



Around the world in 80 days



Scenario Description and Roadmap



Context of the story

Students pretend to be Phileas Fogg. While staying in Singapore until the steamer departs to Hong Kong, the inn owner informs Fogg that the steamer will leave in an hour, one day before the arranged time. The steamer has to catch up another steamer in Hong Kong and hand in some freight before the second steamer sets off for Brisbane. Phileas Fogg has an hour to pack his things and make sure you leave nothing behind.

- “Can you make it or will you miss the steamer and never be able to arrive in time back in England? Gather your belongings, your wallet, your compass, your passport and your watch, pack up your suitcase and get ready for some new adventure...”



Global explanation

After the players are given the context and instructions, they enter Phileas Fogg's room. They hear the inn owner knocking on the door and telling them that the steamer is leaving in an hour, one day before the scheduled time. If they want to catch it, they have to be quick and make sure they take all their personal belongings with them. The inn owner also reminds them not to forget to take down the map of the trip and put it in the suitcase with their other personal belongings.

Students take down the map from the wall. When they turn the map around, they read the following question "Put the countries in alphabetical order, use the first letter of the third word and look at the desk". On the desk, there are several envelopes with a different letter written on them. Students open the right envelope. In the envelope, they find Fogg's travelling documents and read an extract from Detective Fix's diary. Fix writes in his diary that he wants to arrest Phileas Fogg because he is believed to be a bank robber. Students have to combine the clues from the extract and guess the 4-digit number that opens the lock. Opening the locked box, they find Fogg's wallet with a note in it. The note guides students towards the desk and asks them the following question: "The steamer leaves Yokohama on 14 November 1872, 10:00 and arrives in San Francisco in 22 days and 6 hours. What will the date and time be in San Francisco then?" An image on the wall with the world time zones will help them find the answer. On the wall, there is a calendar of December with notes on it. Depending on the answer they give, they find out they have to search for a coat, where they find a watch in the one pocket and a note in the other. The note asks them to open the desk drawer where there are several cards. One card asks them which means of transport Fogg used to





travel from New York to Liverpool and the others have pictures of different means of transport. On the reverse side of the cards, there are some directions, but only the directions on one of the cards are correct. When they follow the directions correctly, they can unlock the box, where there is the compass and the key to unlock the room.



Roadmap

The **diagram** of the detailed steps is available as an **annexed file**. Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

| Phase A – The map of the trip

Students are inside Phileas Fogg's room. They hear a recording: the inn owner knocking on the door and telling them that the steamer is leaving in just an hour, one day before the scheduled time.

| Step A.1 – Students listen carefully to the inn owner

The inn owner in the recording gives students the first instructions. He informs Fogg about the change in the steamer's departure time to Yokohama and reminds him to take the map of the trip with him.





Step A.2 – Students process the map information

Students take down the map of the trip. When they turn the map round, they read the following question:

“Put the countries in alphabetical order, use the first letter of the third country and look at the desk”

After students put the countries in alphabetical order (China – Egypt – India – Japan – UK – USA), they have to use ‘I’ in order to proceed.

Step A.3 – Students pick the right envelope

On the desk there are four sealed envelopes, on which there are different letters of the alphabet. A good idea is to avoid using letter ‘E’ to avoid confusion between England and the UK. All envelopes have some pieces of paper inside but only one of them (the one with the letter ‘I’ written on it) has the documents with the right information.

Step A.4 – Students find Fogg’s travelling documents

Inside the right envelope there is Fogg’s travelling document and part of detective Fix’s diary with some missing information.



Phase B – Detective Fix’s diary

Step B.1 – Students read Fix’s diary

Students read Fix’s diary. In some part of the text, there is some ink and the students have to find out the missing information.

Hong Kong DATE _____
14.11.1872

I just hope my plan works. It was such a surprise to find out that the steamer is leaving today instead of tomorrow. I was so lucky to run into Passepartout! After all the wine I offered him to drink, when he finally wakes up, it will be too late to let Fogg and Aouda know about the change. The journey lasts 6 days and the next steamer will leave in 8 days, so Fogg won't be in Yokohama before XXXXXXXXXX

By then the warrant will be here and Fogg will be arrested for the bank robbery! I can't wait!

Step B.2 – Students find the 4-digit-code

Students think about the way to complete the sentence and come up with the right 4-digit code to open the first lock. In particular, students have to calculate the exact date Fogg will reach Yokohama if he misses the steamer leaving that day. Fogg won't be able to get to Yokohama before 28 November. Therefore, the 4-digit code needed to open the first lock is 2811.

Step B.3 – Students open the lock

Students open the locked box and find Fogg’s wallet.



Phase C – Students find the right date

Step C.1 – Students find a note in the wallet

Students search Fogg's wallet and find the following note in it.

"The steamer leaves Yokohama on 14 November 1872, 10a.m. and arrives in San Francisco in 22 days and 6 hours. What will the date and time be in San Francisco then?"

Step C.2 – Students notice an image with the world time zones

Students notice an image on the wall with the time zones. They are able to calculate what date and time Fogg will be in San Francisco. For this purpose, there is some paper and a pencil on the desk, which students can use to make all the calculations. This enigma might pose some concerns to students with dyscalculia, so providing them with pen and paper can make things easier for them. Since the steamer leaves Yokohama on 14 November 1872, 10:00 and arrives in San Francisco in 22 days and 6 hours, the steamer is expected to arrive on 6th December at 4p.m. However, due to the difference in time, San Francisco is 17 hours behind, so the steamer is expected to arrive on 5th December at 11p.m.

Step C.3 – Students notice a calendar on the wall.

Students notice a calendar on the wall. For some of the dates there are some notes. Students read the note for the correct date, i.e. 5th December. They have to read the word from back to the front to find the word. Students realize that they have to look for the coat.



Step C.4 – Students look for the coat and find Fogg's watch

Students find Fogg's coat hanging from a wall hanger. They search it carefully and find Fogg's watch in the one pocket and a note in the other one.

Phase D – Students find the watch and a note

Step D.1 – Students find a note in the wallet

Students find Fogg's watch in one pocket and a note in the other. The note writes, "What time does Fogg arrive in San Francisco? Open the desk drawer".

Step D.2 – Students unlock the drawer

When students unlock the drawer, they find several cards. One of them has the question "How did Fogg travel from New York to Liverpool?". All the others have pictures of several means of transport.

Step D.3 – Students choose the right transportation means

On the reverse side of all the cards, there are different instructions for students to follow. The questions on the right card (steamer) are the following.

1. Which continent did Fogg visit right after Europe? (**A**frica)
2. What is the name of Fogg's valet? (**P**assparetout)
3. What did Detective Fix wait to arrive to arrest Fogg? (**w**arrant)
4. What's the third letter of the means of transport you chose? (ste**a**mer)



5. What is the second digit of the year Fogg went on this venture? (1**8**72)

There are also misleading questions on the rest of the cards. You could replace one or two of the questions mentioned above with the following:

- Which continent did Fogg visit after Asia?
- What's the second letter of the means of transport you chose?
- What's the third digit of the year Fogg went on this venture?

Step D.4 – Students unlock the box

Students follow the instructions and come up with the 5-digit-code (4 letters, 1 number) to unlock the box. When they open the box, they find Fogg's compass and the key to open the door. At this point students listen to a recording. It is the inn owner saying the following:

"Mr Fogg, do you have all your belongings? You have to hurry! Open the door and rash to the steamer! Have a safe journey and good luck, Mr Fogg!"

Fogg is ready to depart!



Erasmus+

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