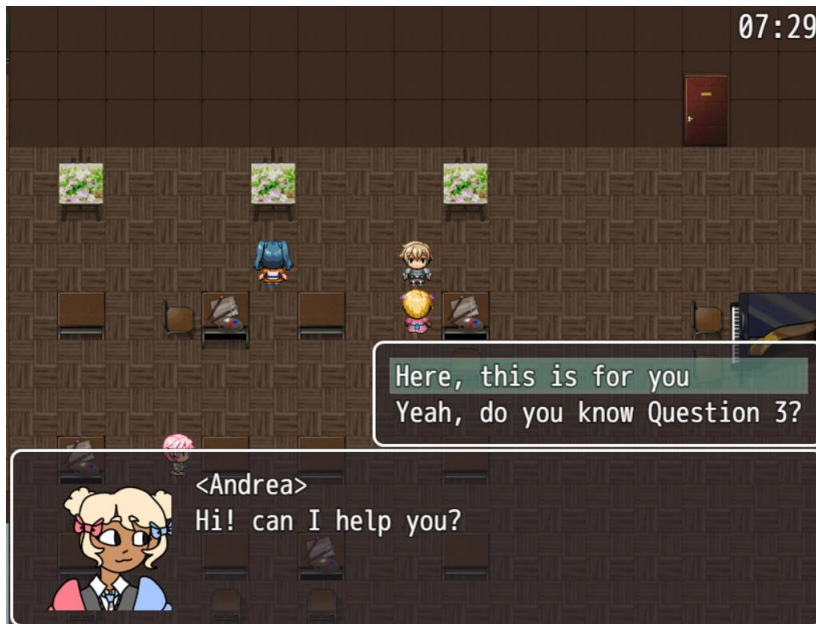
Andrea



Get out of the classroom



Go to classroom B



07:29

Here, this is for you
Yeah, do you know Question 3?

<Andrea>
Hi! can I help you?

Talk to andrea

Give her the letter

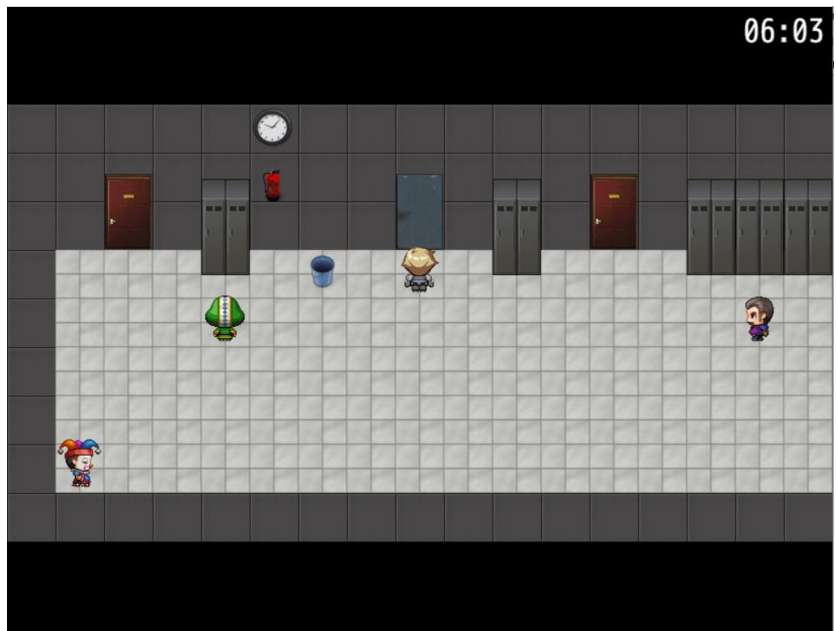
Then ask her about question 3 and pick "rock"

Kalina

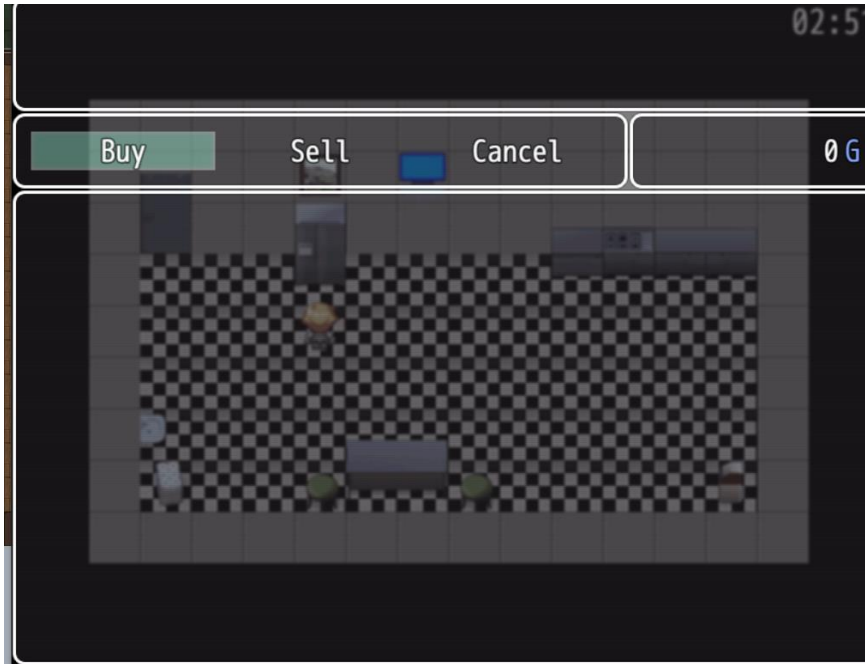


Talk to Kalina

Accept to help her find her wallet



Go to the breakroom



Buy a cherry cola



Search the dustbin for Kalina's wallet.

Bring it back to her. Talk to her again and she sends you to Nadia.

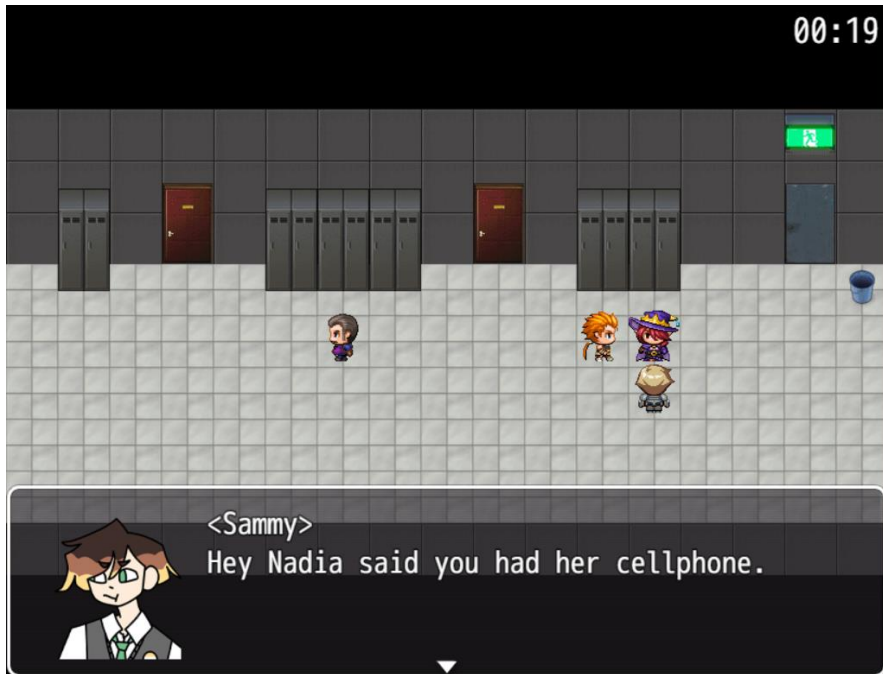
Nadia



Go to classroom C



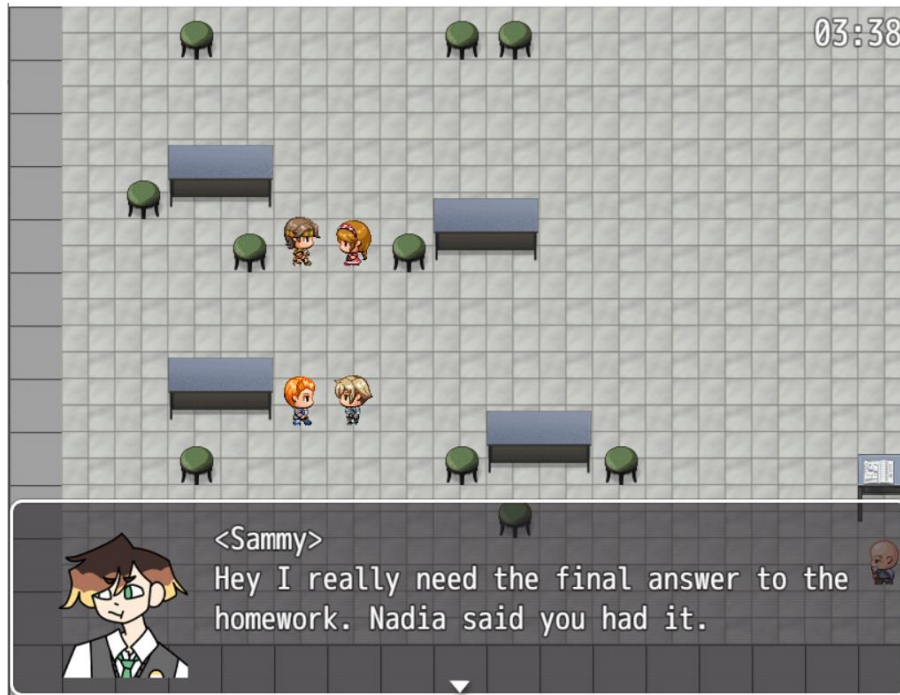
Talk to Nadia



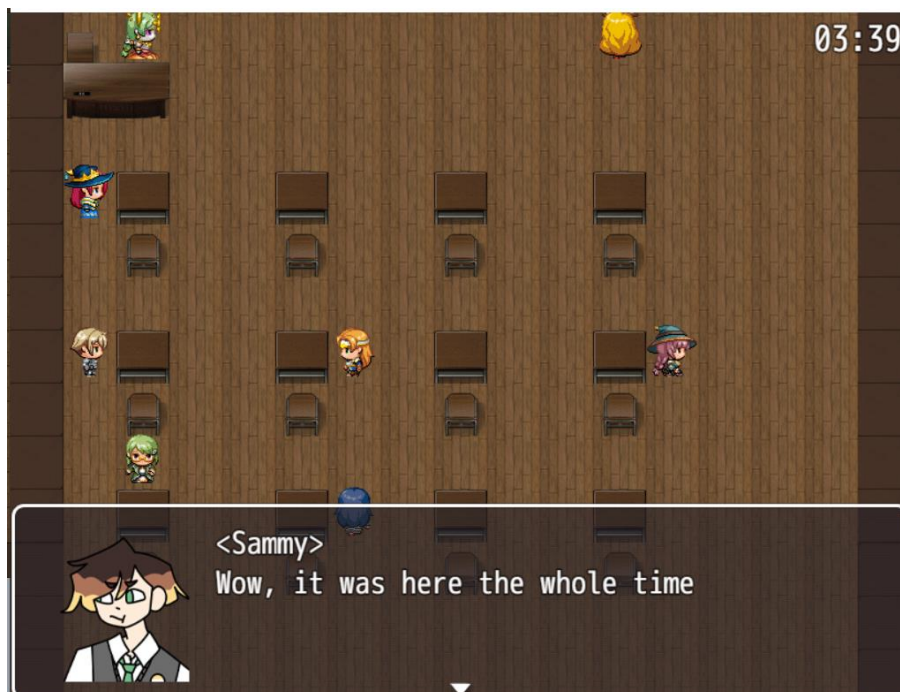
Get Nadia's phone by Wanda.

Bring it back to Nadia and talk to her, she advises you to talk to Ethan.

Ethan



Talk to Ethan



Get the homework in classroom A: second row, first table.

The End



Talk to the teacher and tell her you finished the homework.



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