Dracula après plantage Genial.ly

Description of the context

This game can be found at Genial.ly where different interactive and interesting contents can be used in the classroom. It incorporates different sources such as books, legends and different media on Dracula, to achieve the pedagogical objectives.

Particularity:

The game's opening requests unlocking the door by clicking on the lock that leads players to their first task, which is to find the letter in the post office. Once the letter is found and selected, the students need to read the letter and find the secret word with affirmative and friendly context written by Count Dracula. The next thing that appears is a video that will lead to another clue, which is to click on the picture of carriage. Students are given tickets for Museum of Gothic Genre where they can choose between two directions. Once they enter the Museum, they need to guess Dracula's origin through multiple choice questions. The next step is to put the words in correct word order. The players are safe once the sunrise appears on the screen and that marks the end of the game.

Why is it relevant to teach languages?

As mentioned above, the students will do different exercises, such as multiple choice questions, word order and vocabulary test. At the very beginning, they are expected to demonstrate their reading skills in order to find the first clue. In other words, in this game students are practicing and improving reading and writing skills. Since this game covers the popular story of Count Dracula, it can be very useful for Halloween themed classes. In order to find the answers to the questions, students can use Internet /Computer as a tool. This Escape game can be amusing for students since it connects language, literature and fun.

Resource:

Dussuchaud, C. (2019). *Dracula apres plantage* [Online]. Available at:

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https://view.genial.ly/5d82423ecf76580f72772de3/social-action-dracula-apres-plantage-genially (Last accessed: 01 March 2021)

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