

A tense situation

Where to find the game

<https://d-esl.itch.io/a-tense-situation>

Hosting the game sessions

Accessibility

English level

The game was designed for **B1 level**.

Accessibility features

Controllers: mouse, top, left, down and right arrows

The font used for the game text is adapted for learners with SLDs.

Auditory disability or deafness

There is background music along with sound effects within the game, but they are not necessary to accomplish the steps, nor are they relevant additions to the required information. The game can thus be played on mute, and students with auditory issues or deafness will be able to accomplish all the tasks without issue.

Advice for specific student profiles

Students with learning demands can use the game for its grammatical and linguistic support presented in a clear and effective manner.

Classroom organisation

Duration

Students can spend approximately 20-30 minutes to play this game **in pairs**. A **single player** needs less than 20 minutes to finish the game.

Single-player mode

Solo

The game is designed for one or two players, cooperatively.

In Group

Other students can watch the player(s), but it is advisable to have no group tasks for this game.

Multiplayer mode

Not available

Remote Play

Play as homework

The teacher can assign the multiple-choice test as homework.

Distance learning activity

The game "A tense situation" can be suggested as a distance learning activity.

Briefing

Pedagogical requirements

The students will not face a difficult vocabulary, nor do they meet a complex tense quiz. They simply need to have fundamental **knowledge of different tenses**.

Explanations to give before playing

To avoid frustration, it is advisable to play the game after the students have assimilated the tenses in English.

Emotional security and other warnings

The game uses clever play-on-word devices to arouse amusement and laughter, with no intention to involve emotional distress (e.g. counsellors Chimp and Zee, jockeys Provi and Dence, horses Brea and Kaleg).

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

The game competition relies on a 10-question quiz for each player. Whoever reaches the finish line is the winner and receives the king's appreciation and virtual honours.

Lesson plan using the in-game content learned

Cultural hint: The teacher can indulge in research on ancient sports and suggest an **interdisciplinary activity** based on this topic. For example, the students are introduced into the ancient history of Greece where spectators with chariot races, horse races, wrestling, running etc.

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

A debriefing session can be organised after the game to highlight best parts or less enjoyable moments, especially those referring to grammar errors.

As a homework, the students can do research work and realise a **horse racing project** (e.g. focus on ancient sports). If the students feel confident in their writing skills, they can indulge in **literary parallels** (e.g. between the king in the game and Shakespeare's "King Lear").

The game

Context and story

Plot

A king in an ordinary kingdom (apparently) addresses his people to inform them about the dispute between his two counsellors, Chimp and Zee, regarding the correct use of tenses. Two jockeys (Provi and Dence) will ride two horses (Brea and Kaleg) and each correct answer means advancing one step.

There is a numerous and cosmopolitan audience waiting for the final verdict, considering that Both jockeys and horses have **intensely** trained for this competition.

Informative note: The teacher may wish to introduce 'Gulliver's Travels' as a famous example of irony and humorous dispute in literature.

Lore – game world

The game exploits the recurrent theme of horse racing; are many such games nowadays, where players can compete for top rewards. Yet, the atmosphere in this game mixes humour and learning at the same time, creating a relaxing atmosphere for all the students.

Characters

Protagonist(s)

- The King



The king embodies the wise monarch who, instead of solving his counsellors' 'tense' dispute at the court, he openly presents it in front of his subjects. Kings are memorable fictional characters in films, video games, cartoons and literature. Our game's king seems to look down on his people from the very words he speaks: "my dear subjects... and objects". He praises the horse racers and their training to achieve much knowledge in tenses. Moreover, his rewarding system is balanced and unanimously accepted.

Gameplay

Gameplay 1: A tense race

Description

Two horses under the command of two trained royal jockeys participate in a knowledge competition based on the use of correct tenses. They have funny names which make meaning together (e.g. the horses' names are Brea and Kaleg). If there are winners, each contestant will receive a reward. If not, the spectators will be the only beneficiaries for watching a great race.

The quiz contains 10 questions for each contestant and a total amount of 20 questions which reflect **different uses of tenses**.



Pedagogical impact

The main **learning objectives** of the game rely on the **correct use of tenses**. In-game evaluation relieve a lot of pressure than testing students in common English classes. The worksheets for Player 1 and Player 2 may be accompanied by a **marking scheme** for quantifying tense assimilation.

TENSES IN ENGLISH



PLAYER

1

1. **The prince the forest to look for the witch.**
 - a. enters
 - b. is entering
2. **As soon as the ship the port, its dangerous cargo will be unloaded.**
 - a. will reach
 - b. reaches
3. **Who the present ruler of England?**
 - a. is
 - b. was
4. **He to pay you for his ticket yesterday evening.**
 - a. has forgotten
 - b. forgot
5. **..... down all the exercises yet?**
 - a. Have you written
 - b. Had you written
6. **How many cups of coffee yesterday?**
 - a. have you drunk
 - b. did you drink
7. **He on the floor for ten minutes.**
 - a. lays
 - b. has been lying
8. **He across the bridge when his hat blew off.**
 - a. was walking
 - b. walked
9. **When the phone I was having a bath.**
 - a. rang
 - b. has rung
10. **She the book before Peter entered the house.**
 - a. read
 - b. had read



TENSES IN ENGLISH



PLAYER 2

1. **He usually wakes up at 6 a.m., but today he at 8 a.m.**
 - a. wakes up
 - b. is waking up
2. **Don't count your chickens before they hatched.**
 - a. are
 - b. will be
3. **The book on the floor.**
 - a. has just fallen
 - b. will just fall
4. **My little brother me to help him with his homework.**
 - a. was wanting
 - b. wanted
5. **I haven't spoken English**
 - a. since 2010
 - b. since ten years
6. **How long English?**
 - a. have you learnt
 - b. have you been learning
7. **Columbus America many years ago.**
 - a. is discovering
 - b. discovered
8. **I took another cake when you looking.**
 - a. weren't
 - b. wasn't
9. **He sitting in the garden when the house fell down.**
 - a. was
 - b. is
10. **They asked me if I learning English for two years.**
 - a. have been
 - b. had been



The teacher should introduce the new vocabulary as well. The translation in native language will be provided after contextualising the words in English structures, to help students grasp the meaning in target language.

Words and phrases	Translation
humming	
lush	
to gather	
to address (someone)	
counselor (Am. E.), counsellor (Br. E.)	
dispute	
extensive	
to render	
capable of	
lane	

Roadmap and solutions

Level 1: A tense race

The game is calm and soft to play and represents a great tool for students who want to relax and learn at the same time. The game relies on a quiz which measures the knowledge of a mix of present, past and future tenses. Irony and humorous linguistic structures are going to accompany the players throughout the game, thus contributing to its effectiveness.

QUIZ ANSWERS	
PLAYER 1	PLAYER 2
1 a	1 b
2 b	2 a
3 a	3 a
4 b	4 b
5 a	5 a
6 b	6 b
7 b	7 b
8 a	8 a
9 a	9 a
10 b	10 b

Sources:

RPG Maker MV assets; www.canva.com



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