

## The goals of the lesson

Vocab. Improving lexical skills on the topic of "Healthy Food and drinks"

## The plot (70 words)

Life in the magical land of Foodopia has changed. The once happy lands are suffering. The evil Junklord has stolen all the healthy foods, leaving the kingdom in chaos. Kids can't grow up without vitamins. The brave Foodie Heroes embark on a quest to retrieve the missing foods and restore balance. Along the way, they face challenges and obstacles, but with teamwork and determination, they ultimately defeat the Junklord and save Foodopia.

## FOODOPIA MAP



## **The story (in 150 words)**

The Foodie Heroes must complete various missions to defeat the Junklord and restore order to Foodopia. They must pass all the challenges before fighting the game's boss. Identify the difference between functions and harmful products. Sorting food, solving puzzles to unlock secret passages, and facing off against the Junklord's minions in epic battles. Along the journey, they meet friendly characters who offer guidance and assistance. Each mission brings them closer to their ultimate goal, but they must stay vigilant and work together to overcome the Junklord's challenges. Only by completing all their missions and reclaiming the stolen foods can they save Foodopia. Having defeated the main boss of the game, the heroes save the entire state from imminent death. Bringing healthy food back to their lands is key to the recovery of the younger population.

## **CHARACTERS**

Participants can choose their Foodie Hero character from a variety of options, each with unique abilities and weaknesses.



### **1. Chef Cherry**

A skilled chef. Chef Cherry has the power to cook up delicious meals on the go, providing energy boosts to the team. He definitely knows what is healthy!



## 2. Veggie Voyager

Veggie Voyager has the ability to summon vegetable allies to aid in battles and solve puzzles, utilizing their unique strengths to overcome obstacles.



## 3. Captain Carrot

Sporting a bright orange costume resembling a carrot. Captain Carrot possesses super speed and agility, allowing him to dash through obstacles and outmaneuver enemies with ease. That means if you use it, the timer is slower.



## 4. Leader Samuel

Clad in muscle-themed attire, He is a strong and sturdy hero capable of lifting heavy objects and providing physical support to the team. That means he can save you one life one time, if you chose him!

## **Baddies and Angels**

Monsters are divided according to their strength. The weakest ones try to confuse the heroes by showing them different foods. Average negative characters are able to easily outwit the heroes by wishful thinking. You will have to fight off the attacks of the most difficult monsters on your own.

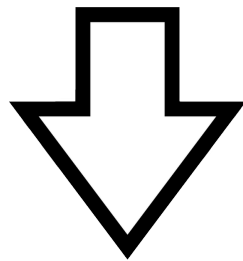
There are **no angels**, due to the super powers of the characters.

**Can you describe how the settings will evolve from one scene to another?  
From one level to another? What should the change of scenery suggest?**

The game card represents Foodopia. This is a short map consisting of different locations. Basically, the game takes place in locations associated with meals. Market, shop, cafe, food court.

## **LEVELS**

Each level consists of different challenges, such as vocabulary quizzes, word searches, and scavenger hunts. A mission is considered accomplished successfully when participants collect all required travel tokens and unlock the next destination.





## Examples:

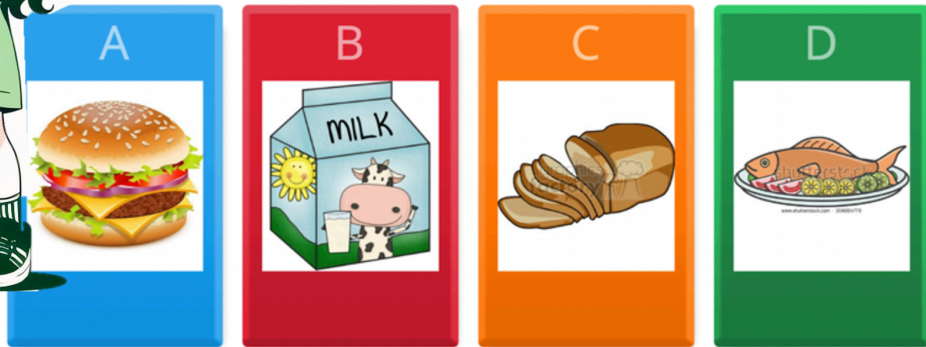
“Market” Level. Task: find the healthy products.



Example of the Level “Café” game.



# Which food is unhealthy?

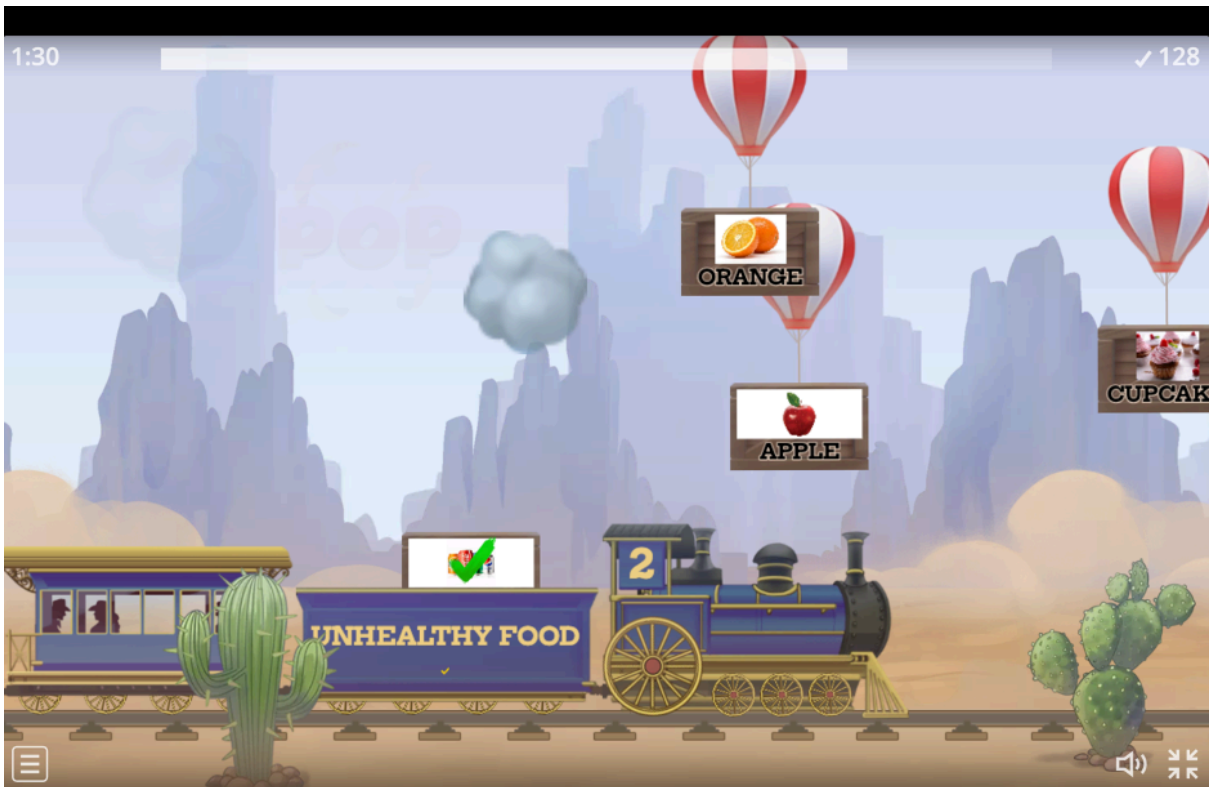


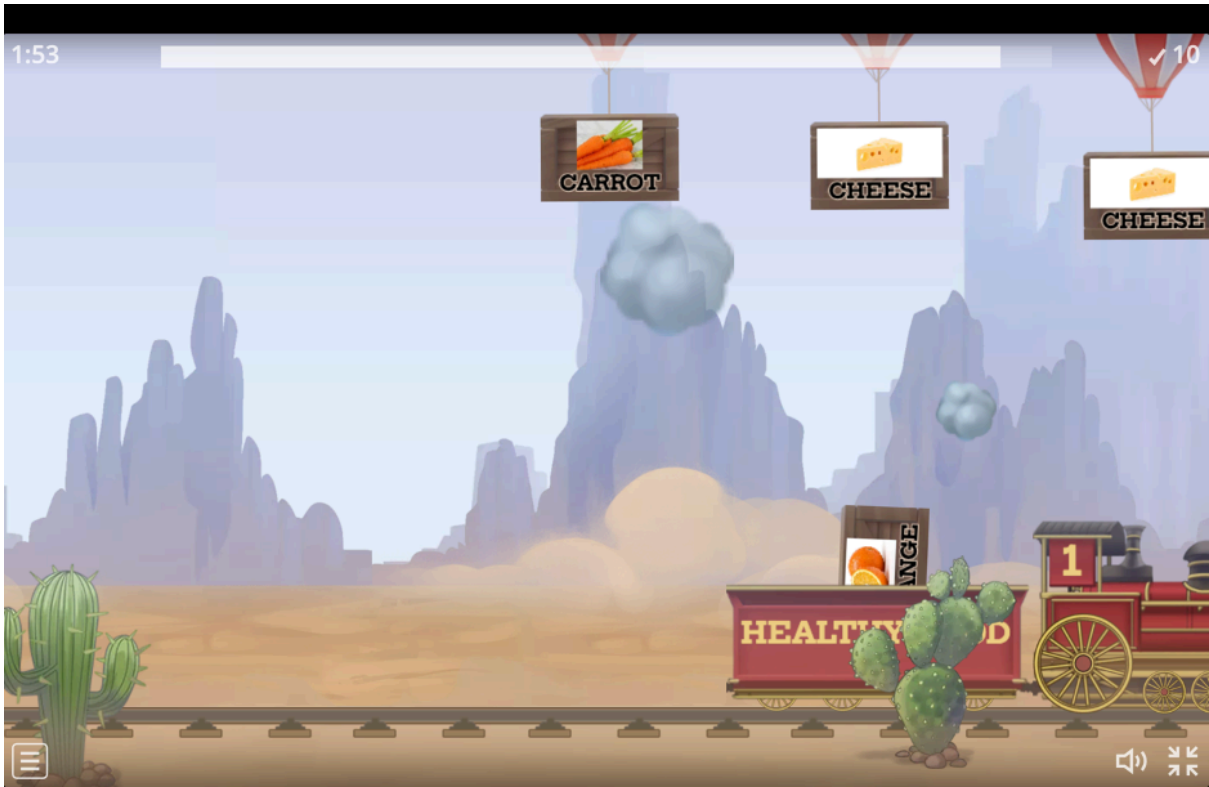
Example of the quiz on the level “Bakery”





Game on the “Road” level





Example of the level in the fast food cafe

Drag each food to the correct food group on the plate or into the glass. Do not stop until you have filled up your plate.

Food Item	Food Group	Count
BANANA	Fruits	0 of 2
BAGELS	Grains	0 of 6
SQUASH	Vegetables	0 of 3
BROCCOLI	Vegetables	0 of 3
CEREAL	Grains	0 of 6
TORTILLA	Grains	0 of 6
CARROT	Vegetables	0 of 3
CHEESE	Dairy	0 of 3
CHICKEN	Protein	0 of 2
NOODLES	Grains	0 of 6
BREAD	Grains	0 of 6
RICE	Grains	0 of 6
MILK	Dairy	0 of 3
KIWI	Fruits	0 of 2
YOGURT	Dairy	0 of 3
PEANUT BUTTER	Protein	0 of 2



Example of an extra-level quiz





**How strict or flexible are the rules? Can the moderator / teacher change automated results to reflect goals achieved with more equity?**

The rules are flexible, allowing the moderator to adjust results to ensure fairness and accommodate different skill levels. Automated results can be modified to

reflect goals achieved with more equity, promoting inclusivity and encouraging participation.

**What kind of badges for achievements will you award? How & who will design them?**

Achievement icons will be green apples received by the character for completing the task as a sign of health.



**How will you monitor progress? What plugins in an LMS will you use? Can you manually fill in a leaderboard (perhaps some on-line spreadsheet)?**

Progress can be monitored using an LMS with plugins for tracking participant scores, completion of missions, and acquisition of badges. A leaderboard can be manually updated to showcase top performers and foster friendly competition among participants.

**Under what circumstances can rewards, points and second chances be granted? For instance, can missions be graded depending on a person's karma at the beginning?**

Missions can be graded based on specific criteria, such as accuracy, creativity, and time. The moderator or teacher can adjust automated results to reflect goals achieved with more equity, ensuring fairness and inclusivity. The game can incorporate a karma system where participants earn points or rewards based on their actions and choices throughout the game. Rewards, points, and second chances can be granted based on a participant's karma score, promoting positive behavior and fostering a supportive and encouraging gaming environment. Missions can also be graded depending on a person's karma at the beginning, encouraging participants to start with a positive attitude and mindset.