D-ESL

Pedagogical sequence/Introductory sheet

Tales of Babelithia

Where to find the game

https://games.gdevelop-app.com/game-2c82eafe-959c-4787-b518-0476358a977c/index.html

Hosting the game sessions

Accessibility

English level

B1

Accessibility features

Accessibility to the game is very easy: it can be played using the letters W,A,S,D on the keyboard and left-clicks.

Advice for specific student profiles

DSA Students shouldn't feel the need to rush at any point in the game, they should take their time reading through the text and play the game at the level that is the most fitting for them.

Auditory disability or deafness

The background music that accompanies the player is not necessary to accomplish the steps and complete the game. Therefore it can be played also in silent mode.

Classroom organisation

Duration

The game should take about 15/20 minutes, according to their skills.

Single-player mode

Solo

Interact with the environment and see where the story takes you.

In Group

See who can finish the game with the least lifepoint loss.

Multiplayer mode

Unavailable.

Remote Play

Play as homework

The game can be played as homework. Obviously, before asking students to play the game as homework, teachers should ensure that they are quite familiar with the past simple, which is necessary to solve the quizzes and go on through the game.

Distance learning activity

The game can be played as a distance learning activity after a basic introduction by the teacher, who should explain at least the reason why it is being proposed. Moreover, the teacher should check that students are familiar with the past simple that they will need to accomplish the steps and reach the final goal.

Briefing

Pedagogical requirements

The game requires a B1 level of English and can be good to review the past simple and sentence building, as well as to practise and assimilate these structures better. A2 learners should not have great problems going through the game, maybe learning from their mistakes, in which case the game could be useful to enhance their skills too.

Explanations to give before playing

The goal of this game is to practice past simple, past participle and sentence building, so a quick review of the past simple could help.

Emotional security and other warnings

The game may be emotionally involving but not frightening at all: those who like fantasy worlds will find themselves perfectly at ease! It is interactive and students can play without any anxiety. Going on with the game, they should feel more emotionally engaged and identify with the protagonist, which should help them plunge into the situation and remember its characteristic features more easily, so that they are able to accomplish their task quite easily.

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

The players will follow themselves their with regard to the lifescore they get and the time they need to complete the game. There is no final score on how they perform, but they can end the game only if they solve alle the quizzes correctly.

Lesson plan using the in-game content learned

Different lesson plans can be developed from playing the game.

Language lesson plans:

- Reviewing the past simple and past participle;
- Reviewing sentence building;
- Using auxiliary verbs correctly.

Reading and writing lesson plans:

- After finishing the game, the plot could be discussed in class and/or a summary could be written by the players;
- Playing the game could be the starting point to analyse how fantasy world engage young people, so a class discussion on the students' involvement in the story could follow, to finally end up with writing down one's own sensations and feelings while playing the game;
- Moreover, an interview could be organized in class on the same subject as stated above: students could play both the role of the interviewer and the interviewed.

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

At a B1 level students should be able to write in many forms:

- An article for a school magazine to tell about their learning experience through a videogame;

- A review of the game;

- An email to a friend telling about the game experience;

- A summary of the story;

- An interview to the player;

- Etc… according to the situation or the topic the teacher needs to get covered.

The game

Context and story

Plot

The player has just arrived in a fantasy world called Babelithia that is characterised by various biomes and where he/she will meet various characters. At the crossroads of these diverse biomes lies Kasòra, a village founded by a group of pioneers seeking refuge from the dangers of Babelithia. The villagers are a hardworking and resilient community, skilled in various crafts and magic. The village is protected by an ancient shield, a barrier of magical energy disguised as a common-looking forest, that keeps most monsters at bay. However, the barrier weakens over time, requiring the villagers to periodically embark on quests to gather magical artifacts in order to strengthen it or to fight the monster that may arrive.

Lore – game world

The game is set in a fantasy world where a group of brigands travel from village to village to steal them resources. To oppose the attacks of the brigands, the villages summon heroes from other worlds to help them face these enemies.
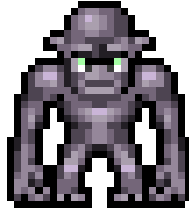
Characters

Protagonist(s)

- **Arturia**

	Game objectives: Your goal is to
	
	  ▪ Get the sword;
	
	  ▪ Help the villagers.

Antagonist(s)
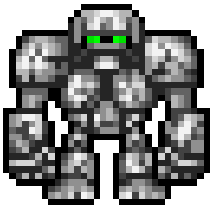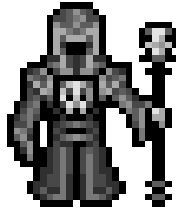
Goblin	Alien	
		They will always to follow their boss' instructions: stealing and spreading terror.
Ancient Giant	Dark Lord	

Gameplay

Gameplay 1: Exploration and interactions

Description

Controls :

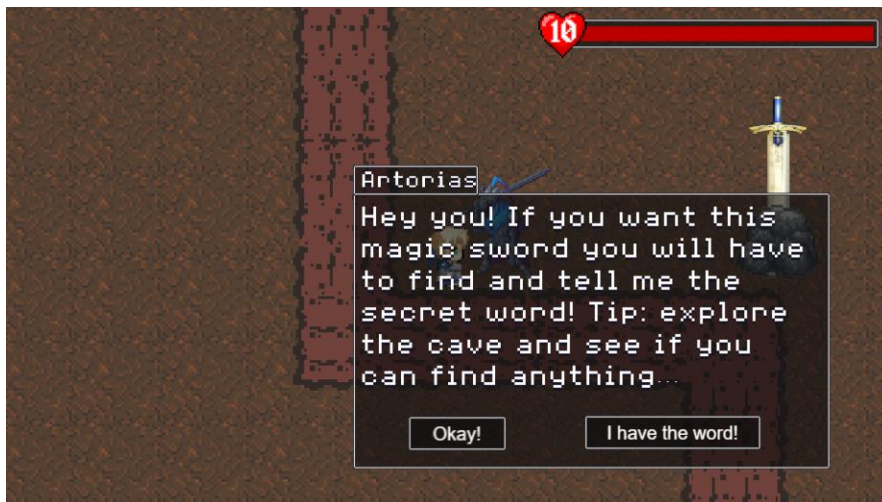|	⌨
Move	AWSD
Interact	E
Insert Text/Confirm answer	Mouse Left click

Roadmap and Solutions

Phase A – The exploration

Objective: The player gets summoned in the world and becomes aware of an object that they might need.

Conclusion:The player will get the item when Phase A is finished.

Step 1.Game Basics

The player must enter the cave to understand that the object in question is a sword

## Phase B – The Second Forest and the Magic Sword

Initial situation

When the player enters the second forest, they will face obstacles they have to overcome to continue the game. Some villagers will ask for riddles the player will need to solve to get to the magic word that the last villager will give you.

Goal: Obtain the Secret Word.

Conclusion: when the player obtains the Secret Word and begins moving again, he is teleported back to the Cave.
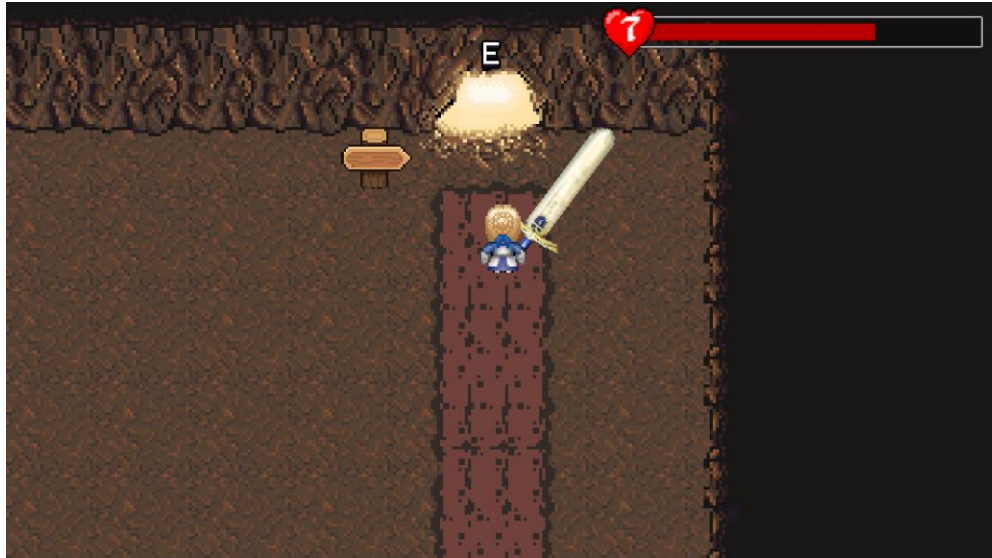
Once there, he will be asked to type the secret word (which must be written in CAPITAL LETTERS), which will unlock the possibility to move to the sword and get it using the "E" button.

Phase C – The village

Objective: The player has the sword now and is stronger. So they continue their mission exploring the village, where they can visit a house and speak to the villagers. One of them asks for help; if the player accepts, the last fight is triggered.

Your first opponent will be a couple of Goblins; their defeat will get you to the Alien.

After defeating the Alien, the player will face two Dark Lords.

The Dark Lords will ask more intricated questions, but when defeated, the player will be able to advance to the final enemy, the Ancient Giant. This time, he will ask 2 multiple choice questions (please, don't wirte in capitals this time!).

The player needs be quick, as they have only 3 minutes for all the answers; each wrong answer will make them lose one of the 10 lives they have!

When all the enemies are defeated, the portal will close and the player can go back to the villager, who thanks them for their heroic deeds.