

Inbox Message

Introduction

- **Level:** A2
- **Skills:** Writing
- **Topics:** Grammar | Be going to

The enigma

- **Keywords**

This enigma consists of an activity where the players must create sentences using “be going to” to win the codes for the lockers, which will lead them to the next clue.

- **Toolbox**

5 balloons

5 boxes

A tablet

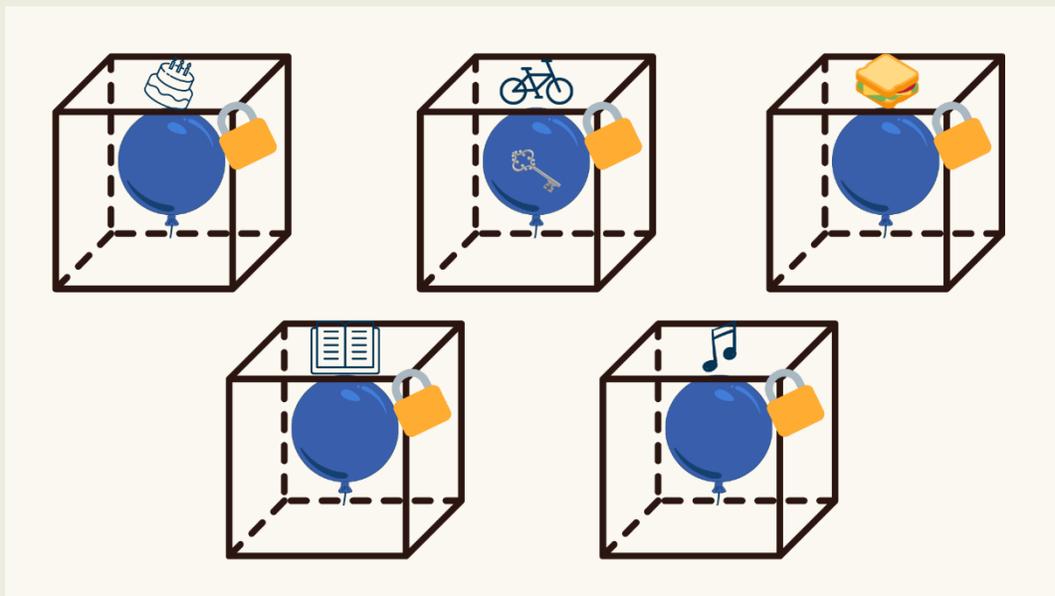
5 locks

1 key

- **Description of the enigma**

The players will enter a room in which they will find a tablet and 5 different boxes with locks. On top of the boxes, there will be pictures depicting objects, for example a cake, while inside the boxes, there will be a balloon. Within one of these balloons will be a key that will open a lock leading to the next clue.

Inbox Message



The players will see a conversation open on the tablet. For this enigma, you should therefore create a very simple chatbot interaction with buttons (see our Tool about Chatbots) or create a fake profile for yourself on any messenger platform to interact anonymously with the students. The players will realize that to open the boxes they must talk to the chatbot/mysterious stranger that will be on the tablet. In the conversation, they will be informed that in order to open the boxes they need to write sentences using the picture of the box and “be going to”. More specifically in the cake example they could write: "I am going to bake a cake". Once they write the sentence correctly the chatbot/mysterious stranger will provide them with a code that will open the lock on the box. After opening the box, they have to pop the balloon to see which one has the key.

If you choose to create a chatbot, the interaction could be:

Chatbot: Hello dear players, I see you have fallen into my trap! If you want to open the boxes and get out alive, send me a sentence for each box using the item on the picture and “be going to”. Hurry! You don’t have much time!

Student: I am going to bake a cake.

Chatbot: Humm... That is correct, use the code 5678 to open the box.



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Don't forget to prepare a message for wrong answers. Here is an example of what the chatbot could say if the student said something incorrect:

Chatbot: Try again, only the worthy can access the sacred key!

Hints

If the players don't understand that they need to unlock the tablet to talk to the chatbot/mysterious stranger, send them a message for them to hear a notification.

If they get it wrong too many times, provide an example with another object and ask them to try again.

