



Pedagogical sequence/Introductory sheet

Vocab is you

| | |
|---|---|
| Language level | A1 |
| Skills | Reading comprehension, writing |
| By the end of the sequence, pupils will be able to... | <ul style="list-style-type: none">- Know more vocabulary about the house and some of its components- Better understand the construction of an English sentence |
| Inclusiveness | The game is inclusive and adapted for pupils with Specific Learning Disorders (SLDs) - see the accessibility section of this document |
| Operating system | Windows, Mac OS, Linux, web browser |

Where to find the game

The game can be found online at

<https://gd.games/instant-builds/51021df3-7c5c-4ad5-8f7c-dd992a9e183d>

Hosting the game sessions

Accessibility

English level

A1

The game does not contain dialogues and offers vocabulary that can easily be taught.

Accessibility features

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

- For technical reasons, the player cannot adapt the font settings in the game themselves, however.

The game is controlled by a keyboard or touch input: the player must touch the arrows displayed on screen to move.

Advice for specific pupil profiles

The game contains simple instructions that can be understood by all.

Classroom organisation

Duration

The game should take about **40 minutes to complete**.

In order to reach each next puzzle, the player needs to complete the previous one.

There are 10 puzzles in total, but you can ask your pupils to stop at a specific level.

The player's guide will also help pupils find their way in the game and will be particularly adapted for less proficient pupils.

Single-player mode

Solo

There is only one character to control, so this game is better suited for solo play.

In Group

There is no multiplayer mode for this game. You may, however, ask pupils to work in groups of 2 or 3 to have them think of the best ways to solve each puzzle.

Play as homework

You can ask your pupils to complete this game at home and write a short report on how they twisted the rules of the game to win on each level.

Briefing

Pedagogical requirements

This game is suitable for **A1** learners. Although there should not be any major vocabulary issues, you may give your pupils the **Player's guide** if they struggle.

During the activity, pupils are allowed to look at the **Player's guide** and the **vocabulary list** included in it, and can look at it for solutions to complete each level.

The game does not contain a lot of grammar: players are asked to move blocks that will allow them to twist the rules of the game.

Explanations to give before playing

Explain to your pupils how the game works:

- The game plays with the English grammar: there are series of blocks that create a sentence. Every time the player moves a block, the sentence changes accordingly;
- Victory is achieved by completing the condition of the sentence "ITEM IS WIN";
- The players can move the blocks around, which can result in changing the win condition or even change what they play as. In the first level, for example, the player may push the tile "Table" to make the sentence "Table is you". Since the player is now playing as the table and the win condition is "Star is win", the player has to move the tables on top of the star.

Emotional security and other warnings

This game should not trigger any strong emotional responses. However, beware of the potential frustration of players when they struggle to complete a specific level.

Follow-up and Post-play activities

Evaluation: score analysis or resolving difficulties encountered

You can ask your players how far they went into the game and to say what they found difficult. The game mechanics can be difficult to understand at first, but the vocabulary should not cause major issues.

Lesson plan using the in-game content learned

You may use this activity with younger pupils as a way to introduce them to basic classroom instructions.

Debrief or production based on the game session

Start by debriefing the game with your pupils: did they like it? What were the main difficulties they encountered?

Then, you can use the vocabulary introduced in the game to have your pupils design their own house and write about it.

The game

Context and story

Plot

You are the man, until you are something else. Move the very structure of the game to create your own way to end the level!

Lore – game world

This game does not contain narrative content.

Characters

Protagonist(s)

You

You are the main character. At the start of each level, you are human. However, you may need to use the tiles to become another element of the game to complete each level.

Gameplay

The game is based on [Baba is You](#) by [Hempuli Oy](#).

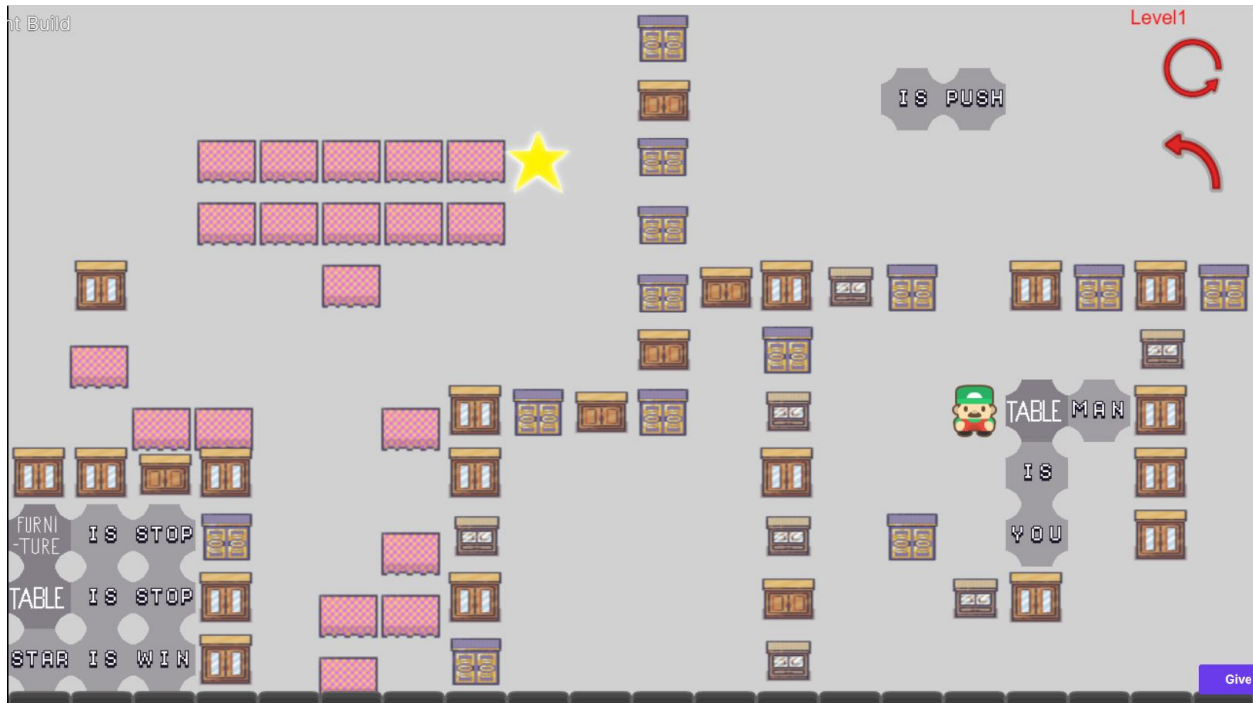
Movements

The player can move using the arrows of their keyboard.

They can move the other objects of the level by pushing them.

When the player moves a word in a sentence, or replaces a word in an existing sentence, they change the rules of the game: the game follows the rules that are written with the tiles.





How to complete a level

The win condition is written somewhere in the level (XXX is win). The players can interact with it and change the win condition by making up another sentence.

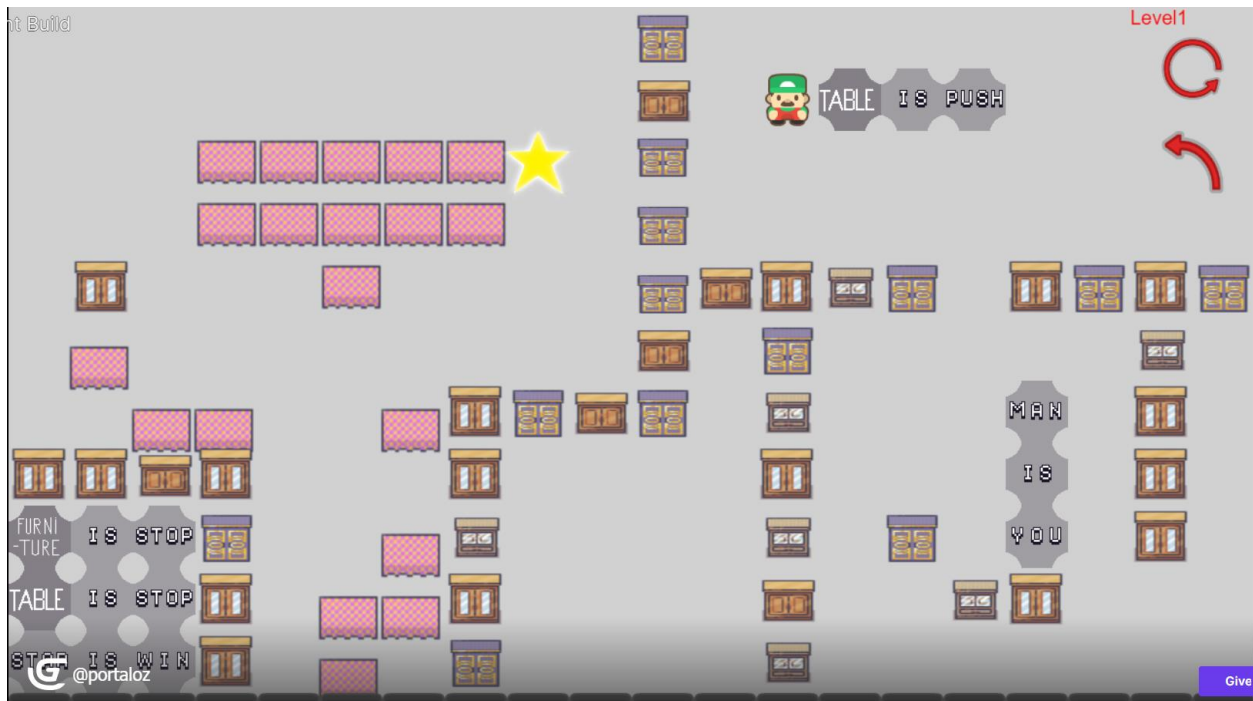
Pedagogical impact

The game relies on making pupils identify the key vocabulary in each level. Teachers can then use that vocabulary to create exercises about several themes, such as exploring the house, or create prompts for younger pupils to follow.

Roadmap and solutions

Level 1

How to complete the level







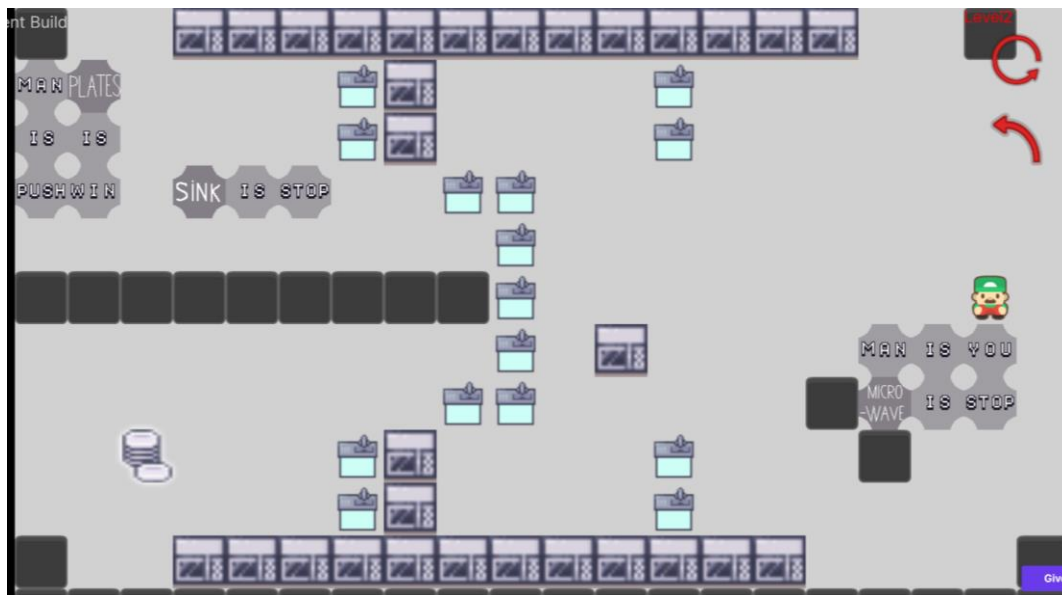
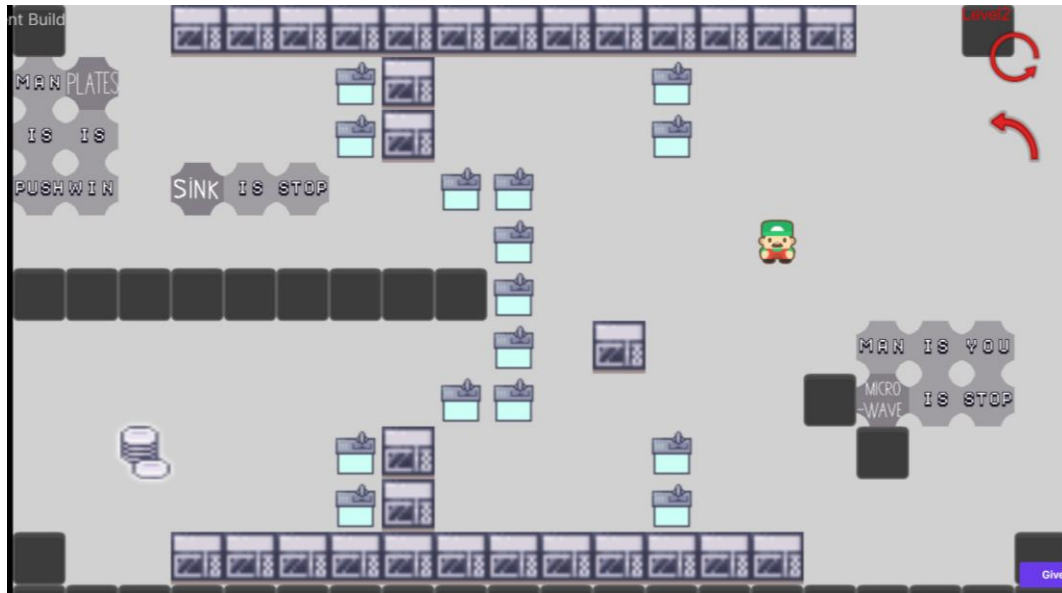
Start by pushing the tile “Table” to the bottom section. Replace “Man” in the sentence with “Table”: you now control the tables. Put the tables on top of the star to complete the level.

Vocabulary:

Furniture, table, star, win, stop

Level 2

How to complete the level





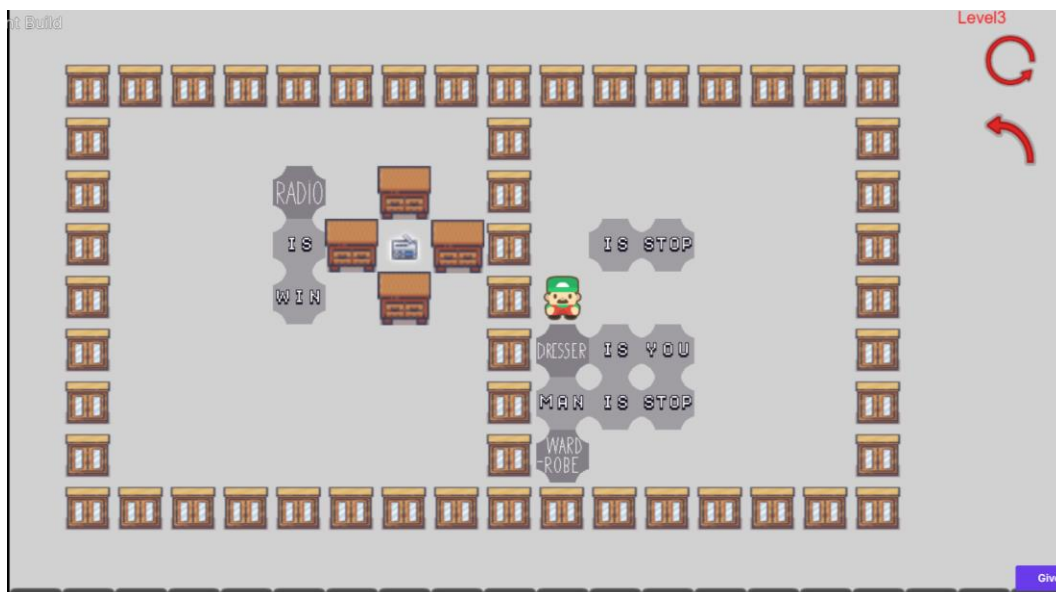
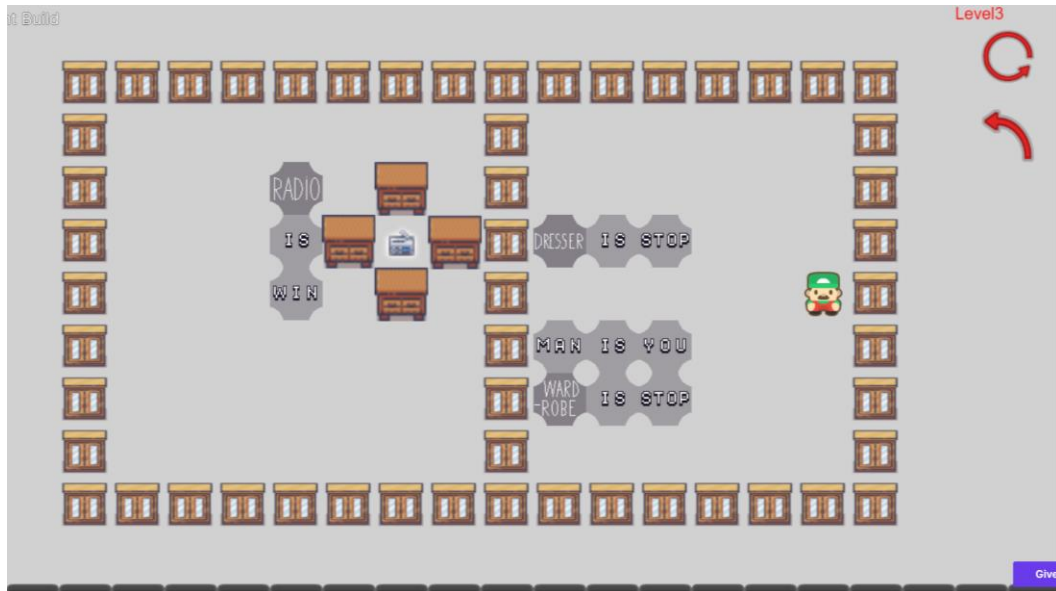
Move the tiles to write the sentence “Microwave is you”. You now control the microwaves. Move the microwaves up and left to reach the plates and win the game.

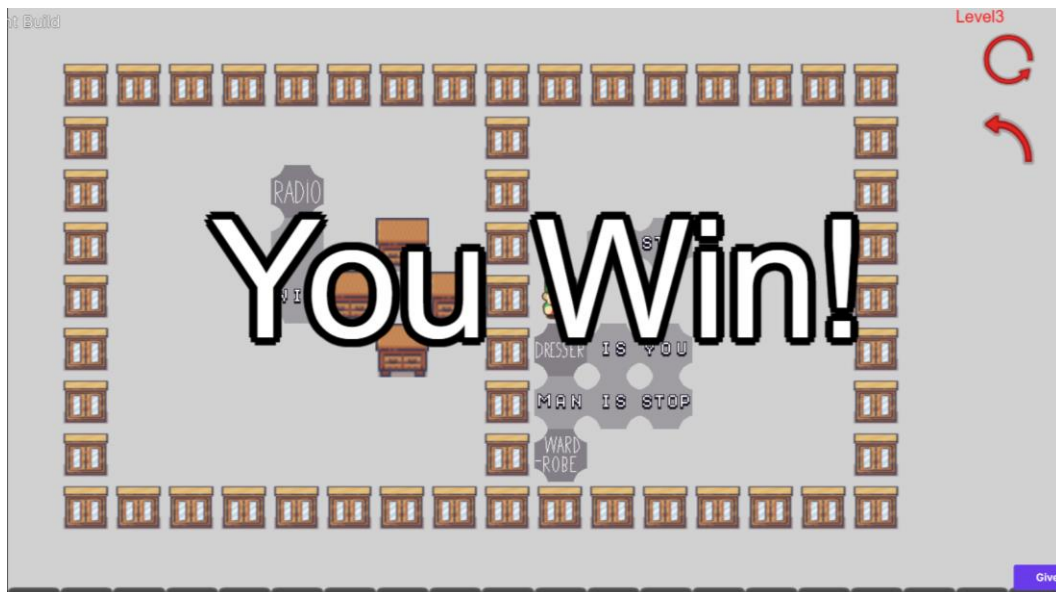
Vocabulary

Microwaves, sink, plates

Level 3

How to complete the level





Move the tiles to create the sentence “Dresser is you”. Move the dressers up or down to reach the radio and win.

Vocabulary

Radio, dresser, wardrobe

Level 4

How to complete the level





Remove "Plates" from its sentence and move across the plates. Write "Dishwasher is win". Step on the dishwasher to win the game.

Vocabulary

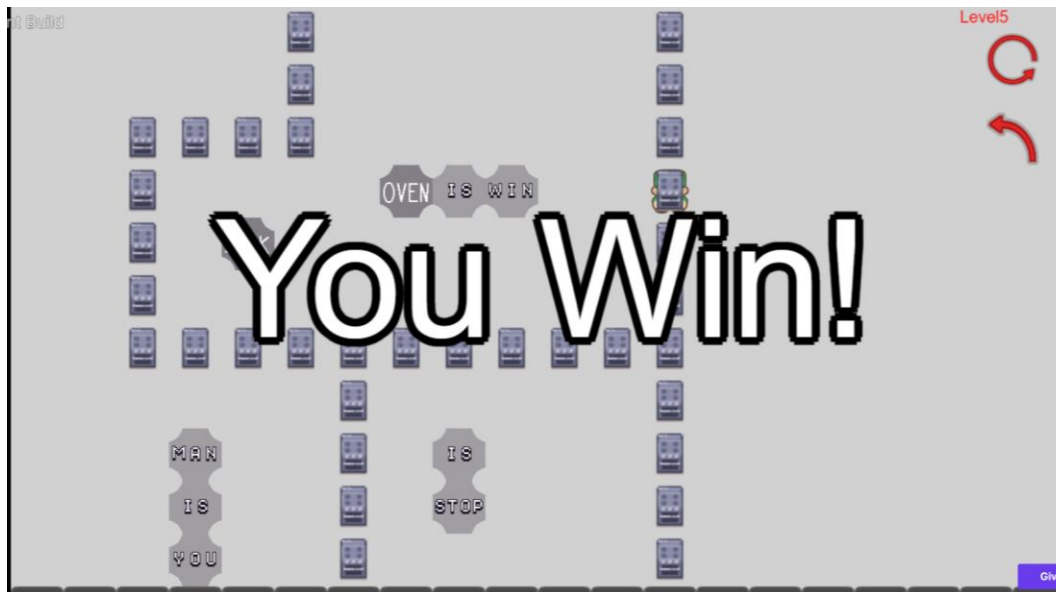
Dishwasher, plates

Level 5

How to complete the level







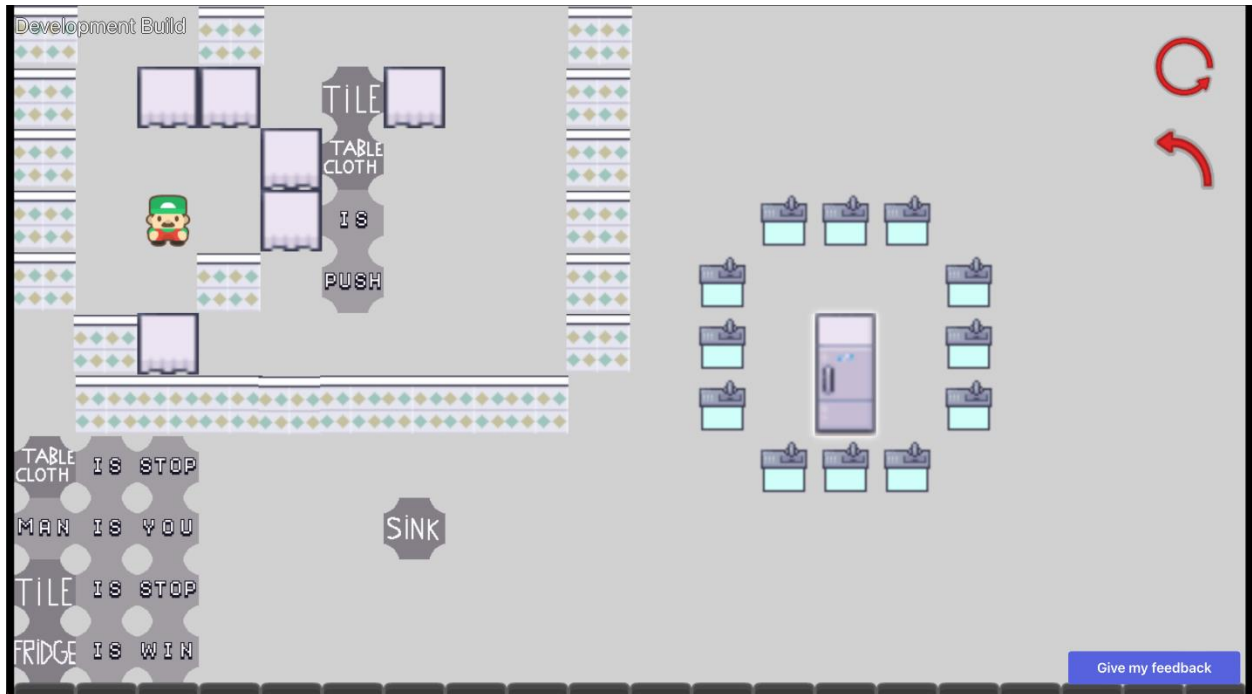
Move the tile "Oven" to remove the meaning of the sentence "Oven is stop". Go through the ovens and create the sentence "Oven is win". Move to one oven to win the level.

Vocabulary

Oven

Level 6

How to complete the level









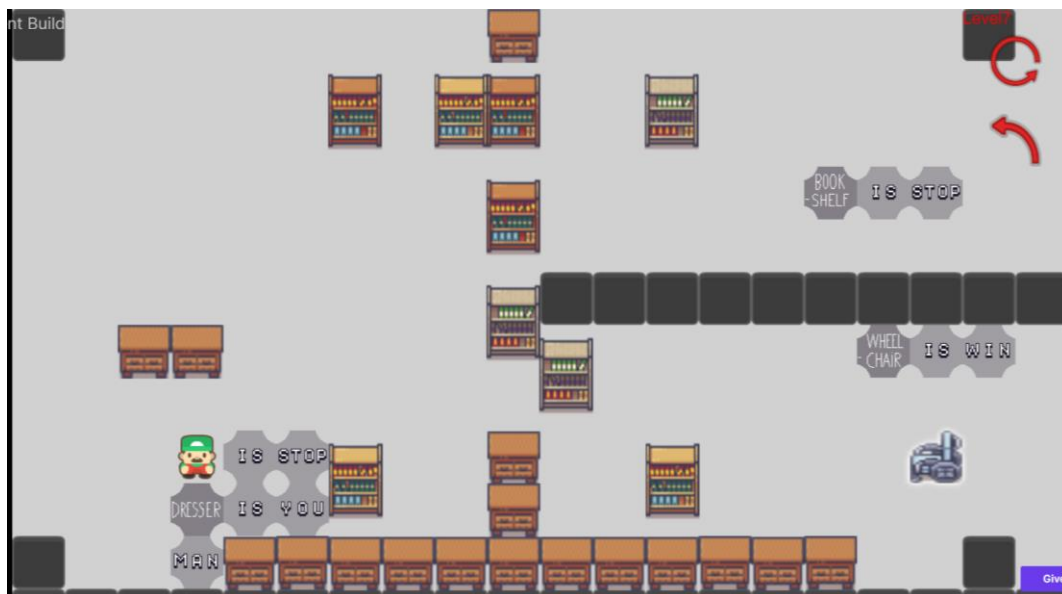
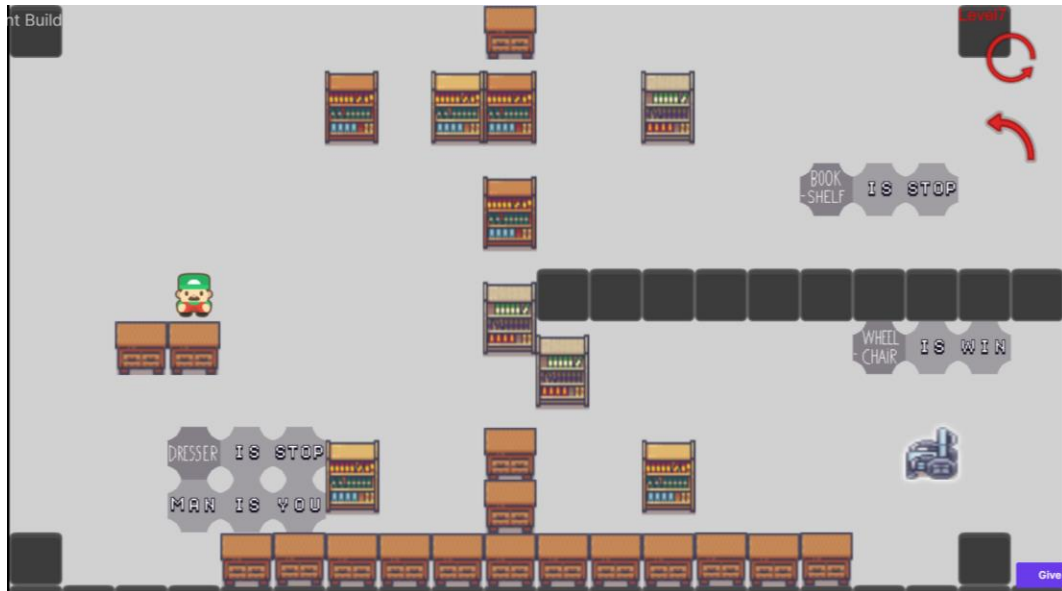
Replace the tile “Table cloth” with “Tile” to move the tiles around your character.
Move up the tile “Sink” as indicated to write the sentence “Sink is push”. Move a sink on the fridge for the win!

Vocabulary

Table cloth, tile, fridge

Level 7

How to complete the level





Move the tiles to write the sentence “Dresser is you”. You now control the dresser.
Move to the right and the left to touch the wheelchair and win the game.

Vocabulary

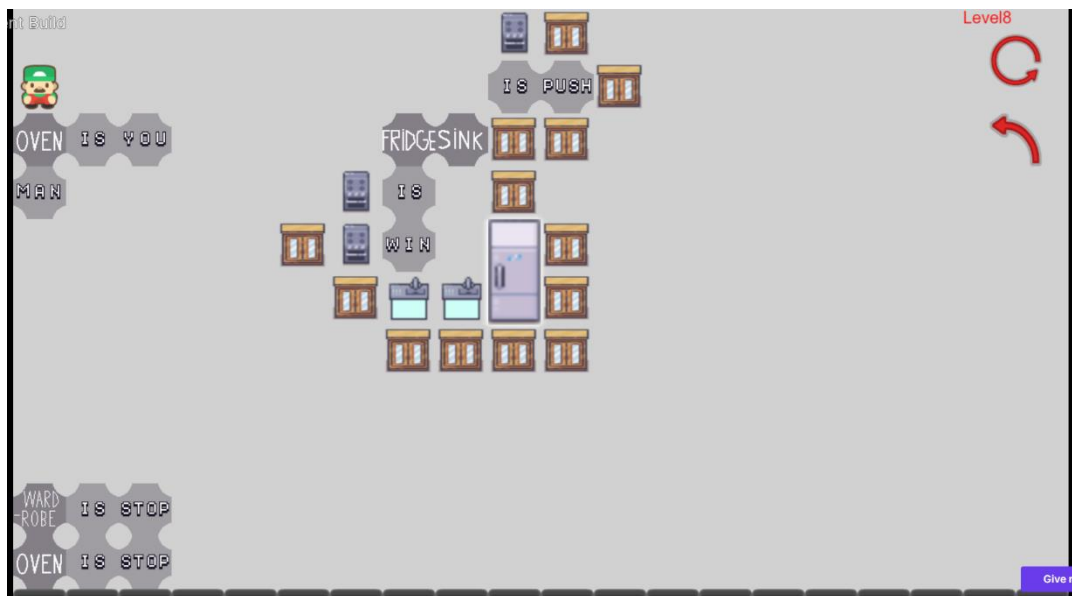
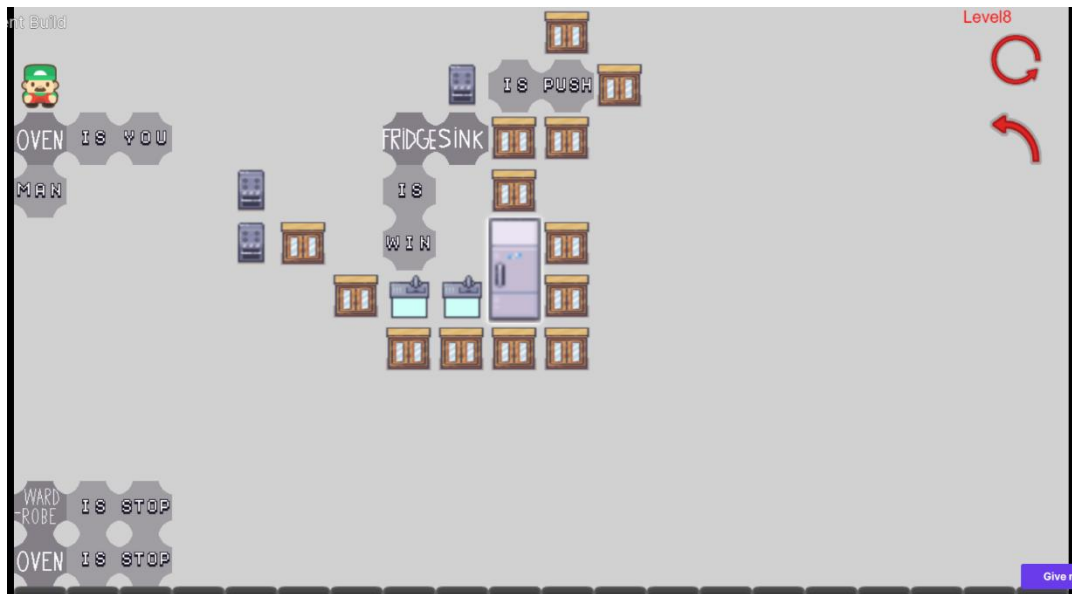
Wheelchair, dresser, bookshelf

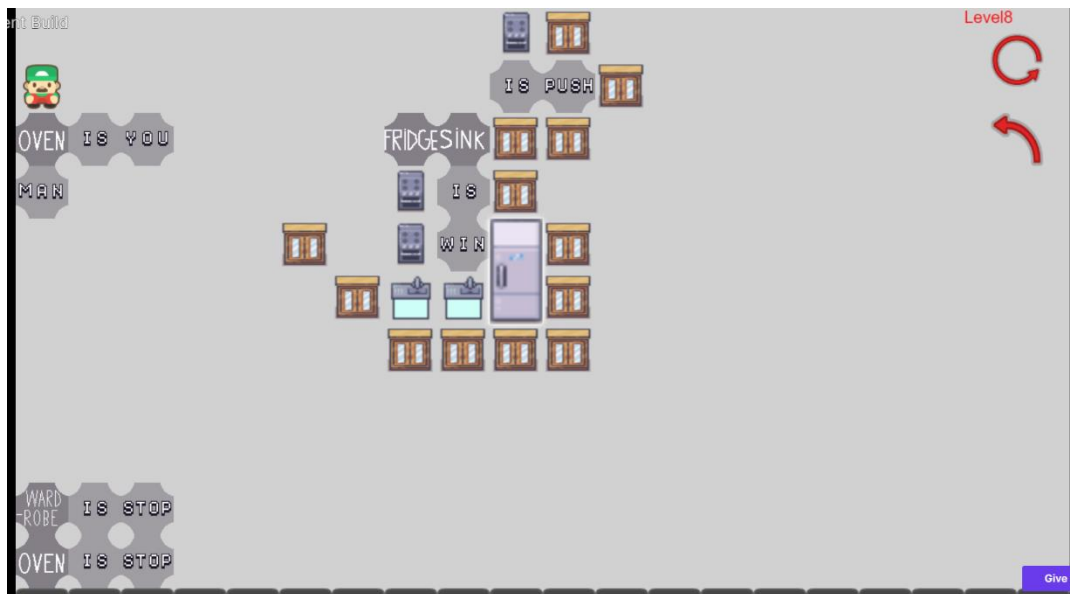
Level 8

How to complete the level









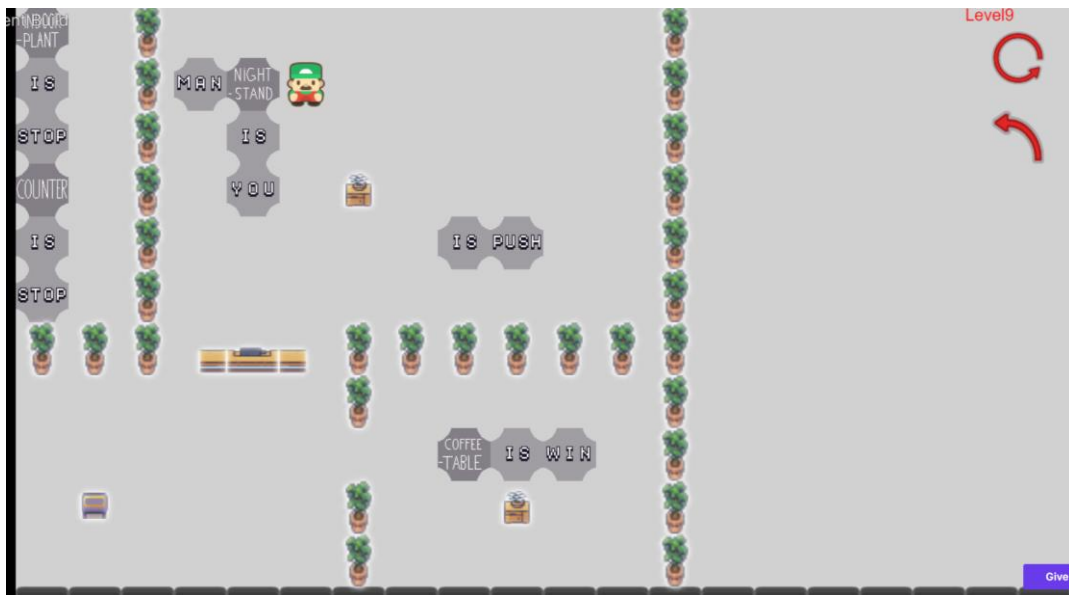
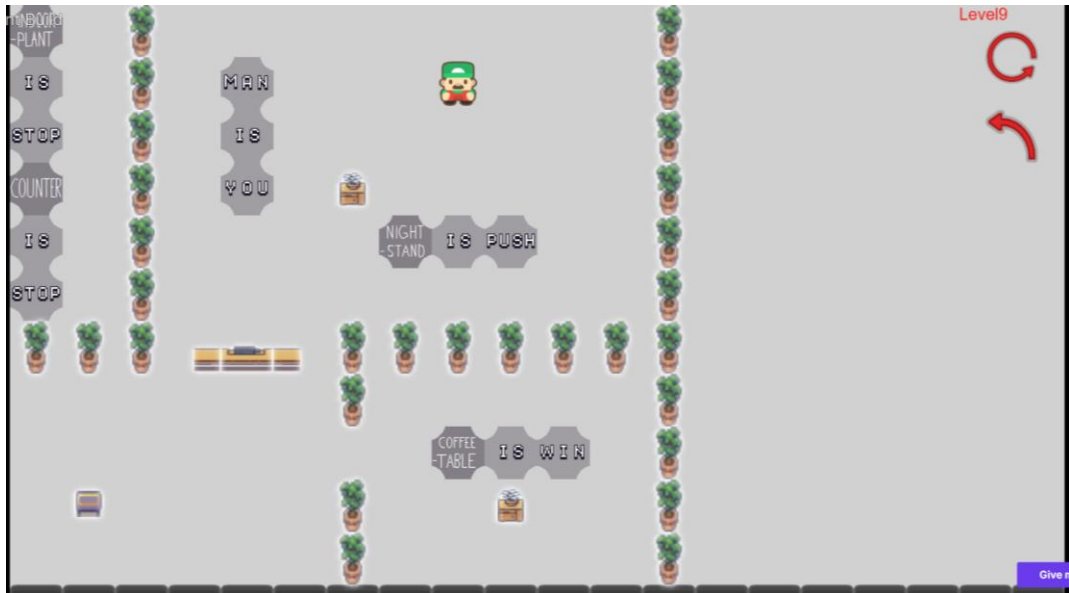
Move the “Oven” tile to create “Oven is you”. You are now playing as the oven. Then, move the tiles as indicated to create the sentence “Sink is win” and move the oven to one of the sinks.

Vocabulary

Oven, fridge, sink

Level 9

How to complete the level

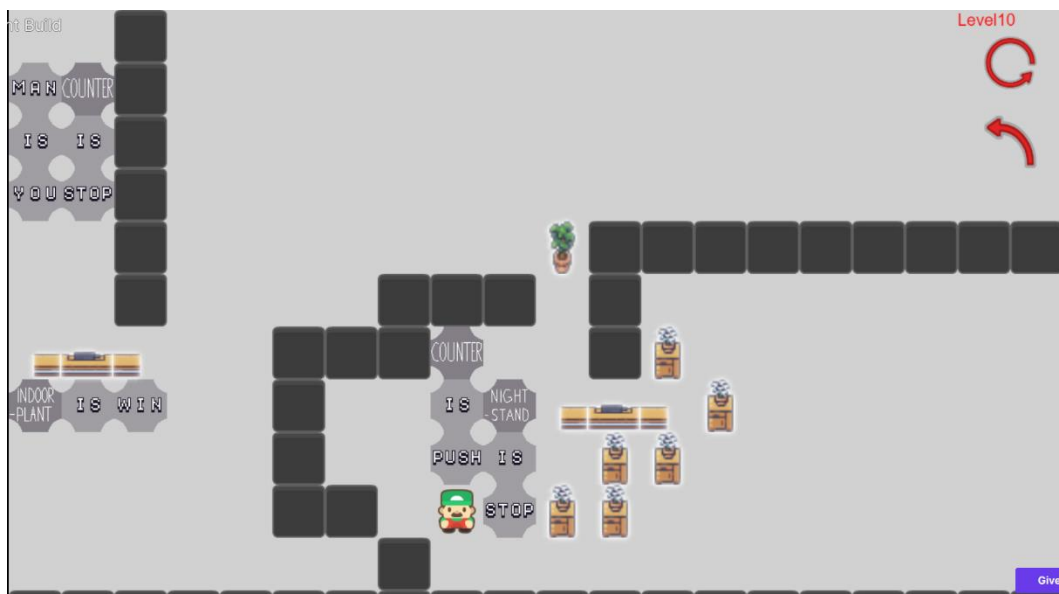




Move the “Nightstand” tile to create the sentence “Nightstand is you” as indicated above. You now control the nightstands. Move to the down and to the left to touch the coffee table and win the game. Be careful not to move the tiles in the upper part of the screen, or you might be stuck!

Level 10

How to complete the level





Push the tiles to mix them and be able to pass the nightstands as indicated in the screenshots. Push the “Push” and “Is” back to their place from the other side of the nightstands. Go upper and push the counter to touch the indoor plant and win the game.

Vocabulary

Counter, nightstand, indoor plant

References

The game has been realised with the game engine [GDevelop](#), the [Papa is You](#) game template and their default assets.

It is based on the [Baba is You](#) game by [Hempuli Oy](#).

Additional assets

Items: itch.io, LimeZU

<https://limezu.itch.io/moderninteriors>



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