

Find the hacker

Introduction

- **Level:** B2
- **Skills:** Speaking
- **Topics:** Vocabulary (Crime and punishment) and Grammar (Reported Speech)

The enigma

- **Keywords**

Hacking

- **Toolbox**

A webpage on your school's website

- **Description of the enigma**

The school has been hacked and the students are locked inside the school room. The hacker is a student at the school and the job wasn't perfect: they left marks and clues behind them.

If your school has a website, you could ask your IT department to create a page with a link such as: www.yourwebsite.eu/127Tango4234786.

On the top of the website, mention that 'This page is a part of a school experiment and none of the information on this page should be considered true.'

This page should contain the final enigmas to disconnect the hacker from the internet and to get free.

Find the URL: Some of the previous enigmas are used to find the last part of the link.

Find the risk for the hacker: The rest of the previous enigmas are used to measure the impact of the hacker's action. Such as:

Players found a teacher's text on a phone they have unlocked: a student feels unwell and needs medication;



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At minute 40, somebody slips a paper under the door 'I am Terry from A2 class, the fire alarm on the other building has turned everything wet and all our smartphones are dead.'

On the webpage, the players find the localization of the hacker. The players now have to scare them by reporting the real impact of his actions by using reported speech. To do so, a call on the computer should be launched by the Game Master, or a call on a phone where the players found the teacher's text. First the hacker should say:

'Oh no you found where I am... but even if the cops are here soon, there is no risk for me for just keep you locked you in the class.'

Then players have to report the facts they have collected, such as:

'A teacher said that a student felt unwell and needed his medication.'

'Terry from A2 class said that all their smartphones were broken.'

After 3 or 4 sentences, the hacker should say: 'Oh no, I am so sorry, I didn't think about that. I wanted to take revenge over the teachers for giving me bad marks, but this has gone too far. I'll put everything back to normal.'

Hints

If the players don't start telling what was wrong, say: 'I've just locked, nothing bad has happened, right?'

If the players don't use reported speech, say: 'But who said that?'

More information

Possible restrictions

Be sure that the layout of the website suits for players with **SLDs**. You have all our recommendations in our guide on the website of the project.



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