



Pedagogical sequence/Introductory sheet

A tense situation

This document will help you understand the game's content better. For each level of the game, you will have a list of vocabulary and tips to help you if you struggle at any point.

If these tips are not enough and you still feel lost, you can refer to the full game guide in the annex of this document.

Overview








Synopsis

It is a simple but entertaining game for **one or two players** who want to measure their knowledge based on English tenses. The author used a double-word meaning title, as "tense" refers to either the grammar category targeted or to the nervousness during a race event. Yet, the game offers a relaxing atmosphere and no challenging mechanics.

The **main objective** refers to tense revision and vocabulary acquisition while enjoying the humorous linguistic and situational clichés.

- **Linguistic level: B1**

Controls

			
Move	Left click	← ↑ ↓ →	 tap where you want to go
Select (talk, take objects...)	Left click	Spacebar	 tap
Menu	Right click	Esc	 or 

Level 1: A tense race

Understanding the text

Vocabulary and test quiz

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

Before starting the game race, this **tenses diagram** below helps you recognise and use them correctly. Take a few minutes to go through the cells and pay attention to the structure, use and time expressions.



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



Understanding the game

What is happening?

One day, an ordinary 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 Kaleb) and their competition speed will be recorded after each correct answer offered by the players.

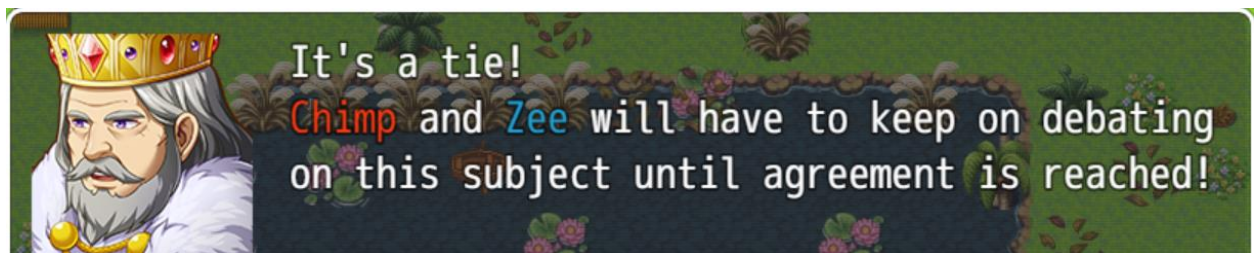
There is a numerous and cosmopolitan audience waiting for the final verdict. Both jockeys and horses have **intensely** trained for this competition.

Informative note: horse racing is an ancient sport involving horses ridden by jockeys. It is one of the most appreciated sports in Great Britain, introduced by the Romans who settled here. The betting (wagering) industry is highly developed in the country and an important funder of the sport.



What you should notice

Each horse advances one step after a correct answer. There are 10 questions for each player to answer. If they win, the horses receive carrots and the jockeys the king's appreciation. If both horses are declared winners, they should reach an agreement.



Tips

Dear horseracer, do not get discouraged! If you don't know the answer yet, you still have the chance to win!

Annex: Full game guide

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 funny 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



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