



Pedagogical sequence/Introductory sheet

The Cooking Planet

Language level	A1 & A2
Skills	Reading & listening (the text has voiceovers)
By the end of the sequence, students will be able to...	Understand and identify basic kitchen utensils and ingredients. More specifically, they will have to explore a recipe for Waffles.
Inclusiveness	The game is inclusive and adapted for students with Specific Learning Disorders (SLDs) - see the accessibility section of this document
Operating system	Web browser (any device with access to the internet)

Where to find the game

The game was created on Genially and can be accessed at the following address:

<https://view.genial.ly/65266d559d3bc200111c28e0>

Hosting the game sessions

Accessibility

English level

The game is accessible to **A1** and **A2** levels. With the click of a button, students can see the translation of what is displayed on the screen, either in French, Italian, Romanian or Macedonian (the languages in the D-ESL project partnership).

Accessibility features

The in-game font is adapted for learners with specific learning disorders (sans-serif, aligned left, large size, contrast).

Moreover, dialogues are available as text and audio – generated with a text-to-speech tool (<https://ttsmp3.com/>).

Auditory disability or deafness

Background music and voiceovers are present in the game to contribute to its atmosphere. However, no game information necessary to finish the game is provided solely by sound. The whole game can, technically, be played muted, without causing any issue.

Students with dyspraxia

The game is playable with mouse clicks or finger taps if the player's device has a touchscreen. All clickable elements were designed to be large enough not to cause unnecessary difficulties to be targeted and clicked.

Advice for specific student profiles

Make sure that students who would need it understand that they have access to the translation in the scene by clicking on the following icon, at the top-left corner of the screen.



Figure 1 - Icon to display the translations in the game.

Classroom organisation

Duration

The game should take between **10 to 15 minutes to complete**.

Single-player mode

Solo

The game is designed as a solo game, therefore it's better if each student has access to a device.

In Group

There is no multiplayer mode for this game. However, students can play in small groups of 2 (or 3) on the same device. Then, make sure that every player participates in the activity.

Play as homework

You could also ask students to play this game at home and, if the level of your students is adapted, to write a short report about it. Considering the level of your

students, you could prepare worksheets based on countable and uncountable words, using the game vocabulary.

Make sure that students are aware of the expected duration of the game, so that they can manage their time accordingly.

Briefing

Pedagogical requirements

The game is tailored for **A1 and A2 learners**. However, in the game dialogues, they may be exposed to more complicated vocabulary. Important words of vocabulary are bolded, and players can click on the translation icon to have the translation in French, Italian, Macedonian and Romanian.

Explanations to give before playing

Explain to your students that:

- they are going to play a game that will make them practise their English;
- The language should be in keeping with their level, but they have access to the translation if they need it;
- the game covers food, including ingredients and kitchen utensils.

Emotional security and other warnings

The game should not have strong emotional triggers.

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

There is no final score of how the players performed at the end of the game. However, any time students make mistakes, they receive direct feedback indicating what was wrong or what was good.

You can ask your students what steps felt the most difficult for them and why. It may help them identify their own language difficulties and make them aware of what they should focus on.

Lesson plan using the in-game content learned

Prepare your students before the game session, to make sure that they have the basic skills to understand the basics of the story.

Not all the vocabulary needs to be extensively covered before the game session, because the vocabulary is explained during the game, repeated several times and translations are available. However, preparing students for the topic of cooking will ease the learning experience.

For the game activity, a **player's guide** is available in several languages, providing basic information about the game. Students can also take notes on the guide to keep track of the learned vocabulary.

For students to fully memorize the vocabulary seen in the game, a follow-up activity making them practice that learned vocabulary is recommended.

Debrief or production based on the game session

Have a debriefing after the game session(s) to evaluate what students understood from the game.

Depending on the level of your students, if you choose to give this game as homework, you could also ask them to write a short essay about the game and what they understood of it. Alternatively, you can ask them to fill out a worksheet based on countable and uncountable nouns with game vocabulary.

The game

Context and story

Plot


Students play a human character that is mysteriously lost in space. The player meets an invisible character who wants to help them go back to Earth but doesn't know where Earth is. Fortunately, he knows a cook from the Cooking Planet who may be able to cook. But everything has a price. The cook will help the player if they help her to prepare a Belgian speciality: Liege Waffles.

Cultural hint: Liege Waffles are a beloved Belgian treat renowned for their unique texture and flavour. Unlike traditional waffles, Liege Waffles are made from a batter enriched with pearl sugar, which caramelizes during cooking, creating a sweet and crispy exterior while remaining soft and chewy on the inside. These waffles are often enjoyed warm, either plain or topped with powdered sugar or melted chocolate. Originating from the city of Liege in Belgium, they are a delightful indulgence appreciated by both locals and visitors alike.

Lore – game world

Some parts of the game happen in space, the other parts in the kitchen of the cook on the Cooking Planet.







Characters

	<p>The cook</p> <p>She is willing to help the player go back to Earth, but only if they help her prepare a human, Belgian speciality: Liege Waffles.</p> <p>With the audio, she has an American accent.</p>
	<p>Brian, the invisible space friend</p> <p>He's the character who directs the player towards the cook.</p> <p>With the audio, he has a British accent.</p>

Gameplay

Gameplay 1: General controls

The game is a Genially presentation. Players will simply need to click on buttons to interact with the game. It can work with a mouse or with tactile input if the device the student is playing on allows it.

		
Interact with the game elements	Left click	 tap
See translation (French, Italian, Macedonian and Romanian)		
Replay a voiceover		
Highlight interactive elements on a page		

Gameplay 2: Multiple Choice Questions (MCQs)

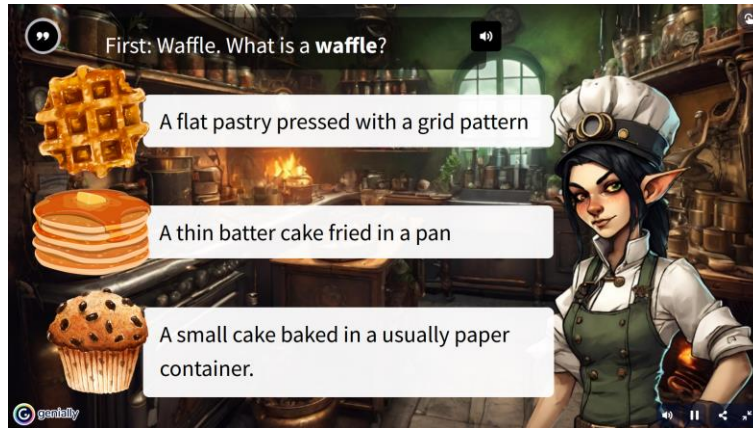


Figure 2 - Screenshot of "The Cooking Planet" gameplay.

During the game, students are asked a few Multiple Choice Questions (MCQs), with text and images.

Gameplay 3: Drag and drop to fill a text

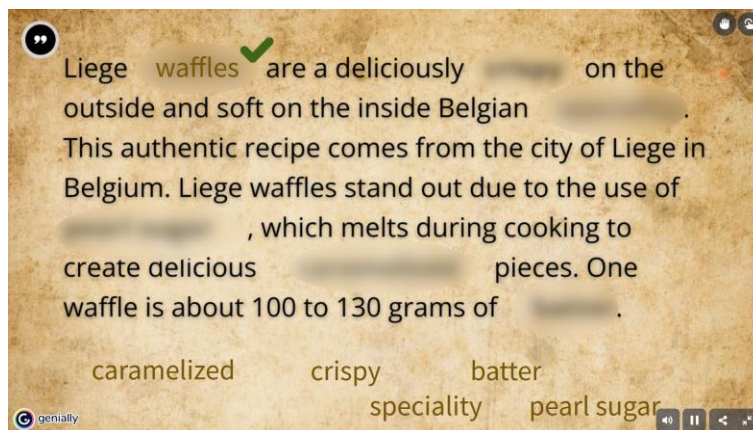


Figure 3 - Screenshot of "The Cooking Planet" gameplay.

For one activity, students will fill a text with gaps, by dragging and dropping the correct words where they are supposed to go.

Gameplay 3: Click on the right picture



Figure 4 - Screenshot of "The Cooking Planet" gameplay.

Students will be faced with activities where they have to click on the right pictures that correspond to elements on a list of items.

Pedagogical impact

These various gameplays are designed to offer an entertaining experience, while repeating the seen vocabulary. Students will read and listen to the vocabulary words, which will be contextualised and seen several times throughout the game.

Roadmap and solutions

Phase A – In space

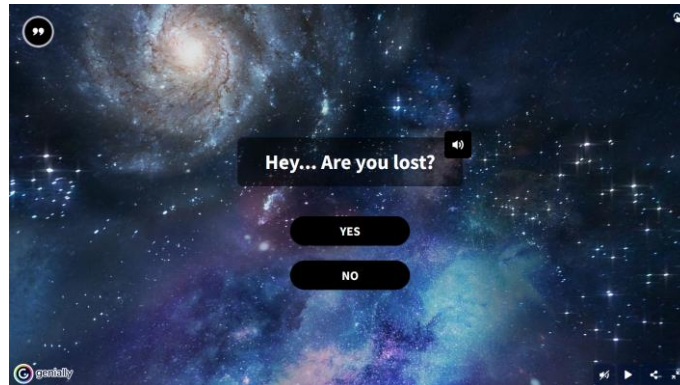


Figure 5 - Screenshot of "The Cooking Planet" gameplay.

The player meets an invisible character in space. They discuss together with the use of buttons.

The player's goal is to go back to Earth. The invisible character doesn't know where the Earth is, but is willing to help. He will take the player to someone who should know where the Earth is.

Phase B – In the cook's kitchen on the Cooking Planet

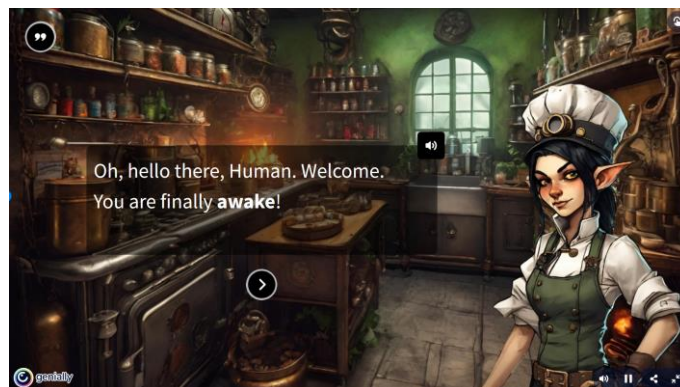


Figure 6 - Screenshot of "The Cooking Planet" gameplay.

The player falls asleep, is brought to the cook on the Cooking Planet and awakens in her kitchen. She will help the player. But first, the player has to help her bake Liege Waffles.

She will make sure that the student knows what they're doing by asking questions.

Phase C – Back in space

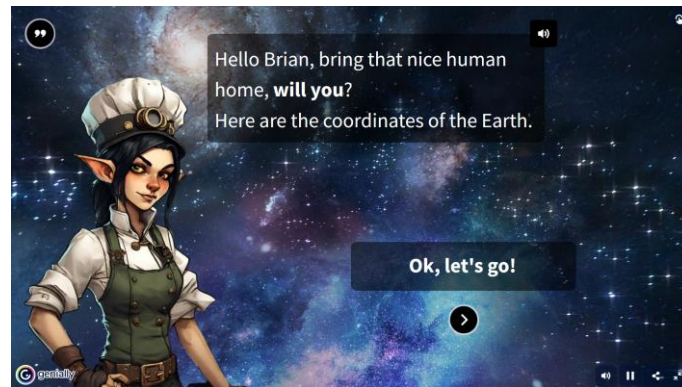


Figure 7 - Screenshot of "The Cooking Planet" gameplay.

The cook brings the player back to space to meet their common invisible space friend. She tells him where the Earth is, and he takes the player back home.

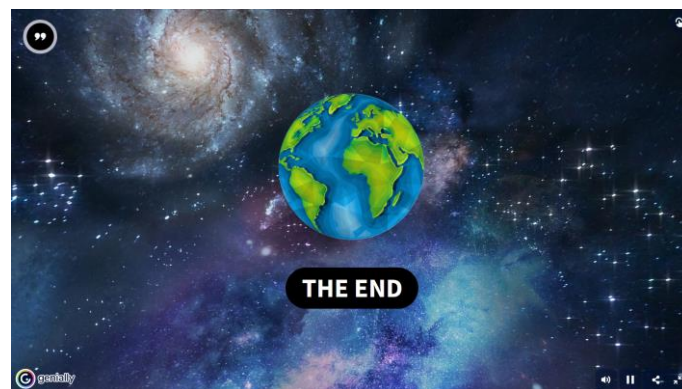


Figure 8 - End screen of "The Cooking Planet"

References

Images

- Nebula : Image by Alex Myers from Pixabay
- Planet icons, Chef icons and Painting icons created by Freepik – Flaticon
- Scooter icons created by Vectors Market – Flaticon
- More images generated with Canva, or from their stock library

Music and sound effects

- Drone Space: Music by Zakhar Valaha from Pixabay
- Epic hybrid logo: Sound Effect by Ivan Luzan from Pixabay
- Pop: Sound Effect from Pixabay

Voices

- "UK Brian" and "US Ivy", Made with ttsmp3.com, Powered by AWS Polly

Definitions

- Definitions adapted from wiktionary.org

Recipe

- "Authentique Gaufre de Liège de la Confrérie de la Strème", Yumelise.fr
<https://www.yumelise.fr/authentique-gaufre-liege/>

Genially addons

- DND and BRIAN from S'CAPE Enepe, <https://scape.enepe.fr/?page=art640>



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