



Pedagogical sequence/Introductory sheet

# The Crow and the Enchanted Fort

|   |   |
|---|---|
| Language level  | C1  |
| Skills  | Reading   |
| By the end of the sequence, students will be able to... | ... engage in interactive problem-solving scenarios, expand their vocabulary related to Irish mythology and folklore, and explore cultural contexts through immersive storytelling. |
| 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/65f315e70b2b100014bc4299>

# Hosting the game sessions

## Accessibility

### English level

The game is accessible to **C1** levels.

### Accessibility features

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

### 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 is 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 the objectives of the game, that they can ask you questions about it, and that they have access to **the player's**

**guide** if necessary. The player guide can be printed with or without the full solution of the game for students who would have more difficulties. We recommend that you read this guide carefully before organizing the gaming activity with your students.

## 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

**Language proficiency:** Students should have a good command of English, ideally at a **C1 level**. This will ensure they can comprehend the complex vocabulary, narrative structure, and cultural references in the game.

**Prior knowledge:** No prior knowledge is required to finish the game, but a very basic understanding of Irish mythology and folklore, including familiarization with common mythical creatures (e.g., fairies, leprechauns, merrows), deities, and their roles will be helpful.

**Vocabulary:** Students should have a good grasp of vocabulary related to family trees. Some basic knowledge of mythical creatures would also be helpful. This will aid in their interpretation of the game's narrative and interactions with various characters. Note that a list of vocabulary is provided in the player's guide.

**Cultural sensitivity:** An appreciation for cultural diversity and sensitivity to Irish folklore and mythology is a clear plus, as it will engage students more. Students should approach the game with an open mind, respecting the beliefs and traditions portrayed in it.

### 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 a vocabulary list if they need it (in the player's guide);
- the game covers the topic of Irish mythology.

## 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.

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. 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 vocabulary they have learned.

A follow-up activity that allows students to practice the vocabulary learned in the game is recommended for students to fully memorise it.

### 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 assign this game as homework, you could also ask the students to write a short essay about it and what they understood.

## The game

### Context and story


#### Plot

Tricked by a cunning crow who steals their phone, players find themselves transported to an ancient Irish fairy fort, full of magical surprises. Along the way, they encounter mythical creatures (a fairy, a leprechaun, and a merrow), who present challenges and riddles. Solving these puzzles leads to the collection of stone pieces with a letter carved on them, each revealing a part of the crow's name. As players progress, they learn about Irish mythology and folklore. The game concludes with a revelation of the crow's true identity.

#### Lore – game world

The game transports the player in the realm of the Irish mythology.

### Characters

|   |  |
|---|--|
|  | <p><b>The Crow:</b> A mysterious and cunning creature who tricks the player into following them and steals their phone, setting the player on a path of discovery and adventure.</p> |
|---|--|



**The Fairy:** Playful and mischievous, the fairy enjoys hide-and-seek games with her friends. She holds one piece of the magic stone and offers it in exchange for the player's help.



**The Leprechaun:** He possess a stone piece and challenge the player to find 5 hidden snakes and 5 hidden clovers in his room.



**The Merrow:** A captivating green-haired merrow who seeks a way to stay out of the water and explore the world. She needs help deciphering a carving in her cave, which holds the secret that will allow her to fulfil her dream.







**The Morrigan:** The true identity of the crow, a powerful Goddess of war, fate, and death. She takes on the form of a crow, symbolizing her shapeshifting abilities.

# 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 |
| Highlight interactive elements on a page |  |  |

## Gameplay 2: Enter a word, or a letter

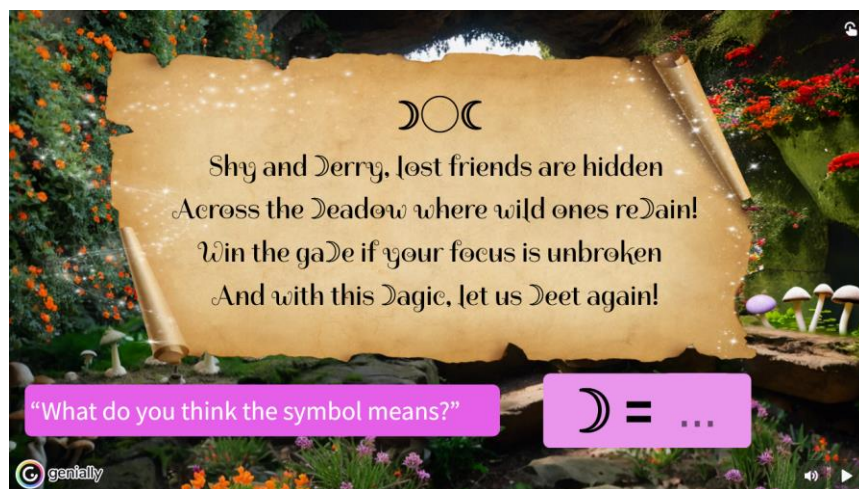


Figure 1 - Screenshot of "The Crow and the Enchanted Fort" gameplay.



Sometimes, students will be asked to enter a word or a letter. In the screenshot above, students should enter "M" and then hit the "Enter" key on their keyboard.

### Gameplay 3: Click or tap to find hidden elements

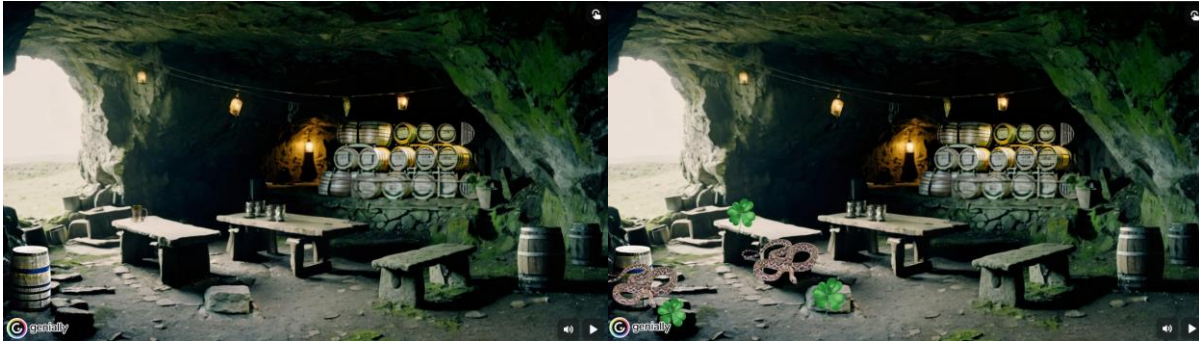


Figure 2 - Screenshot of "The Crow and the Enchanted Fort" gameplay.

Players will have to click on potential hiding places (e.g. behind a barrel) to find hidden elements.

### Gameplay 4: Drag and drop game elements



Figure 3 - Screenshot of "The Crow and the Enchanted Fort" gameplay.

Players will also be asked to drag elements and drop them to their correct place.

## **Pedagogical impact**

The gameplay of "The Crow and the Enchanted Fort" is designed to engage students interactively with the game's narrative and vocabulary.

## **Roadmap and solutions**

### **Step 1 – The introduction**

The players will follow the crow into the forest & find the pile of stones with their phone on top. They will pick up their phone and examine the small stone with strange symbols underneath it. The stone holds a magical secret that will transport them to a different realm, specifically an ancient fairy fort in Ireland. The crow challenges them to find its true name, setting the stage for the rest of the adventure.

### **Step 2 – The Fairy**

Players will interact with the fairy who has taken one piece of the stone. They will help her find the missing letter in her challenge. The correct answer is "M," representing the first letter of the crow's name. The fairy will reward players with the stone piece, and they can move on to explore the next part of the fort.

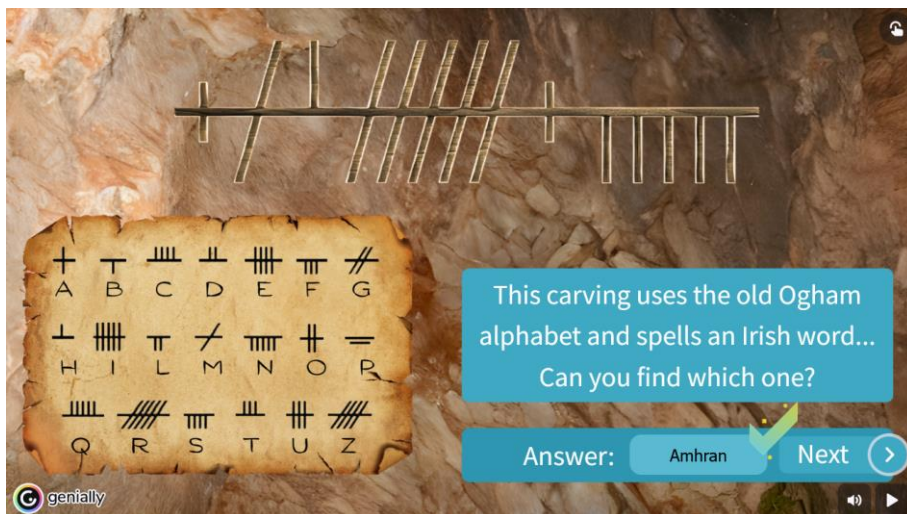
### **Step 3 - The Leprechaun**

They will then need to help the leprechaun find his hidden clovers and chase away the snakes that have been released as a prank. They need to click on every place where they could be hidden. Once all five snakes and five clovers are found, the leprechaun will reward them with the second piece of the stone, revealing the middle letter of the crow's name, "Í."



### Step 4 – The Merrow

The solution for this step involves assisting the merrow in deciphering the carving on the cave wall. Players will use the piece of paper that the merrow gives them to decipher the word written in the Ogham alphabet. The carving translates to the Irish word "Amhrán," meaning "song."



The merrow realizes that the solution lies in the magic of singing, and she returns the stone piece to you. With the last letter "N," on this last piece of stone, players are one step closer to solving the crow's name.

## Step 5 – The Tree of Life

The solution for this final step involves completing the Tree of Life and correctly identifying the names of the Irish deities described in the sentences provided. By placing the correct names with highlighted letters in the right spots, players will reveal the crow's true name: Mórrígan.



The crow transforms into the powerful and enigmatic Mórrígan. She congratulates the players on their achievement and frees them from the fairy fort, bringing them back to where they belong.

# References

## Images

- Generated with Canva and Leonardo.
- Genially stock library.

## Music and sound effects

- Music by [Geoff Harvey](#) from [Pixabay](#).
- "Crow", "Gasp", "Soft laughing", "Snake hissing", "Badge coin win" & "Bird Flying away" Sound Effects from [Pixabay](#).
- "Small Rock Break" Sound Effect by [LordSonny](#) from [Pixabay](#)
- "Epic Storm" Sound Effect by [Peace,love,happiness](#) from [Pixabay](#)
- "Man Laughs 3" & "Gospel Choir Heavenly Transition 3" Sound Effects by [floraphonic](#) from [Pixabay](#)
- "Calm river ambience" Sound Effect by [Mikhail](#) from [Pixabay](#)

## Genially addons

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





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