



Pedagogical sequence/Introductory sheet

# Be Safe On The Road

## Where to find the game

<https://gd.games/instant-builds/89a12017-6251-4485-b23e-41a68710363c>

## Hosting the game sessions

### Accessibility

#### English level

Students should have skills at A2/B1 level.

#### Accessibility features

Accessibility to the game is very easy: it can be played using the arrows on the keyboard and left-clicks.

### Advice for specific student profiles

Students of all ages can easily play the game, including dys-students; however it is maybe mostly suitable for students up to the first two years of secondary school; after that it can be used by students who may have happened to fall behind and need to catch up with their classmates. Students with dyslexia shouldn't feel the need to rush at any point in the game, they should take their time reading through the text, there is no time limit.

## **Auditory disability or deafness**

The background music that accompanies the player is not necessary to accomplish the steps and complete the game. Therefore it can be played also in silent mode.

## **Classroom organization**

### **Duration**

The game should take about 10/15 minutes, according to the player's ability to follow the instructions, use the modal verbs and complete the quizzes.

### **Single-player mode**

#### **Solo**

One student can play the game, but he/she can play it with other students to make it faster.

#### **In Group**

See who can finish the game with the least mistakes.

### **Multiplayer mode**

Unavailable. However, a challenge can be organised for students playing the game at the same time at different stations to see who can finish it the fastest.

### **Remote Play**

#### **Play as homework**

The game can be played as homework for Driving School.

## **Distance learning activity**

The game can be played as a distance learning activity after a basic introduction by the teacher, who should check that students are familiar with the necessary vocabulary needed to solve the quizzes.

## **Briefing**

### **Pedagogical requirements**

To accomplish the game, students should be familiar with modal verbs, that is B1 level; but to fully understand the dialogue and the quizzes they will need some quite specific vocabulary concerning driving rules, which makes the game more challenging.

### **Explanations to give before playing**

The goal of this game is to practice reading, to review modal verbs and learn some new vocabulary concerning road rules. Before playing the game students should be able to use modal verbs properly, so reviewing the different form use would be advisable depending on the class.

### **Emotional security and other warnings**

The videogame is basically interactive and enables students to impact the game without any anxiety. After the first couple of sentences, the player can identify with the protagonist, which should help them plunge into the situation and be more concentrated, so that they are able to accomplish the requests quite easily.

## Follow-up and Post-play activities

### **Evaluation: score analysis or resolving difficulties encountered**

There is no final score on how the player perform, but they can end the game only if they understand all its points.

### **Lesson plan using the in-game content learned**

Different lesson plans can be developed from playing the game.

Language lesson plans:

- Reviewing modal verbs;
- Reading conditional sentences;
- Understanding rules.

And much more....

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

At a B1 level students should be able to write in many forms:

- An article for a school magazine to tell about their learning experience through a videogame;
- A review of the game;
- An email to a friend telling about a specific topic regarding the game experience;
- Etc... according to the situation or the topic the teacher needs to get covered.

# The game

## Context and story

### Plot

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.

### Lore – game world

The game world is game-like, but it recalls a realistic situation. There is very little action, but the interest lies in its content: adolescents can find it interesting and useful if they want to learn some rules necessary to be able to behave properly on the road – for example if they drive their motorbike – because at the same time it may help them review modals, which are usually a challenging topic, especially for DSA students.

## Characters

### Protagonist(s)



Professor John is the driving school teacher the player interacts with.

There are other figures on the screen, but they don't perform any other action.

### Game objectives

Answer Professor John and complete the game.

# Gameplay

## Gameplay: Interactions

### Description



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.



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