



Player's guide

Be Safe On The Road

Welcome to “**Be Safe On The Road**”, a fun and educational game designed to help you practice reading and learn new words related to the road and its rules. In this player's guide, we'll walk you through the game, its objectives, and provide tips for a successful gaming experience.

Overview


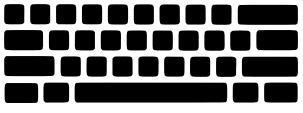
Synopsis

The game takes place in a driving school where a teacher, Professor John, is having theory classes to teach some rules to be respected on the road. Therefore, the core of the game is not plot development, but content learning: students will gradually be led to learn some basic rules they need when driving a vehicle on the road.

The game has **two objectives**: while learning about how to behave correctly on the road, the player will review how to use **modal verbs** correctly: only completing the sentences with the correct modal verb, in fact, they will be able to consider the sentences content and **reflect on the rules** to assimilate them.

- **Linguistic level: B1**

Controls

		
Move	Left click	
Continue (sometimes both)	Left click	e
Select answer	Left click	e

Understanding the text

Vocabulary and quizzes

Words and phrases	Translation
Rules	
Thanks to	
Topic	
(to) range	
Pedestrian	
Speed limit	
Keyboard	
Capital letter	
(to) behave	
Alcohol limit	
License	
Safety distance	

Speed	
Last but not least	

Annex: Full game guide

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 goal of the game is to practice reading and learn new words related to the road and its rules, while reviewing modal verbs. There's no time limit, so players can take the time they need.

The driving school teacher, Professor John and his students are in a classroom. The game opens with him introducing himself and the game to his students: he explains who he is, what they are going to do presenting briefly the driving school curriculum; then he continues giving instructions on how to play the game:

- When the player finds a blank space, they have to click on it and write – no capital letters are known by the game, so they will be considered like a mistake!
- Please remember not to type any space after the last letter, this would be seen as a mistake as well!
- To go on after writing or choosing an answer, the player will have to perform a double action: left-click on any point on the screen outside the quiz window + “e”.
- To choose the right answer, the player will left-click on it, then select “e” to go on.
- When you find message boxes, simply left-click to go on.

Solutions:

- In most of the European countries, the alcohol limit is 0.0 g/L, so you **can't** drive if you have drunk something strong.
- If you are driving, how many glasses of wine **can** you drink? **0**
- Therefore, you'll **have to** respect the limit if you want to keep your license.
- Now we are going to talk about crosswalks: these are the zebra lines painted on the ground that **must** be used by pedestrians crossing the street. So, when a person is on a crosswalk, you **have to** stop your vehicle to let them pass.
- If a car is arriving, while a person is crossing the street using zebra crossings, who has the right to cross? **The person**
- When someone who is going to cross the street hasn't begun yet, you will **have to** stop your vehicle as well.
- So, if there is an old man trying to cross a road but he has not arrive at the crosswalk yet, what do you **have to** do? **Stop your vehicle.**
- Last but not least, we are talking about the safety distance between two vehicles. You **should** know the formula to calculate the safety distance: $(\text{speed}/10)^2$, even if making calculations while driving **may** be difficult...
- If a vehicle is going at a speed of 50 km/h, what is the safety distance?
25m



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