

Pedagogical sequence/Introductory sheet

[Evolution of humanity]

Where to find the game

<https://d-esl.itch.io/evolution-of-humanity>

Hosting the game sessions

Accessibility

English level

~~A1~~-A2

Accessibility features

- The motion of the character doesn't require swift and fine movement. With the use of the arrow keys, the spacebar and enter key only, and with the fact the you don't need to point and click, the game is accessible for students with dyspraxia.
- Auditory disability or deafness here aren't any accessibility features.

a mis en forme : Police (Par défaut) Open Sans

a mis en forme : Police (Par défaut) Open Sans, Anglais (États-Unis)

a mis en forme : Paragraphe de liste, Avec puces + Niveau : 1 + Alignement : 0,63 cm + Retrait : 1,27 cm

a mis en forme : Français (Belgique)

Advice for specific student profiles

Try to remember the most important things that are in the game and try to remember the locations.

Classroom organisation

Duration

About 10-~~15 minutes-min.~~

Single-player mode

Solo

There is only single-player mode.

In Group

There isn't a multiplayer mode.

Multiplayer mode

None

Remote Play

Play as homework

The students can play the game at home and write down the unknown words. Then on the next class they can have to search on the internet about the unknown words and then share it with the rest of the class.Yes

Distance learning activity

For the distance learning students, they can play the game, note unknown words and contact the teacher to get help about them.Yes

Briefing

Pedagogical requirements

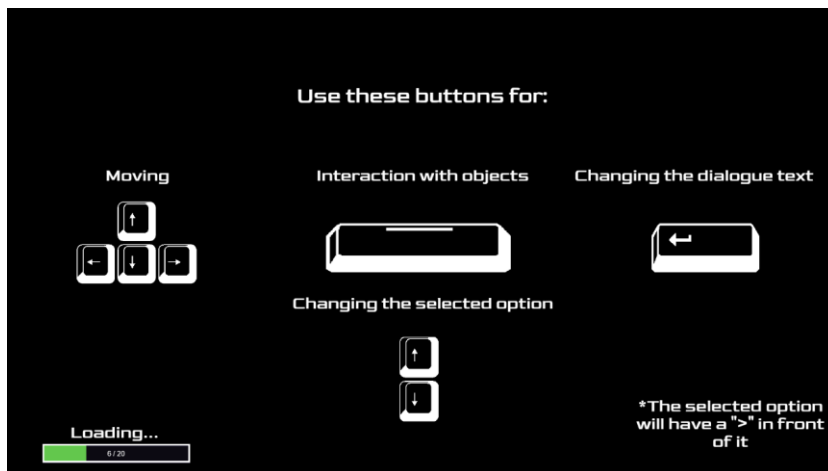
The player should have ~~knowlage~~ knowledge of at least A1+ CEFR level.

For instance:

- Exchanging greetings.
- Giving personal information.
- Giving information about objects.
- Describing places.

Explanations to give before playing

Moving keys are the arrows, interaction button is space. When there is a conversation press enter to continue to the next line of text. ESC button is for pause.



Emotional security and other warnings

There is just one scene where the player has to hunt an animal. Besides that there is none.

a mis en forme : Police :(Par défaut) Open Sans

a mis en forme : Espace Après : 0 pt

a mis en forme : Espace Avant : 0 pt, Après : 0 pt

a mis en forme : trt0xe, Hiérarchisation + Niveau : 1 +
Style de numérotation : Puce + Alignement : 0,63 cm +
Tabulation après : 1,27 cm + Retrait : 1,27 cm

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

There is a progress bar and also a politeness counter.

Lesson plan using the in-game content learned

- Write the unknown words on a whiteboard, then explain them.
- Let the students write the rest of the story using the newly learned words.
- Start a discussion about the game and it's title, what does it associate to, etc

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

- The students can write an essay about the in game experience
- The students can write an essay for the new ending of the game
- The students can write an essay about what should the next level of the game be

a mis en forme : Paragraphe de liste, Avec puces + Niveau : 1 + Alignement : 0,63 cm + Retrait : 1,27 cm

a mis en forme : Police par défaut

a mis en forme : Paragraphe de liste, Avec puces + Niveau : 1 + Alignement : 0,63 cm + Retrait : 1,27 cm

The game

Context and story

Plot

The player feels hungry and needs to eat. He/she has to go do some things for a few people and get a spear to hunt. After hunting an animal, the player has to cook and then eat the meat.

Then he/she has to go to sleep. After waking up he/she has to go, find and deliver a medicine to the ill merchant. End.

Lore – game world

The map is medieval fantasy. The starting location is in a desert, the character is a caveman that has to learn how to hunt for himself. The desert is divided in two parts separated by a river,

one of the sides has the NPCs that the player need to interact with, and the other side has the cave of the player as well as the path leading to the forest. In the forest there is the Huntress that will teach the player to hunt as well as some deers to hunt.

Characters

Protagonist(s)

- [Character name: The character does not have a name]

A unisex character.

Antagonist(s)

- [Character name]

There isn't an antagonist.

Companion(s)

- [Character name: Joe]

Genie with a microphone.

Gameplay

Gameplay 1: [Top-Down RPG type of game]

Description

This game is fun and educational.

You are hungry and want to find something to eat. You have to ~~comminuate~~ communicate with the locals and do tasks for them if you want to eat.

In the second part, you have to heal the ill merchant. Find a way to get the needed medicine and save him.



Pedagogical impact

The game has spelling tasks, tasks with remembering and following directions, the game also includes a rudeness/politeness indicator, that changes the number by the answer given by the player and it will teach them how not to be rude.

Roadmap and solutions

Level 1: Hunter gatherer



The first thing the player has to do is find the Craftsman. To get to him the player has to cross the river, go down and go to the left house.

Once the player has arrived, he/she can talk to the craftsman. The craftsman will ask the player how he can help, there is a polite answer and rude answer. The polite answer is "I need something to be made" and the rude answer is "I want to get something".

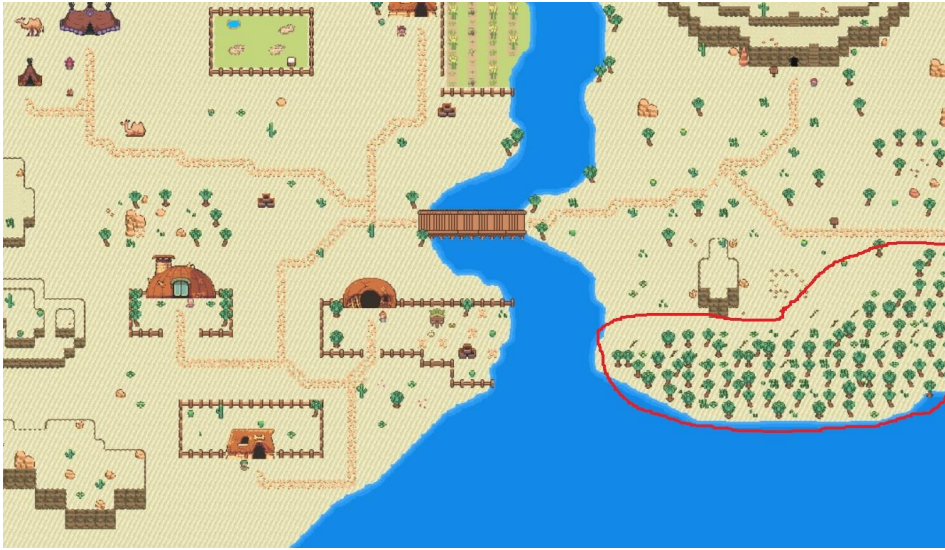
Then the craftsman asks "What do you want it to be?". There are 4 options in which of them is correct. The correct answer is the first one or S-P-E-A-R. When the player chooses the correct answer, the craftsman tells him/her what they need to get in order to make a spear.

The player can choose to ask whether he/she wants to find the stick first or the stone.

If the player chooses to find the stick first, it will give him/her a map of where a stick can be found.

If the player chooses the other option, the craftsman will tell the player that he/she can get a stone from the farmer and tell him the secret code. The secret code is "red apple".

The farmer can be found by just going up from the craftsman.



When the player gets to the farmer, there are three options from which he/she can choose. The polite answer is "The craftsman sent me to get a stone." And the rude answer is "I need you to give me a stone." Also, there is a "nothing" answer. The farmer will ask about the secret code (red apple). If the player tells the correct code, he/she gets the stone. If the player doesn't tell the correct code, the player is given a chance to try again or give up.

After gathering the necessary materials, the Djinn reminds the player to go back to the craftsman so he can craft the spear for him/her. The player gets the spear and has to ask the craftsman to teach him how to hunt.



The player can do that politely or in a rude way. The polite answer is “Thank you so much, can I ask for another favor?” and the rude way is “Can you teach me how to hunt”.

The craftsman says that he is busy, but knows someone who can teach him/her that. Then the craftsman proceeds giving the player all the necessary information’s.

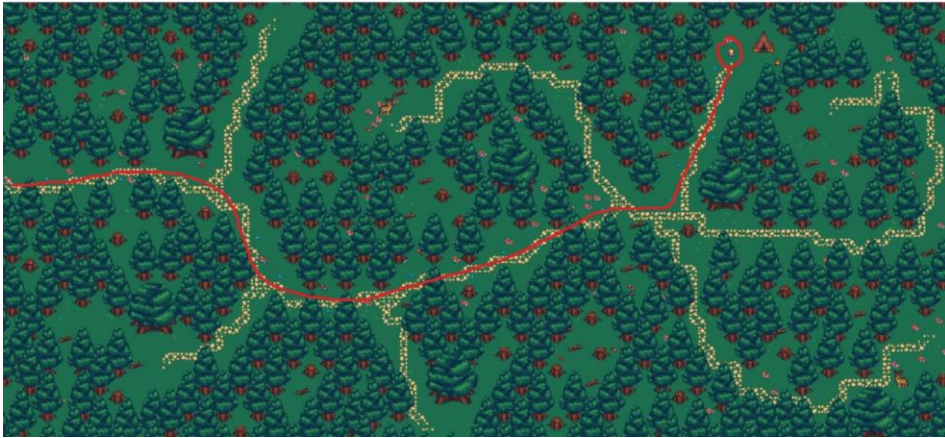
Her name is Amy and she lives in the forest. To go there the player has to cross the river and just go straight. (There is a sign that says where the forest is).



This is the end of the first level.

Level 2: Forest

When the player goes in the forest, he/she has to follow the flowers to get to Amy.



a mis en forme : Normal

Once the player arrives, he/she can talk to Amy. There are 3 options that the player can choose from. One of them is polite and one of them is rude. The polite sentence is the first one or "The craftsman told me that you ca teach me how to hunt.", the rude one is the second one or "I need some food, teach me how to hunt.". The third option is "Never mind I don't need any help". Amy informs the player how to find an animal to hunt.



When the player finds the animal and puts it down, he/she has to go back to Amy and she will tell the player to put the meat on the campfire, that's next to her. After doing all that, the player has to exit the forest using the same path and go to the cave where the game started.



That's the end of the second level

Level 3: Ill Merchant

After waking up, the player has to save the Merchant. He/she can do that by going to the Alchemist that's on the other side of the map.



There is a rude and a polite way of asking for a medicine. The first option is the rude one "Give me your medicine!" and the other one is the polite one "My friend is ill, I need some medicine quickly." The Alchemist will ask for money. The player has to ask the craftsman if he needs any help. He will direct the player to the Barmaid. The Barmaid is right next to the Craftsman.



The Barmaid will offer 6 coins for the player to go and get milk from the farmer. The player can either accept the offer or ask for more money.

When the player arrives at the farmer, there will be two ways of asking for milk. The farmer will also ask for money, but the player can harvest the crops in order to get milk. The crops are on the right of the farmer.

When the player harvests the crops, he has to give them to the farmer in exchange for a milk. The milk has to be delivered to the barmaid. The player can ask for money in a polite way “Yes, can I get my coins now?” or the rude way “Yes, give me my coins now!”. After receiving the coins, the player has to go back to the alchemist and buy the medicine.

After receiving the medicine, the player has to go to the merchant, who is located at the bottom of the map.



End of level3

End of the game as well

a mis en forme : Police :Gras

a mis en forme : Police :Gras

a mis en forme : Police :Gras

a mis en forme : Espace Après : 0 pt, Interligne : simple

Roadmap and solutions

Level X: Hunter gatherer

For the first task, first go to the craftsman, get stick from the woods, stone from the farmer (the secret code is "red apple").

For the second task, go to the forest, find amy (follow the blue flowers). Talk to Amy, find a deer which is near Amy. Come back to Amy and talk to her. Cook the meat and then eat it. Go back to the cave and enter it. After the animation go to alchemist (everyone character will tell you where she is) to get medicine. Go to the barmaid t who will forward you to the farmer to get milk. Harvest the crops and talk again to the farmer. After that go back to the barmaid give her her milk and in return she will give you the coins. Go back to the alchemist and buy the medicine. And at the end go to the merchant and give him the medicine.

Level X: Hunter gatherer

For the first task, first go to the craftsman, get stick from the woods, stone from the farmer (the secret code is "red apple").

For the second task, go to the forest, find Amy (follow the blue flowers). Talk to Amy, find a deer which is near Amy. Come back to Amy and talk to her. Cook the meat and then eat it. Go back to the cave and enter it. After the animation go to alchemist (every character will tell you where she is) to get medicine. Go to the barmaid who will forward you to the farmer to get milk. Harvest the crops and talk again to the farmer. After that, go back to the barmaid and give her her milk. In return, she will give you the coins. Go back to the alchemist and buy the medicine. And at the end, go to the merchant and give him the medicine.

Sources:

-GDevelop store: The name of the asset is “Fantasy Dreamland Desert” by EvlGames

-The songs are from pixabay

- The main manu song is called “Night of Egypt” by waelart

- The song that’s in the game is “Desert Voices” by ArtSlop Flodur

-There are some resources that are made from us.

-Other recources are gained from various websites, but it’s important to note that they are CC0.GDdevelop store, Itch.io



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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