

## [Storyboarding & gamifying a lesson - Practice \(see session 20240309-20ach\)](#)

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20240321

I've created a board where you can see this task completed. I'd be really glad if you check it:

[https://miro.com/welcomeonboard/c0hqYkxvSEVUTGo2Mlc0RmhqVEJXOU1UTWw1NnZOc3BIId2OxUVIyT3hIOEFZM2IUR0twSFdwQ1huWWZMSXhyNnwzMDc0NDU3MzUxMTU0MTAyNTgyfDI=?share\\_link\\_id=376752580185](https://miro.com/welcomeonboard/c0hqYkxvSEVUTGo2Mlc0RmhqVEJXOU1UTWw1NnZOc3BIId2OxUVIyT3hIOEFZM2IUR0twSFdwQ1huWWZMSXhyNnwzMDc0NDU3MzUxMTU0MTAyNTgyfDI=?share_link_id=376752580185)

[https://miro.com/app/board/uXjVM5YVrhM=?share\\_link\\_id=269035453683](https://miro.com/app/board/uXjVM5YVrhM=?share_link_id=269035453683)

Soundtrack: <https://web.ligaudio.ru/mp3/medieval%20fantasy>



### 1. What are your goals?

Goal of the lesson:

- to organise the process of students getting acquainted with conditionals 1 and 2.
- to organize the process of students getting acquainted with vocabulary used to describe scenery and nature
- to facilitate the improvement of students' teamwork skills
- to facilitate the improvement of students' critical thinking skills

### 2. Can you summarise the plot in 70 words?

The name of the lesson is "The Heroes of Magic and Legacy". Events take place in the Medieval Times. There are several fractions in this imaginary world: citizens (ordinary people), necromancers, druids, demons, elves, angels and deadmen. The old king had conquered vast territories, improved trade and living conditions in the kingdom and left 15 princes and princesses (the students) before he died... The heirs hesitated doing anything beneficial after their father's death and were kicked out of

the kingdom by the enraged citizens. The story starts with the heirs setting off to explore the world and find the way to get their lands and home back.

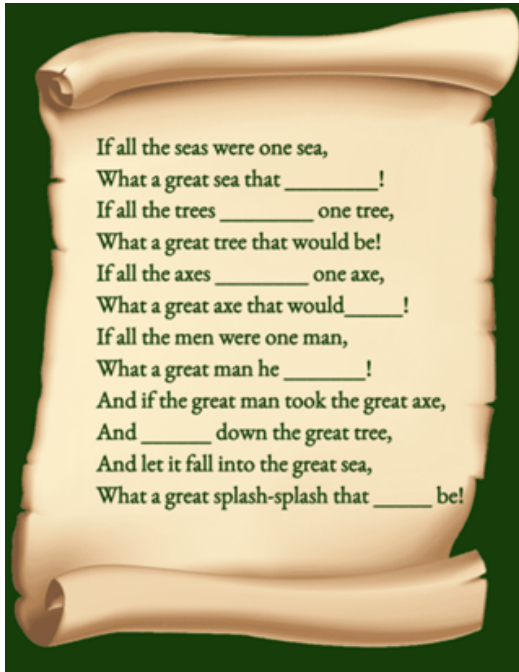
The teacher is The Oracle, which helps the heroes move along their path.

### 3. Can you summarise the story (missions to accomplish) in 150 words?

**Mission 1:** Students find the castle of one of the hostile fractions - necromancers, they need to capture the castle by calling out rain of fire. To do it they should find a magic spell which will include working with conditionals. Ss get several pieces of the spell to work in groups of 4-5.

Example of the task:

Ss have found an ancient roll with a spell on it, but the part of the spell can't be read because the ink is too old. Ss need to restore the spell to crush their enemies.



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**Example of the task:**

Ss have found an ancient roll with a spell on it, but the part of the spell can't be read because the ink is too old. Ss need to restore the spell to crush their enemies.

A scroll with a riddle written on it. The text on the scroll is: "If all the seas were one sea, What a great sea that \_\_\_\_\_! If all the trees \_\_\_\_\_ one tree, What a great tree that would be! If all the axes \_\_\_\_\_ one axe, What a great axe that would \_\_\_\_\_! If all the men were one man, What a great man he \_\_\_\_\_! And if the great man took the great axe, And \_\_\_\_\_ down the great tree, And let it fall into the great sea, What a great splash-splash that \_\_\_\_\_ be!"

**Mission 2:**

Students start a journey by ship and come to the elves to ask them for help in getting their kingdom back. Elves tell them about an artefact, which will award our team with striking power, and give them instructions in their own ancient language.

Example of the task:

Students have to decode the message of the elves to find their way to the artefact. The words in the message are vocabulary related to nature and scenery:

- meadow
- valley
- riverbank
- river mouth
- lagoon
- hill



### Mission 3:

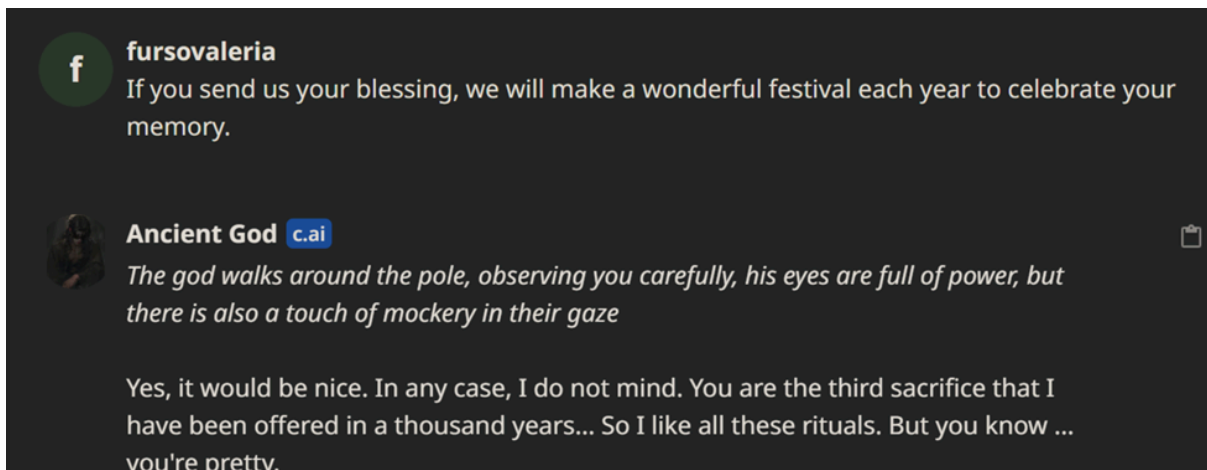
Ss set out to their homeland, on their way they are told the kingdom has been occupied by the evil: demons, necromancers and dead men. After their arrival Ss have to ask ancient gods to help them. Each of them should make three promises to the gods, using conditionals correctly.

For example:

If you come to help us, we will give you all the precious stones of the kingdom.

If you send us your blessing, we will make a wonderful festival each year to celebrate your memory.

Students send their promises to the AI Character “Ancient God”. If he agrees, they will be saved and able to save their lands with the help of the God. After that they will be forgiven by the citizens and will rule the kingdom with all the wisdom they’ve gained...



AI Source:

[https://beta.character.ai/chat?char=oWoSVIwXFzZmtBJp7553DunKc1dEGFryXSkF\\_gZvcMY&source=category-carousel&category=Game+Characters](https://beta.character.ai/chat?char=oWoSVIwXFzZmtBJp7553DunKc1dEGFryXSkF_gZvcMY&source=category-carousel&category=Game+Characters)

#### 4. Can participants choose their characters? Are there any baddies to fight against, or angels to help participants in their mission? What do they look like? What super powers have they got?

Ss cannot choose their fraction as they are princes and princesses of the kingdom according to the plot.

**Hostile fractions:** demons, necromancers, succubs. Succubs are women with flames instead of hair with a tail, demons are the creatures with black wings and eyes with horns and hooves. Necromancers are skeletons surrounded with blue or green light.

**Friendly fractions:** angels - characters with wings, nimbus who wear white cloak, elves are the creatures with picky ears, druids – human-like creatures with horns and long hair.



#### 5. Can you describe how the settings will evolve from one scene to another? From one level

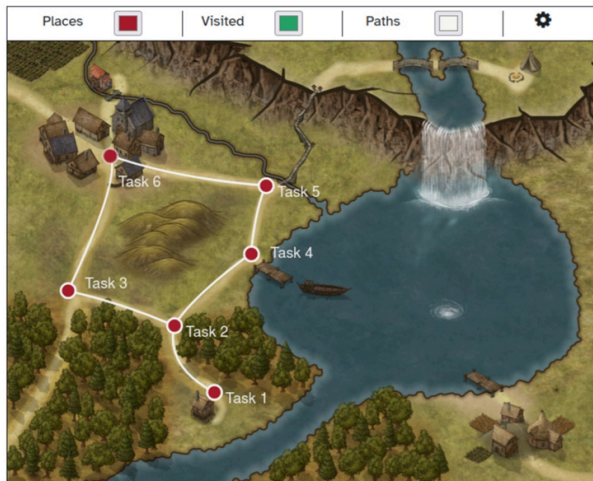
**to another? What should the change of scenery suggest?**

A special Moodle plugin “Learning Map” will be used, so Ss will be able to track their progress and see their movement from one mission to another towards the end of the lesson.

As the lesson is created using Miro platform if their lesson is online, The Oracle (teacher) moves Ss from one point to another. If it’s an offline lesson, an interactive board or a projector may be used to change the scenery: pictures of the landscape, characters and soundtrack.

Soundtrack: <https://web.ligaudio.ru/mp3/medieval%20fantasy>

Learning map: [https://moodle.org/plugins/mod\\_learningmap](https://moodle.org/plugins/mod_learningmap)



**6. What does each level consist of? How clear is it a mission has been accomplished successfully?**

Each level is one mission. To accomplish each mission Ss must complete grammar or vocabulary task, the last mission is a production task which leads participants of the game to the victory.

As a teacher has a role of the Oracle – they decide if Ss have or haven’t completed the mission and announce that after Ss present the result of their work. The Oracle is also the one to give out maps, rolls in elves’ language, artefact etc.

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

The rules are quite strict so there are no conflicts among Ss during the lesson. There aren’t any tasks with automated results – a teacher monitors progress and checks Ss’ work manually.

Ss can get a hint from the Oracle once during the game.

**8. What kind of badges for achievements will you award? How & who will design them?**  
**Badges for achievement:**

The fastest – given to a student who completes a task faster than others.

The leader – given to a student who takes more responsibility.

The wittiest – given to a student who put the most effort to solve codes/guesses

Ss can exchange their badges on an additional excellent mark during the semester



AI source: <https://perchance.org/ai-photo-generator>

8. **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)?**

To monitor the progress, I'll use 2 plugins:

- Learning map: [https://moodle.org/plugins/mod\\_learningmap](https://moodle.org/plugins/mod_learningmap) - is used to track Ss' progress and the competition of the missions
- XP: [https://moodle.org/plugins/block\\_xp](https://moodle.org/plugins/block_xp) - is used to give Ss XP points after they complete the tasks successfully.

Additional plugin [https://moodle.org/plugins/mod\\_jitsi](https://moodle.org/plugins/mod_jitsi) will allow to create group videochats for participants if the lesson is online.

9. **Under what circumstances can rewards, points and second chances be granted?**

Each mission costs 100 XP, the first group to finish gets 120 XP, the last group to finish – 80 XP. Students who get badges bring their team 50 XP. This plugin is manually filled in by the teacher.

There aren't second chances as the material is already learned by Ss, they can only get a hint from the Oracle if they have a difficulty.

