

Pedagogical sequence/Introductory sheet

Wanderer's Memories

Where to find the game

<https://mega.nz/file/IIEmSAob#Y1rZduU7kFCUuxqbMfntU1inxxbJqk6VupuurG4bVx>

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Hosting the game sessions

Accessibility

English level

A2 is all that's needed to play the game.

Accessibility features

For learners with specific learning disorders:

The text is easy to read, the font size for all text is big and the font being used is Arial.

No usage of underline or italic.

Advice for specific student profiles

No.

Classroom organisation

Duration

The game will take 10 minutes at most to complete.

Single-player mode

Solo

They only need to launch the game through its executable, the game has a short tutorial that explains what the game is about and how to get through the levels.

In Group

The game can't be played with a group of students.

Multiplayer mode

None

Remote Play

Play as homework

It can be given as homework and those with specific learning disorders can play the game without requiring any help from others.

Distance learning activity

Students can practice vocabulary using the game at home and a teacher can guide them through an online voice call.

Briefing

Pedagogical requirements

The game is made for A2 learners, it's preferable that they have access to a vocabulary list for A2 level learners since the game is based around knowing the names of items.

Explanations to give before playing

It would help if the students attempted to memorize a list of words before playing the game.

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 isn't any evaluation in the game, however a teacher can try to evaluate their ability to recall newly learned words depending on how fast they finish the game.

Lesson plan using the in-game content learned

Go over commonly used words for A2 learners.

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

If applicable.

The game

Context and story

Plot

Wanderer is our main character, he wakes up with memory loss, he travels the world in an attempt to recover them.

Lore – game world

There are ruins which seem to be able to move people or objects across large distances.

Characters

Protagonist(s)

- Wanderer

Someone who has memory loss, he goes on a search trying to recover his memories.



Gameplay

Gameplay: Puzzle solving

The player in every level has a puzzle to solve, they can move around with the arrow keys, to get through the levels they must find an item and know what it is and use its name as a choice to get to the next level.

Movement using arrow keys on the keyboard, clicking the correct button with the final object's name to get to the next level.

Pedagogical impact

The player must collect items and know their names.

Roadmap and solutions

Level 1:

Player steps on the ruin and a button appears, they simply have to click it to get to the next level.



Level 2:

The player needs to go and open the chest, after opening it a necklace will appear, the choice for this level is "Necklace".



Level 3:

The player first needs to get the boots hidden under a tree, after that they need to get through the mud, they'll get the shiny object which turns out to be an emerald, as mentioned before the choice is just the name of the item, for this level it's "Gem"



Level 4:

The player begins by reading the note which says to dig behind the house, to do this they need to get the shovel, after which they go behind the house and dig up a watch, the choice for this level is "Stopwatch"



Level 5:

For this level they simply have to walk to the ruin and put in the objects, each object will have its own silhouette so it can be recognized where to put them. The one on the left is a gem, the top one is a necklace and the one on the right is a stopwatch.



Sources:

The entire game is realised with GDevelop, its assets and itch.io assets.



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