

Pedagogical sequence/Introductory sheet

# Cooking Adventure

## Where to find the game

<https://d-esl.itch.io/cooking-adventure>

## Hosting the game sessions

### Accessibility

#### English level

A1/A2

#### Accessibility features

No specific accessibility features.

### Advice for specific student profiles

No recommendations for students with difficulties or accessibility challenges.

### Classroom organisation

#### Duration

5-10 minutes

## Single-player mode

### Solo

Just follow the story and plot.

### In Group

Compete who finishes the game faster

## Multiplayer mode

None

## Remote Play

### Play as homework

Could be played as a homework if the class feels there is a need.

### Distance learning activity

No recommendations.

## Briefing

### Pedagogical requirements

Just brief English knowledge

### Explanations to give before playing

The game is pretty easy and straight forward. Just follow the story and the plot and have fun.

## **Emotional security and other warnings**

No sensitive topics or other warnings.

## **Follow-up and Post-play activities**

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

There is no keeping score in the game.

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

Follow Zonik's directions and, if necessary, list the products separately to make it easier to complete the cooking adventure assignments.

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

Ask students to write a short essay telling the story they played.

# The game

## Context and story

### Plot

The main character lacks some ingredients to cook lunch. The story follows his adventure to the store and his challenge to pick the correct ingredients, as well as cooking the lunch when coming back home. To finish the game after eating he goes to the train station to catch a train.

### Lore – game world

There is the main character's house, the store or market, forest in the background, path that connects all these places, the train station and some decorations.

## Characters

### Protagonist(s)

- Zonin



Just a normal main character with trainers, t-shirt and brown hair.

### Companion(s)

- Shop Clerk

He helps the main character to gather the needed ingredients

# Gameplay

## Gameplay 1: RPG

### Description

Use description and screenshots if relevant.

### Pedagogical impact

It helps people learn simple English words by reading and understanding what is requested of them. The words allude to food products as well as spatial movement in order to fulfil all commitments.

### Roadmap and solutions

To begin the video game, select one of three options: new game, continue, or options.

When you select a new game, the video game begins. At the start, a character named Zonin arrives who wonders how he got to where he is. At the same time, he states that he is hungry and intends to come home to prepare some food.

In the first level of the video game, Zonin travels around the village, passing an open supermarket and a closed temple. His mission is to get to his residence, which is located in the south of the settlement. When he enters his residence, he checks the refrigerator to see what is available to prepare.

He will see that the refrigerator is empty, yet there is a shopping list on the wall. In the list, you can see that he requires the following ingredients:

- Milk, carrots, meat, fish, soda, and apples.

His next task is to go to the grocery and get the necessary items.

When he gets to the market, he should take all of the necessary ingredients. Once he has found and collected all of the ingredients designated with a yellow light, he can proceed to the cash register to pay. The salesperson will praise him for shopping with him, assure him that he made the right decision, and express his want to see him again.

Zonin will discover that the apples he requires are currently unavailable at the grocery and must be obtained from a nearby farm. After discovering the farm and selecting apples, he can go home and prepare a supper.

When he gets home, he goes to the kitchen to prepare a supper, where he already has an illuminated sign indicating where he should move. After preparing the dinner, he sits down to eat.

After lunch, which he finds quite excellent, he has go to the train station to catch a train. The train station is situated to the north of his home.

In the following scene, Zonin is at the train station, about to board the train, and declares that he had an incredible cooking adventure, which concludes the game.

**Sources:**

Any sources you used for the game assets.



## Co-funded by the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

**Project code:** 2021-1-BE01-KA220-SCH-000027783

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