

Trust No One

«Trust No One» is an online educational game based on the idea of the well-known game called Among Us. In this virtual experience ten players try to find the impostor on the ship by running investigations. There are two main roles: impostors and crewmates. The game is won when the crewmates discover who the impostor is.

Particularities

- The number of investigations that students can do in order to discover the impostor are limited, same goes for the number of meetings they can call to discuss and vote players out.
- Students who are ejected from the game can still participate and donate their power to teammates.
- Impostors can create fake investigations, can use their power to put on a disguise, and can sabotage crewmate operations by decreasing the number of investigations they can run.

Why is it relevant to teach languages

- **Speaking activity:** The main goal of the game is to work as a team and discover the impostor. In order to do so students have the option to discuss who they want to vote out. This is an activity which motivates students to use the target language as much as possible and in a specific context. They have to give reasons for their choice, negotiate and persuade their crewmates.
- **Customize game options:** The teacher can choose the length of the game, the number of impostors, the number of crewmates and the difficulty.
- **The investigations** are questions created by the teacher. This means that the game can be used for any subject and in any language.

Reference

Feinsilber, J. (2020). Gimkit Blog. [online] Gimkit Blog. Available at: <https://blog.gimkit.com/blog/trust-no-one> [Accessed 1 Mar. 2021].

Third Grade Swag (2020). How to Play Gimkit's Trust No One (among us). YouTube. Available at: https://www.youtube.com/watch?v=ykNpHS1z7f0&ab_channel=ThirdGradeSwag [Accessed 1 Mar. 2021].

