

Perseverance

Overview

Synopsis

You will never guess what this story is about...

It is "NOT" about a burglar and a treasure!

I'm sorry if you're disappointed.

It's in my blood!

Anyway...

The masked hero is actually going to rob the house, but the owner has thought of a smart method to make his "quest" difficult. The challenge is set from the first steps: finding the greatest treasure which is hidden in plain sight. Although we cannot talk of two distinctive gameplay levels, they were chosen as different targets of the game activity:

- **Familiarising with the house** (vocabulary, multiple-choice tests)
- **Doing the household chores** (4 objectives to achieve)

Moreover, **idioms** and **cultural hints** accompany the player throughout the **B2-level** game, thus adding detail to enhance intercultural importance.

Controls

			
Move	Left click	← ↑ ↓ →	 tap where you want to go
Select (talk, take objects...)	Left click	Spacebar	 tap
Menu	Right click	Esc	 or 

Level 1: Familiarise with the place

Understanding the text

Vocabulary and phrases

Lexical items

To scrunch - to crumple; to cause (something, such as one's features) to draw together

To bend - to curve out of a straight line or position

Protest - A formal declaration of disapproval or objection issued by a concerned person, group, or organization.

To spare - to keep oneself from using; to choose not to use

To bestow - to present as a gift

Surroundings - everything that is around or near something or someone.

To depict - to represent or show something in a picture or story

Angle - (here) the direction from which someone or something is approached

To state - (here) to express in words

Obvious - easily discovered, seen, or understood

Scattered - separated, distributed irregularly

Housekeeper - a person who takes care of the domestic duties in a household

To intervene - to occur, fall, or come between points of time or events

Randomly - lacking a definite plan, purpose, or pattern

Countertop - the flat working surface on top of waist-level kitchen cabinets

Idioms

To nose around - to search for something (such as private or hidden information) usually in a quiet or secret way.

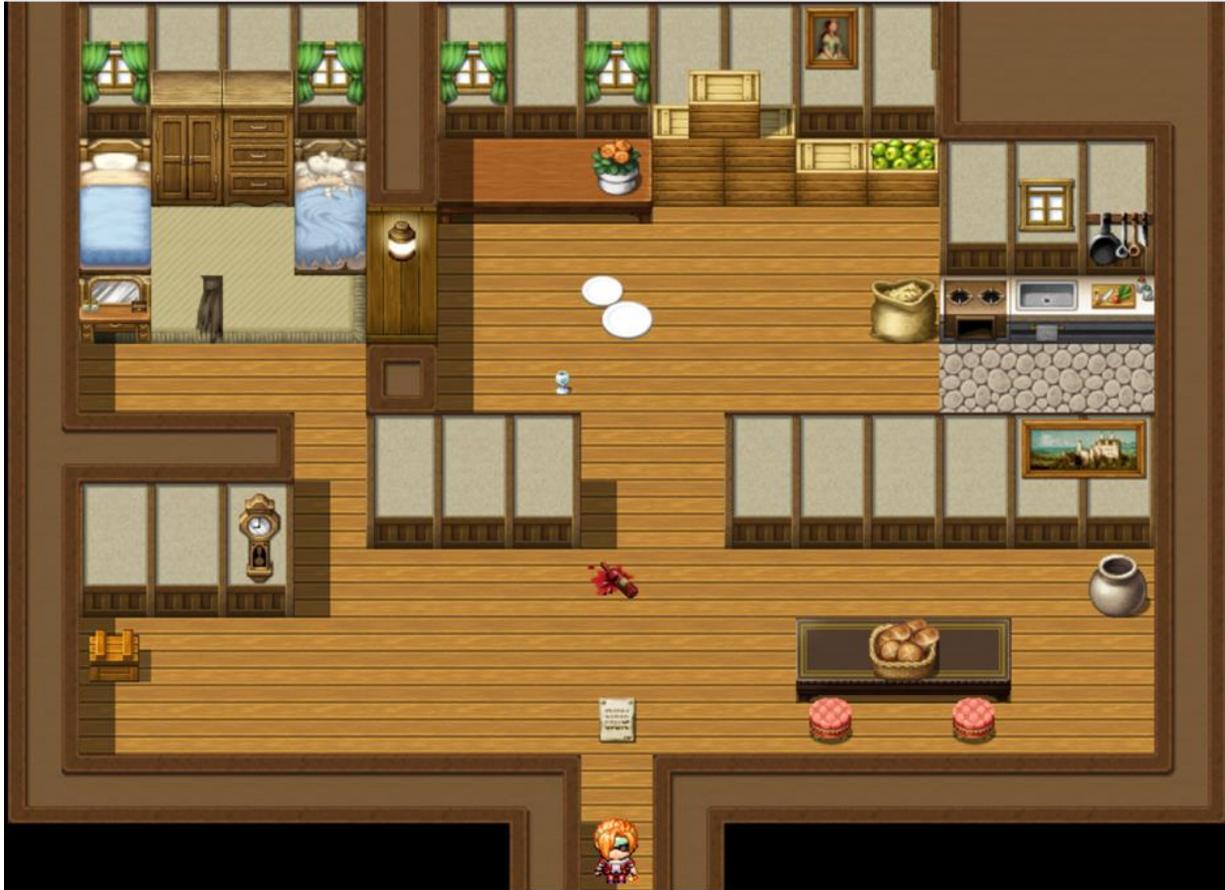
In due time - "eventually" or "at the right time"

Turn on one's heel - to turn away from someone in a very quick or sudden way

To laugh your lungs out (slang) - to laugh a lot, loudly

Multiple-choice tests based on prepositions

Players who do not have access to a high-resolution screen can also use the test below as visual support for the tests:



MULTIPLE - CHOICE TESTS

(Prepositions of place)

A. In the living-room

1. As you enter the house, you notice a piece of paper ...
 - a. beneath the floor.
 - b. on the floor.
2. There is a broken wine bottle ...
 - a. in front of you.
 - b. right above you.
 - c. What a waste!

3. ... there is a table.
 - a. To your right
 - b. On the right
 - c. Right
 4. There are two stools ...
 - a. under the table.
 - b. in front of the table.
 - c. behind the table.
 5. The fortune cookies are ... a basket, on the table.
 - a. inside
 - b. in
 - c. into
 6. A painting can be seen ... the wall.
 - a. up
 - b. against
 - c. on
 7. There is a clay pot ... the painting.
 - a. under
 - b. beside
 - c. above
 8. To your left, you can see ...
 - a. a clock, a chest, and a bottle of wine.
 - b. a chest, a piece of paper, and a clock.
 - c. a chest and a clock.
- B. In the kitchen**
1. There are two windows ... the table.

- a. beside
 - b. above
 - c. near
2. On the left side of the room, there is a sack of grains ...
- a. next to a stove.
 - b. next to the sink.
 - c. in front of a stove.
3. The sink is ... the stove and a countertop and under a third window.
- a. among
 - b. beside
 - c. between
4. Breathing as low as you can, you throw the apples ... the clay pot.
- a. down
 - b. inside
 - c. into

Understanding the game

What is happening?

The player impersonates a trendy young man who breaks into a rustic manor with the obvious intention of robbing the place. At this level, the player is interested in familiarising with the interior of the house using the **vocabulary** given (prepositions of place, lexical items, idiomatic expressions, cultural hints) and solve the **multiple-choice tests**.

What you should notice

- prepositions

PREPOSITIONS OF PLACE								
ON	AGAINST	CLOSE TO	IN	TO	NEAR	NEXT TO	BEHIND	ACROSS
TO THE RIGHT	TO THE LEFT	UNDER	INTO	INSIDE	UP	BESIDE	ABOVE	IN FRONT OF

- cultural hints

Examples: "fortune cookies", "to bend the knee" – ask your teacher or search the meaning for yourself and then share with the others.

Tips

The player may go through the tests as many times as he or she wishes, as there is neither time limit, nor scoring. The first object he encounters (a letter on the floor) informs him on the **main objective** of the game (a great treasure) and the owner's wish to help him find it.

Level 2: Do the household chores

Understanding the text

Vocabulary and phrases

The game vocabulary is already introduced in **Level 1: Familiarise with the place**. If necessary, the player can revise this material.

Understanding the game

What is happening?

Robbing the house is not that simple, as the owner thought of teaching the young burglar a lesson. Successfully passing the living-room test, the player goes to the table to eat a fortune cookie; he is challenged to do the household chores and **achieve the 4 objectives**. He finds a message, which says: "Right all wrongs, and you shall be rewarded."

Game objectives: visit each object or thing which is not in order and fix it. At the same time, keep in mind the prepositions inside the sentences appearing on the screen.

- **O1:** Make the bed and notice an embroidered message.
- **O2:** Pick up the plates and put them on the table.
- **O3:** Glass on the table.
- **O4:** The rotten apples give off a bad smell.

What you should notice

You **place objects** on their right place having **double-click** on the mouse.

Tips

The event containing the 4 objectives comes after the living-room test. The kitchen test is taken at the same time.

Annex: Full game guide

Level 1: Familiarise with the place

- SOLUTIONS FOR MULTIPLE-CHOICE TESTS

A. IN THE LIVING-ROOM

Answers: 1 b, 2 a, 3 a, 4 b, 5 b, 6 c, 7 a, 8 c.

B. IN THE KITCHEN

Answers: 1 b, 2 a, 3 c, 4 b.

Level 2: Do the household chores

- SOLUTIONS FOR ACHIEVING THE OBJECTIVES

O1: no solution needed

O2: no solution needed

O3: Glass on the table: 1. Visit the flowerpot. 2. Pick up the glass on the floor. 3. Go to the sink and fill the glass. 4. Water the flowers. 5. Put the glass on the table.

O4: The rotten apples give off a bad smell: 1. Bring the clay pot in front of the crates. 2. Move the apples in the pot. 3. Place the empty crate near the kitchen entrance.

- Wipe the wine and throw the bottle in the crate used for trash now.

- Seal the pot with the rag and the rope (rope – in the crate on the left; rag – in front of the bedroom).

- Move the pot in the position of the crate with the rotten apples.

The game ends with a note of fun with the instruction to take out the trash, which he accepts. “WHY NOT” is the last line in the game, an idiom used to make a suggestion or to express agreement. As a conclusion, the satisfaction of a job well done is the **greatest treasure** one can obtain.



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