D-ESL

Pedagogical sequence/Introductory sheet

The Engineering Planet

Language level	A2 – B1
Skills	Reading & listening (the text has voiceovers)
By the end of the sequence, students will be able to...	Understand a basic conversation with a mechanic about vehicle breakdown ("dead battery", "leak", "damaged wiring", ...).
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/65a00babde33e2001502bfef

Hosting the game sessions

Accessibility

English level

The game is accessible to **A2** and **B1** 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 (elevenlabs.io).

Colourblindness

There is no need to be able to see colours to finish the game, so it should not be a problem for colour-blind students.

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 about **10 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. 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 **A2 and B1 learners**. Important words of vocabulary are bolded, and players can click on the translation icon to have the translation in French, Italian, Macedonian and Romanian at any time.

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 the topic of vehicle repair with a mechanic. In the game, the vehicle to repair is a spaceship, but the vocabulary was chosen to work with cars as well.

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 useful 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 in-game. However, preparing students for the topic may 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 memorise 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 to evaluate what students understood of the game.

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.

The game

Context and story

Plot

Although the game can be played completely independently of "The Cooking Planet" and "The Art Planet", it is a follow-up of what happens in these two games.

In this last game in the series, the player and William, the artist and owner of their spaceship, had to make an emergency landing on a nearby planet: the Engineering planet. Their engine is making a lot of strange noise and needs to be repaired. The player has to find a mechanic who will agree to repair the ship.

Lore – game world

Parts of the game happen on the outside of the Engineering Planet, while most of the game occurs as a discussion with the mechanic in her repair shop.

Characters

	The artist, William William is an artist from the Art Planet. He is nostalgic about Earth and has agreed to bring the player back to Earth in his own spaceship.
	The Mechanic She claims she is the best mechanic on the planet. She agrees to help them because William is a long-time customer of hers.

Gameplay

Gameplay 1: General controls

The game is a Genially presentation. Players will simply need to click (or tap) 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	👆	

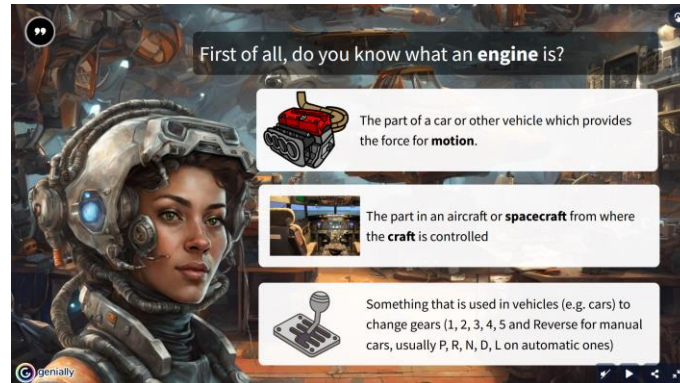## Gameplay 2: Multiple Choice Questions (MCQs)

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

During the game, students are asked a few MCQs, with text and images.

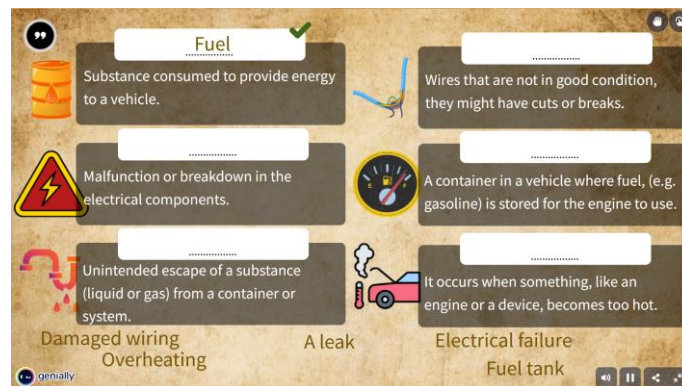## Gameplay 3: Drag and drop to fill a text

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

Students will be asked to drag and drop the correct words where they are supposed to go.

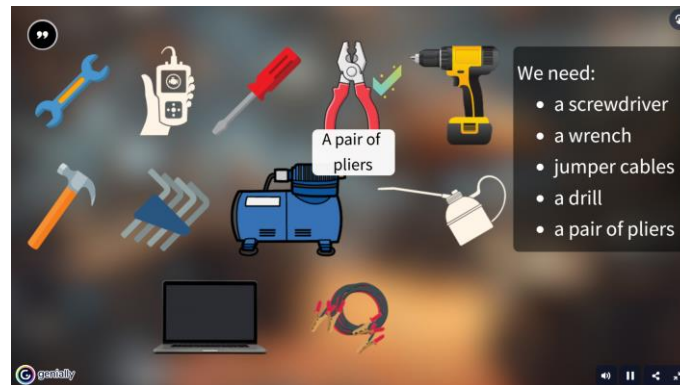# Gameplay 3: Click on the right picture

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

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

Pedagogical impact

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

Roadmap and solutions

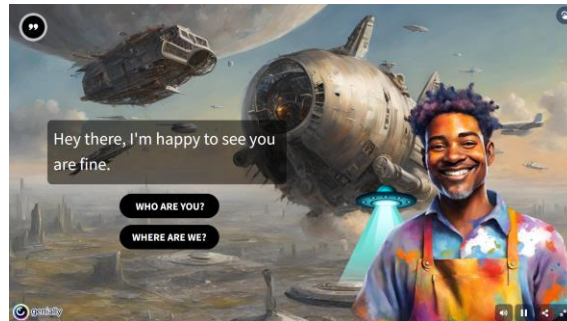## Phase A – The Outside of the Engineering Planet

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

William talks with the players and explains their situation: their spaceship engine was making ominous sounds, and William had to land in Emergency on a nearby planet, the Engineering Planet. During the emergency landing, the player lost consciousness. The player has to find a mechanic who will agree to repair the ship before they can go to planet Earth.

Phase B – In the mechanic's repair shop

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

The player meets the mechanic and discusses with her. She explains many things about repairing a vehicle, the sort of breakdown that can occur and the power

sources that can be used. When the player knows more, she asks for some help to get her tools to repair the ship.
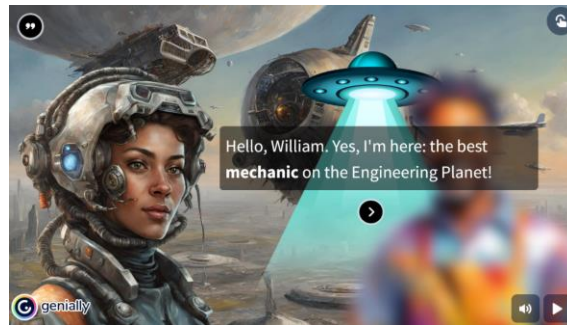
Phase C – Back on the outside

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

The player and the mechanic go back outside to William and the ship. The mechanic takes a look under the hood of the broken-down spaceship. She identifies the problem: a small leak and an almost dead battery. She repairs everything and William and the player are finally able to leave for planet Earth.

Figure 8 - End screen of "The Engineering Planet"

References

Images

- Nebula : Image by Alex Myers from Pixabay.

- More images generated with Canva, or from their stock library.

Music and sound effects

- A long way: Music by Serge Pavkin from Pixabay .

- Construction site: Sound effect by and from Pixabay.

Voices

- Lily and Chris, generated from Elevenlabs.io

Definitions

- Definitions adapted from wiktionary.org .

Genially addons

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