TILA Task Specification

Topic: German Culture Game

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Topic: German Culture Game

Title of TILA task	Cultural Games in OpenSIM[1]
Partner team (schools and teachers)	Helen Meyer The Ashcombe School, Dorking, United Kingdom. Bart Pardoel Pleincollege Nuenen, Nuenen, The Netherlands
Thematic description	Four students play a game in OpenSIM. Since there is an information gap between them, they have to work together to answer questions about German culture and geography, famous persons and to collect items.
Target language(s)	German
CEF level	A1/A2
Learning objectives (linguistic, communicative, and intercultural) See the CEF and ICC "can do" statements	Intercultural learning objectives: – Learn about German culture, but also get to know about the (English or Dutch) teammate's personal background Communicative learning objectives – Start the communication and keep it flowing – Explain difficult terms, use of alternatives – Express yourself in such a way that the others can understand you – Offer linguistic help and support – Follow and give directions Linguistic learning objectives – Means of expression for talking or writing about German culture and geography ICT learning objectives – Familiarisation with the OpenSim virtual world environment (Move in a virtual world with an avatar, Chat and talk in OpenSim, etc.), if not already familiar with the environment – Netiquette for web communication
Description of blended learning approach	Preparatory session - Students getting familiar with OpenSIM during a technical

[1] The virtual game in OpenSim has been developed by Nick Zwart, 3DLES, for Fontys University of Applied Sciences & Eindhoven2030.

	tutorial. They learn how to interact with each other and with the environment. - Students receive a vocabulary booklet which contains words that will be frequently used in the game. Synchronous session I & II - Students meet each other at the Quest2030 meeting area in OpenSIM and dress their avatars up in team-shirts. - Each team, consisting of 2 Dutch and 2 British students, enters the game. They introduce themselves. - In room 1, students have to find out a password. Each student get one hint to crack the code. They have to exchange the hints and find out the code. - In room 2, students have to find another password. Here, they have to answer questions. For each right answer, they get a letter. If all answers are correct, the letters form a word which will open the door. - In room 3, the students are split up. A group of two students each have to move the blocks to build a bridge for their teammates in the other room. The results are invisible to them, so they rely on vocal communication. - In room 4, they students have to collect a certain amount of points to open the door. This can be done by answering questions as a group. The questions are about German culture. - In room 5, they have to collect the ingredients of two recipes. One student has to stay close to the text, the other students can collect the items.
Task outcome(s) (products produced by students)	Oral performance: students communicate in OpenSIM and finish the game as fast as they can.
Technical specifications (tools that will be used)	OpenSIM environment Headsets Laptops Internet Vocabulary booklet

Preparatory Phase

Description of subtask(s)	Familiarisation with the topic and required means of expression.
Duration (approx.)	15 minutes
Learning objective(s)	Communicative learning objectives - To be able to give and follow directions - To be able to introduce yourself - To express (not) understanding, giving of compliments
Environment and tools	OpenSim tutorial

(classroom, homework, forum etc.)	Vocabulary booklet
Form of interaction (pair work, small groups, teacher centred)	Individual or in small groups, student's preference
Expected outcome(s)	Familiarity with the topic & the required means of expression to carry out the game successfully

Main Phase

Description of subtask(s)	- Students meet each other at the Quest2030 meeting area in OpenSIM and dress their avatars up in team-shirts. - Each team, consisting of 2 Dutch and 2 British students, enters the game. They introduce themselves. - In room 1, students have to find out a password. Each student get one hint to crack the code. They have to exchange the hints and find out the code. - In room 2, students have to find another password. Here, they have to answer questions. For each right answer, they get a letter. If all answers are correct, the letters form a word which will open the door. - In room 3, the students are split up. A group of two students each have to move the blocks to build a bridge for their teammates in the other room. The results are invisible to them, so they rely on vocal communication. - In room 4, they students have to collect a certain amount of points to open the door. This can be done by answering questions as a group. The questions are about German culture. - In room 5, they have to collect the ingredients of two recipes. One student has to stay close to the text, the other students can collect the items.
Duration (approx.)	1 hour per session
Learning objective(s)	Intercultural learning objectives: – Learn about German culture, but also get to know about the (English or Dutch) teammate's personal background Communicative learning objectives – Start the communication and keep it flowing – Explain difficult terms, use of alternatives – Express yourself in such a way that the others can understand you – Offer linguistic help and support – Following directions Linguistic learning objectives

	– Means of expression for talking or writing about German culture and geography ICT learning objectives – Familiarisation with the OpenSim virtual world environment (Move in a virtual world with an avatar, Chat and talk in OpenSim, etc.), if not already familiar with the environment Netiquette for web communication
Environment and tools: synchronous (e.g. OpenSim, BigBlueButton) or asynchronous (e.g. forum)	OpenSIM environment Headsets Laptops Internet Vocabulary booklet
Form and organisation of telecollaborative interaction: Number and size of telecollaboration groups; other participant roles	6 British and 6 Dutch students meet in OpenSIM. They make three groups, each group consists of two Dutch and two British students. The working language (lingua franca) is German.
Expected outcome(s)	Oral performance

Vocabulary items to communicate during games

Technik-Check	**Checking Technical issues**	**Technische controle**
Funktioniert es?	Is it working?	Werkt het / functioneert het?
Lasst uns überprüfen	Let's check	Even kijken
Kannst du / Könnt ihr mich sehen	Can you (sg/pl) see me?	Kan jij / kunnen jullie me zien?
Ich kann dich / euch (nicht) sehen	I can (cannot) see you (sg/pl)	Ik kan jou / jullie (niet) zien
Kannst du / Könnt ihr mich hören	Can you (sg/pl) hear me?	Kan jij / kunnen jullie me horen?
Kannst du / Könnt ihr meine Stimme hören?	Can you (sg/pl) hear my voice?	Kan jij / kunnen jullie mijn stem horen?
Ich kann dich / euch (nicht) hören	I can (cannot) hear you (sg/pl)	Ik kan jou / jullie (niet) horen
Kannst du / Könnt ihr in den 'Chat' tippen	Can you type in 'chat'	Kan jij / kunnen jullie in de 'chat' typen?
Kannst du / Könnt ihr den 'Chat' lesen	Can you read the 'chat'	Kan jij / kunnen jullie de 'chat' lezen?
natürlich, ja, klar	naturally, yes, clear	natuurlijk, ja, zeker
leider nicht	no, unfortunately	helaas niet
Es gibt ein Problem	there is a problem	er is een probleem
Hilfe	Help!	Help!
Du bist eine Wolke	You are a cloud	Jij bent een wolk
Moment mal	Just a minute	Momentje / even wachten
Ich spreche mit meinem Lehrer (meiner Lehrerin)	I'm speaking with my teacher (m/f)	Ik spreek met mijn leraar

Reihenfolge	**Turn-taking**	**Beurtvolgorde**
Wer spricht da...	Who is speaking there?	Wie spreekt er...?
Soll ich anfangen..	Shall I start?	Zal ik beginnen?
Im Uhrzeigersinn	In a clockwise direction	Met de klok mee
Gegen den Uhrzeigersinn	In an anticlockwise direction	Tegen de klok in
Sich vorstellen	**Introducing yourself**	**Jezelf voorstellen**
Hallo!	Hi!	Hoi!
Ich bin David	I am David	Ik ben David
Wie heisst du / wie heisst ihr?	What are you called?	Hoe heet jij?
Ich heiße Helen	I'm called Helen	Ik heet Helen
Wo wohnst du?	Where do you live?	Waar woon jij?
Ich wohne in England / in den Niederlanden	I live in England / the Netherlands	Ik woon in Engeland / Nederland
Wie alt bist du?	How old are you?	Hoe oud ben jij?
Ich bin vierzehn, fünfzehn, sechzehn	I am fourteen, fifteen, sixteen	Ik ben veertien, vijftien, zestien
Magst du .. (do you like)	Do you like ...	Hou je van...?
Ich mag (Computerspielen)	I like (computer games)	Ik hou van (computerspelletjes)
Was für Computerspiele magst du?	What sort of computer games do you like?	Van wat voor soort computerspelletjes hou je?
Ich mag ...	I like ...	Ik vind ... leuk
Wie spät ist es in den Niederlanden?	What time is it in the Netherlands?	Hoe laat is het in Nederland?
Es ist vier Uhr	It is 4 pm	Het is vier uur

Laufen und zusammenbleiben	**Moving around / keeping together**	**Rondlopen / samenblijven**
Wo bist du? Wo seid ihr?	Where are you? (sg/pl)	Waar ben jij? Waar zijn jullie?
Ich bin hier	I am here	Ik ben hier
Folgt (folge) mir bitte	Follow me please!	Volg mij!
Komm / kommt hier bitte	Come here please	Kom hier!
Komm mit / Kommt mit bitte	Come with me please	Kom mee!
Geh / Geht nach links	Go to the left	Ga naar links
Geh / Geht nach rechts	Go to the right	Ga naar rechts
Geh / Geht geradeaus	Go straight on	Ga rechtdoor
Lasst uns weiter gehen	Let's go further on	Laten we verder gaan
Stell dich / stellt euch (nicht) dorthin	(don't) Stand there	Ga daar (niet) staan
Setz dich / Setzt euch dorthin	Sit there	Ga hier zitten
Alle zusammen	all together	Samen
Schnell durch die Tür	quickly through the door!	snel door de deur
Ich kann mich nicht bewegen	I can't move	Ik kan me niet bewegen
Ich komme nicht weiter...	I can't come any further	Ik kom niet verder

Entscheiden	**Deciding what to do**	**Keuzes maken**
Was soll ich tun?	What should I do?	Wat moet ik doen?
Was sollen wir machen	What should we do?	Wat zullen we doen?
Ich weiß es nicht	I don't know	Ik weet het niet
vielleicht..	perhaps	misschien..
sollen wir ...	shall we ...	moeten we...
... hier gehen	...go here	...hierheen gaan
... das lesen	...read that	...dat lezen
Sagen was du machst	**State what you are doing**	**Zeggen wat je doet**
Ich muss hier bleiben	I must stay here	Ik moet hier blijven
Ich lese vor....	I read aloud	Ik lees voor
Hier ist ...	Here is ...	Hier is...
ich habe ... gefunden	I have found ...	Ik heb ... gevonden
Emotionale Reaktionen!	**Emotional reactions!**	**Emotionele reacties!**
Gratuliere.. gut gemacht... Prima..	congratulations! Well done! Excellent!	Gefeliciteerd! Goed gedaan! Prima!
Danke schön	Thank you	Dankjewel
Das ist schwer	that is difficult	Dat is moeilijk
Schade!	what a pity!	Jammer!
Ach nein!	Oh no!	Oh nee!

Leute bitten / fragen etwas für dich zu tun	**Suggesting / Asking people to do things ....**	**Mensen vragen om iets te doen**
Kannst du / Könnt ihr das in den 'Chat' tippen	Can you type that in 'chat'	Kan jij / kunnen jullie in de 'chat' typen?
Kannst du / Könnt ihr das lesen	Can you read that?	Kan jij / kunnen jullie dat lezen?
Sieh mal da....	Look at that ...	Kijk daar eens...
Lies / lest... den Hinweis / die Hinweise.....	Read the clue(s)	Lees de hints
Lies / lest das...	Read that	Lees dat
Schau mal!	Look!	Kijk!
Schau / schaut auf die Karte...	look at the map	Kijk op de kaart
Mach/ macht das (nicht)....	(Don't) do that	Doe dat (niet)
Du musst dich / Ihr musst euch hier stellen	You must stand here	Jij moet / jullie moeten hier staan
Wir brauchen ...	We need ...	We hebben...nodig
Wir müssen ...	We have to ...	We moeten ...
Wir müssen nicht ..	we must not	We moeten niet ...
Klick / Klickt auf dem Knopf	Click on the button	Klik op de knop
Klick / Klickt auf dem Pfeil	Click on the arrow	Klik op de pijl
Klick / Klickt auf dem Block	Click on the block	Klik op het blok
Klick / Klickt auf ... einmal / zweimal	Click on .. once / twice	Klik één keer / twee keer
Wir brauchen ... Punkte	We need ... points	We hebben ... punten nodig
Ihr müsst (nur) auf die Sachen klicken....	You must only click on the things	Je moet alleen maar op dingen klikken
Auf die richtigen Sachen klicken.. nicht auf die anderen ..	Click on the right things.. not on the others	Op de goede dingen klikken, niet op de andere

Um Informationen bitten und Fragen stellen	**Asking questions / Asking for info**	**Informatie vragen en vragen stellen**
Was steht da?	What is (written) there?	Wat staat daar?
Was bedeutet das?	What does that mean?	Wat betekent dat?
Verstehst du / Versteht ihr das?	Go you understand that?	Begrijp je dat?
Was steht in dem Kasten... Kästchen... in der Box	What is in the (little) chat box?	Wat staat er in de chat?
Wo ist ... ?	Where is ...?	Waar is ... ?
Wieviele Punkten haben wir?	How many points do we have?	Hoeveel punten hebben we?
Was ist Buchstabe eins?	what is letter one?	Wat is de eerste letter?

Was steht an der Wand...	what is on the wall?	Wat staat op de muur?
Gibt es einen Hinweis?	is there a clue?	Is er een hint?
Was ist die Antwort für Nummer eins...?	What is the answer for number one?	Wat is het antwoord op nummer een?
Antwort geben	**Responding to questions**	**Antwoord geven**
Ich weiß es!	I know it!	Ik weet het!
Ich habe keine Ahnung.. und du?	I have no idea.. and you?	Ik heb geen idee.. en jij?
Da gibt es ein Problem	That is a problem	Er is een probleem
Die Definition...	the definition	de definitie
Es gibt fünf Buchstaben	there are five letters	Er zijn vijf letters

Wordlist - German to English.. vaguely alphabetical!

Deutsch	Englisch	Niederländisch
2 TL (teelöffel)	tsp (teaspoon)	TL (teelepel)
250g	250 grammes	250 gram
4 Punkte aus 5	4 points out of 5	4 van de 5 punten
Apfel	Apple	appel
Apfelmus	apple purée	appelmoes
auf der	on the	op de
Autobahn	motorway	snelweg
Automarke	Make	automerk
Becher	mug	beker
Belgien	Belgium	België
besteht aus	is made up of	bestaat uit
Beutel	bag	zakje
blau	blue	blauw
braun	brown	bruin
Buchstabe(n)	letter	letter
Crème fraîche	Crème fraîche	Crème fraîche
darf man	may on	mag je/men
das Geheimwort	the secret word	het codewoord
das Wort	the word	het woord
das Gegenteil von	the opposite of	het tegendeel van
deutsch	German	Duits
Deutschland	Germany	Duitsland
die erste / der erste	the first	de eerste
die Mauer	the wall	de muur

die Nummer	the number	het nummer
die Tür	the door	de deur
die Woche	the week	de week
Ei	egg	ei
ein Fluß	a river	een rivier
eine Stadt	a town	een stad
Eingang	**Entrance**	**Ingang**
einmal, zweimal, dreimal, viermal, fünfmal	once, twice, three times, four times, five times	eenmaal, tweemaal, driemaal, viermaal, vijfmaal
eins	one	een
Einwohner	inhabitants	inwoners
es ist	it is	er is
fahren	drive	rijden
feiert	celebrates	viert
fertig	finished	klaar
festkochend	ready-cooked	vastkokend
Flammkuchen	Flammkuchen	Flammkuchen
gelb	yellow	geel
geriebener	grated	geraspt
gewürfelt	diced	in blokjes
großen	a big	grote
grün	green	groen
haben	have	hebben
hat .. zu tun	has to do with ...	heeft te maken met...
hier	here	hier
Ihre Ergebnis	your result	jouw resultaat
in Deutschland	in Germany	in Duitsland
ist	is	is
Kaiserschmarrn	Kaiserschmarrn	Kaiserschmarrn

Karneval	Carnival	Carnaval
Kartoffeln	potatoes	aardappels
Käse	cheese	kaas
kein/ keine	no /not a	geen
Klick	Click ..	klik
Kohl	cabbage	kool
Lauch	leek	prei
Liechtenstein	Liechtenstein	Liechtenstein
lila	purple	paars
links	left	links
Luxemburg	Luxembourg	Luxemburg
man	on	men
Mehl	flour	meel
Milch	milk	melk
mit	with	met
mit 5 Buchstaben	with 5 letters	met 5 letters
ml	ml	ml
nach links	to the left	naar links
nach rechts	to the right	naar rechts
nicht	not	niet
Nord	north	noord
offiziel	officially	officiëel
öffnet	opens	opent
Olivenöl	olive oil	olijfolie
Ost	East	oost
Österreich	Austria	Oostenrijk
Paprikaschoten	pepper	paprikareepjes
Parfüm	perfume	parfum
Pfeffer	pepper	peper

Polen	Poland	Polen
Quiz	quiz	quiz
rechts	right	rechts
Reibekuchen	Reibekuchen	Reibekuchen
Rosinen	raisins	rozijnen
rot	red	rood
Salz	salt	zout
schnell	fast	snel
Schweiz (die)	Switzerland	Zwitserland
setz dich	sit down	ga zitten
Speck	bacon	spek
spricht	speaks	spreekt
stand	stood	staat
Stangensellerie	celery	bleekselderij
Staubzucker	icing sugar	poedersuiker
Süd	South	zuid
Tag	day	dag
unbegrenzt	limitless	onbegrensd
und	and	en
ungefähr	about	ongeveer
was ist	what is	wat is
Wasser	water	water
weiß	white	wit
West	west	west
wie	how	hoe
wieviele	how many	hoeveel
wir suchen	we are looking for	wij zoeken
wo	where	waar
Zahl	number	getal, aantal, nummer

Zimtpulver	Cinnamon	kaneelpoeder
Zitronensaft	lemon juice	citroensap
zusammen	together	samen
Zutaten	Ingredients	ingrediënten
Zwiebel(n)	onion(s)	uien

Game Content – Game 2

Room 1

Four hints are presented to the pupils, one hint per pupil. This is done by sitting on the four chairs around the table. With these four hints they have to find the password to open the gate to the next room.

They have to find the name of a famous German football player. In total there are twelve signs with different players.

The hints are:

- Er wurde in Süd-Deutschland geboren.
- Er ist im Herbst geboren.
- Er spielt Sturm.
- Er hat braune Haare.

The right answer is Thomas Müller.

Room 2

Six hints are presented to the pupils. They can find the hints on the wall, as they stand on one of the pressure plates.

One additional hint tells them what they are looking for.

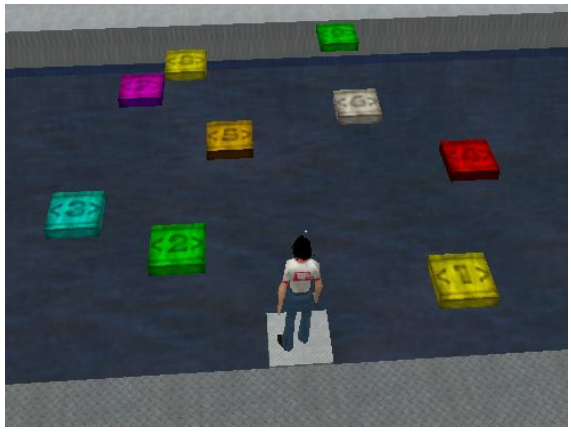
The six-letter word will open the gate to the next room.

„Wir suchen einen Name mit sechs Buchstaben…“ (We are looking for a name with six letters)

- Buchstabe 1 – Die Hauptstadt von Deutschland
- Buchstabe 2 – Die farbe einer Tomate
- Buchstabe 3 – Das Gegenteil von ‘neu’
- Buchstabe 4 – In welcher Jahreszeit ist Oktober?
- Buchstabe 5 – Der dritte Monat des Jahres
- Buchstabe 6 – In welcher Jaherszeit ist August?

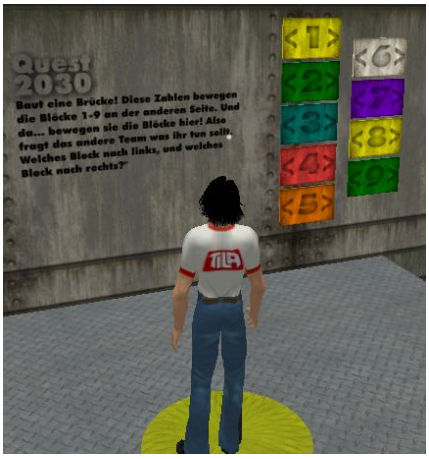
The answer is: Brahms

Room 3



In this room the group is split in two groups, where they have to cross the water. They can only do this by changing the position of the blocks that are floating in the water.

The blocks in the water can be moved by clicking on buttons who are positioned on the wall of the other group. So they have to communicate with each other in order to get the blocks in the right order to cross the water.

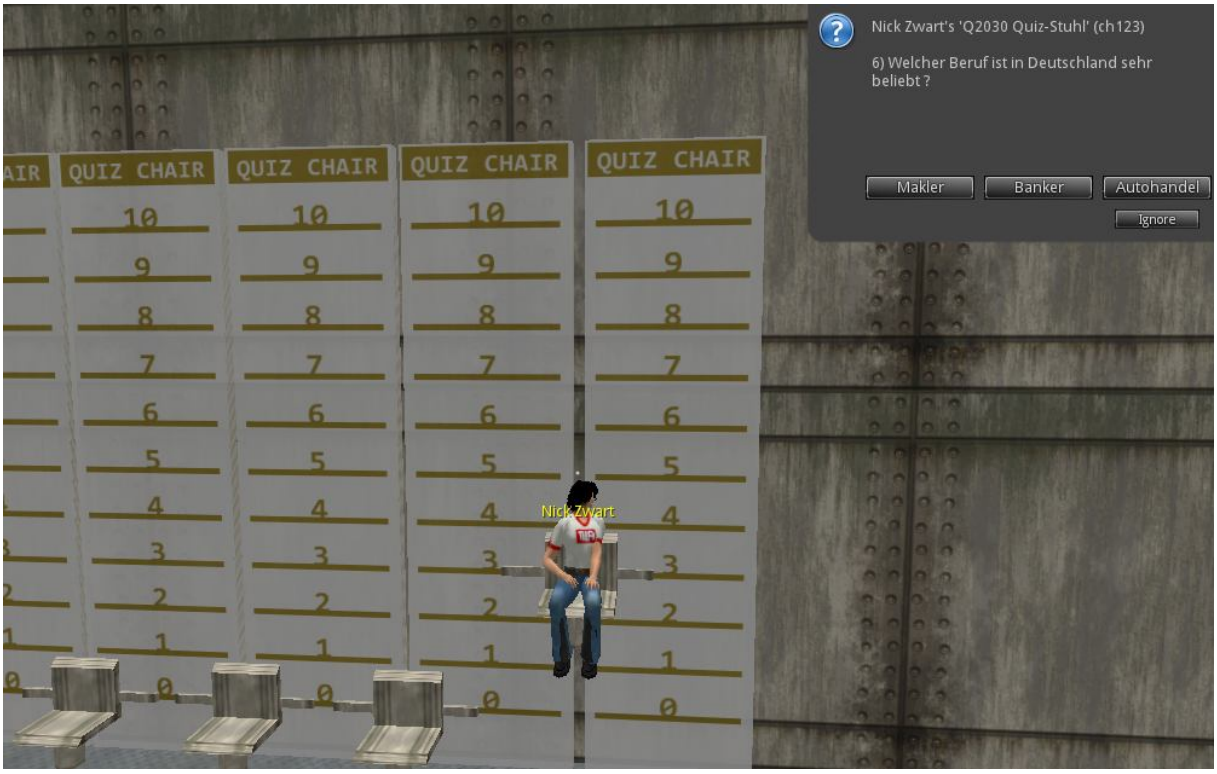


An additional hint is placed next to the buttons on the wall.

After clicking the blocks in the right order, the participants can cross the water to the next room.

Room 4

In this room the pupils will find four quiz chairs. Every chair holds the same multiple choice questions so the pupils can discuss with each other in order to get the highest amount of points. The questions are shown in the right upper corner of the screen and every point raises the chair a bit.



The pupils need at least 16 points to open the next gate.

The questions and answers are:

- Wie viele Einwohner gibt es in Deutschland? - *82 Mio.*
- Welche Naturgefahren hat Deutschland ? – *Lawinen*
- An welcher Stelle steht Deutschland auf der Weltrangliste für Export? – *dritte*
- Deutschland ist einer der sechs Gründer der… - *E.U.*
- Deutschland ist das _____ meistbesuchte Touristenland der Welt. – *siebte*
- Welcher Beruf ist in Deutschland sehr beliebt ? – *Autohandel*

Room 5

In this room the pupils have to find the right ingredients for two different German recipes.

One pupil has to stand on the plate in order to see the menu on the wall.

The others can find the ingredients by clicking on the right block with a photo of the ingredient on it.

The recepies are:

Magenbrot

- Mehl
- Zucker
- Lebkuchengewürz
- Kakaopulver
- Zimt
- Muskatnuss
- Backpulver
- Salz
- Kirsch
- Milch
- Honig

Reibekuchen

- Kartoffelen
- Zwiebeln
- Stange Lauch
- Ei
- Salz
- Pfeffer
- Olivenöl

Every right clicked box will give them one point (+1), ever wrong clicked box will give them -1.

After they have clicked on all right boxes the last gate will open where they have finished the game.