

Quest Games

Levels I, K, M, O



Quest Game Levels

ACTFL	OPI Scale	Level Chinese
Intermediate Mid	12	I
Intermediate Mid	13	K
Intermediate Mid	14	M
Intermediate High	15	O

Students must play in pairs

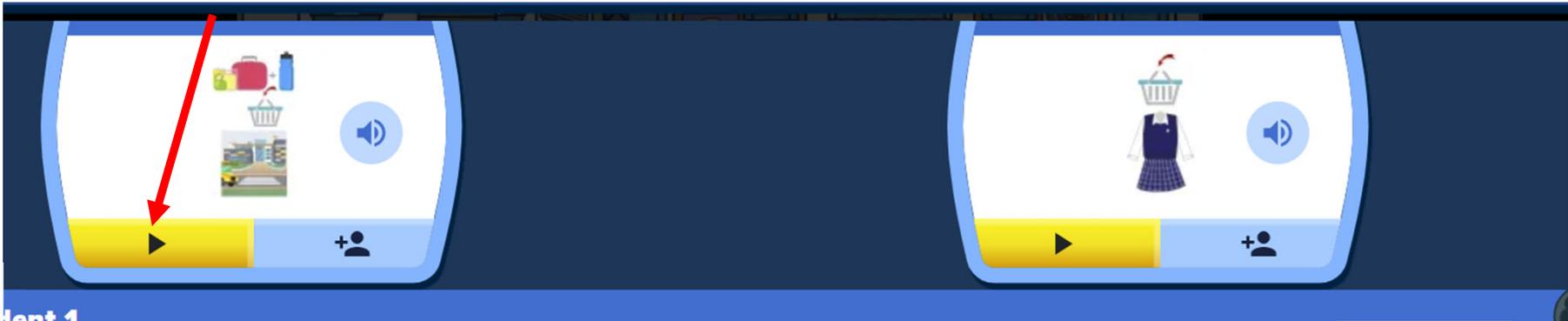


1. Click on a building to start a game!

2. Quest Games start on Level I, click and scroll down



3. Then Press play on the goal





Quests

One of you will be the Hacker

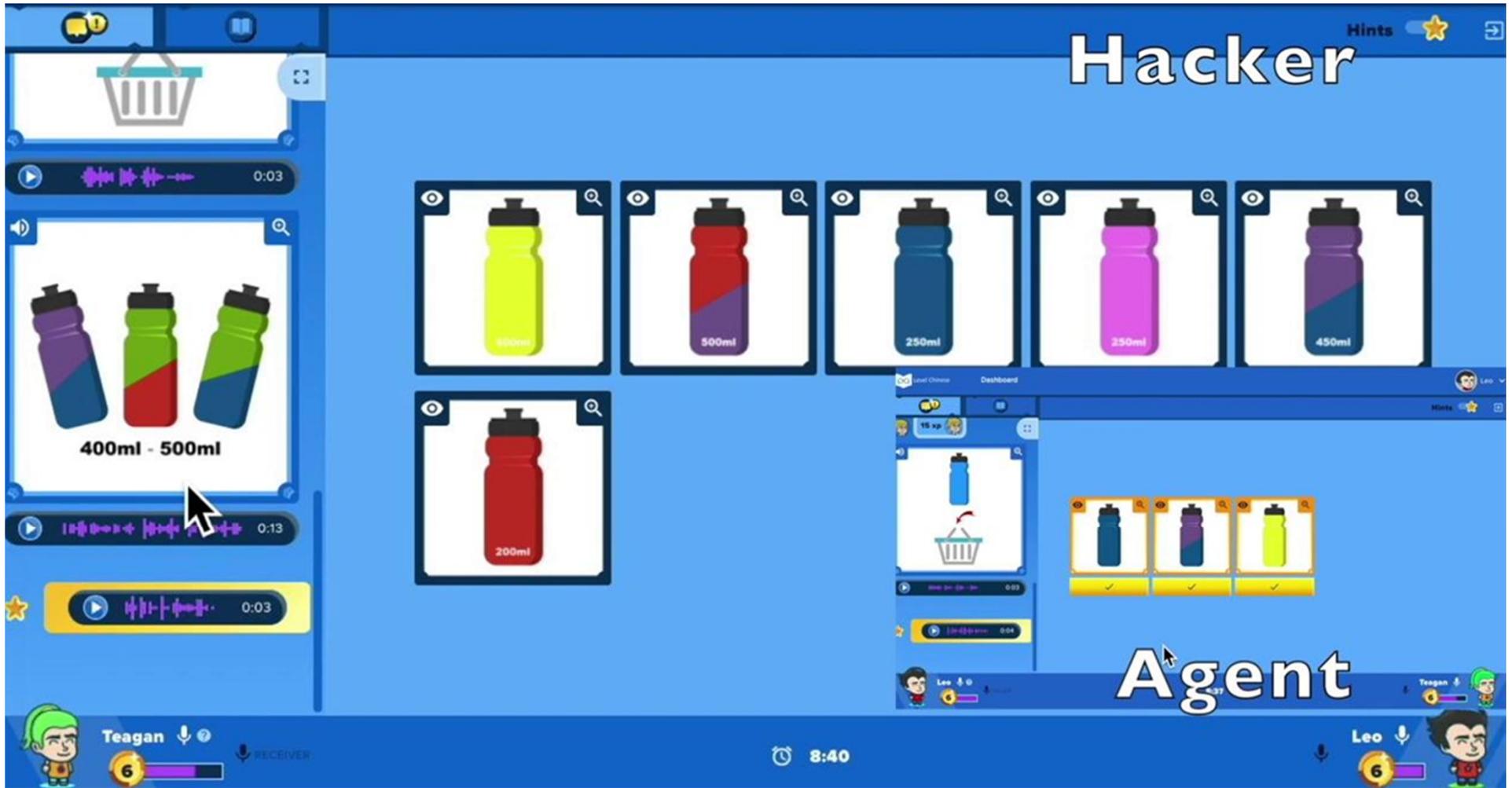
The other one will be the Agent

The game chooses randomly who gets to be Hacker or Agent

The Hacker has the information

The Agent chooses the action

Teacher can hear what you say!



Important Tools in the Game

The Eye:
Eliminates the
option so you can
focus on the possible
choices

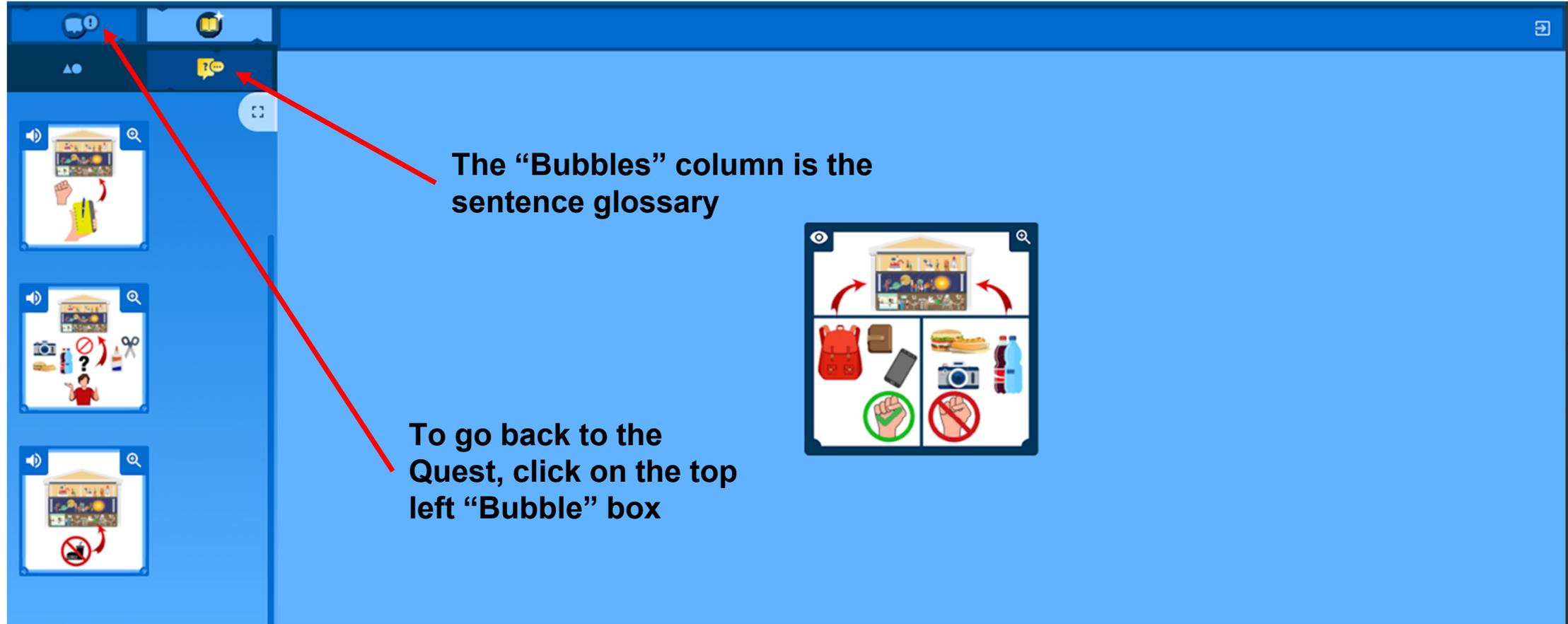


The Magnifying Glass:
Makes the picture **BIGGER** so
you can see it better

A screenshot of a Zoom meeting interface. On the left side, there is a video player showing a graphic with a magnifying glass over various items, a question mark, and a 'no' symbol. Below the video is a play button and a progress bar at 0:10. To the right of the video are thumbs up and thumbs down icons. At the bottom left, there is a yellow 'Start' button. The bottom of the screen shows two participants: 'DLS Student2' and 'DLS Student 1', each with a character icon and a score of 4. A 'Leave' button is visible next to 'DLS Student 1'. In the center of the screen, a red arrow points from the text to a book icon in the top navigation bar.

To Check the Glossary, click on the book

The “shapes” column is the word glossary



The “Bubbles” column is the sentence glossary

To go back to the Quest, click on the top left “Bubble” box



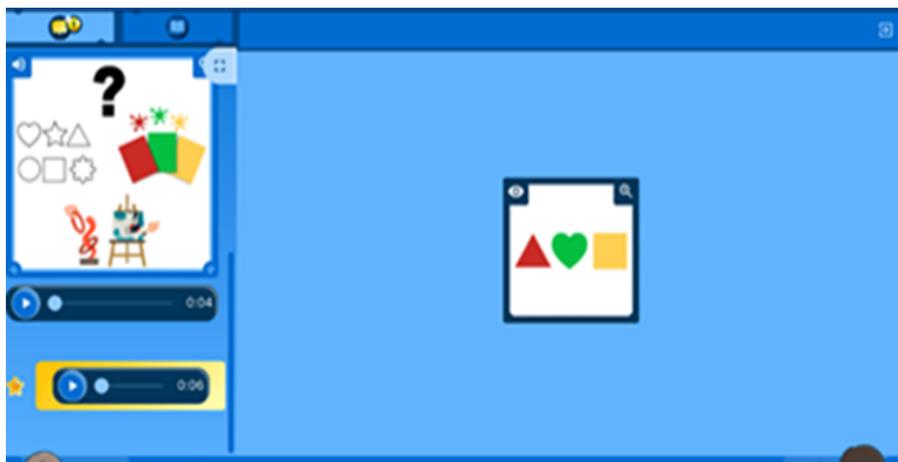
Hacker's view

Agent's view

Mode 1

Hacker sees one card which represents the correct answer. This image is one of the many Agent sees. Hacker has to describe the image to the Agent, so the Agent can choose the correct answer.

Quest: 让我们一起做一个美术活动吧!
选择纸的形状和颜色。



Hacker's view

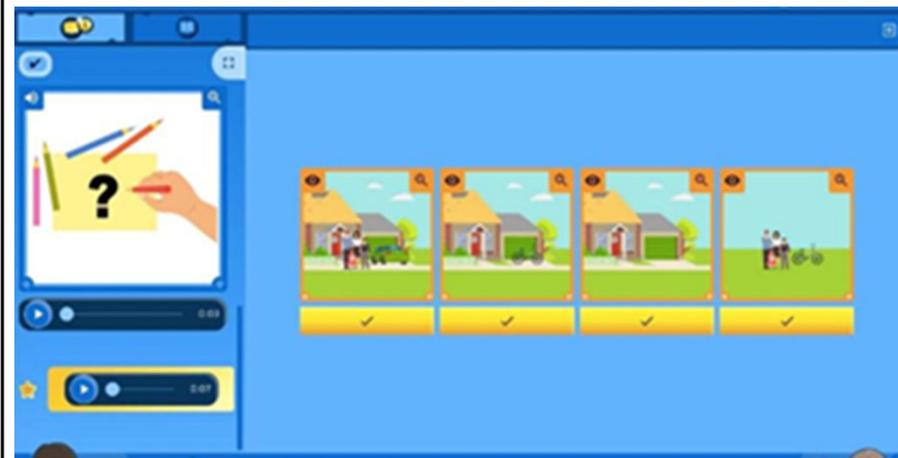
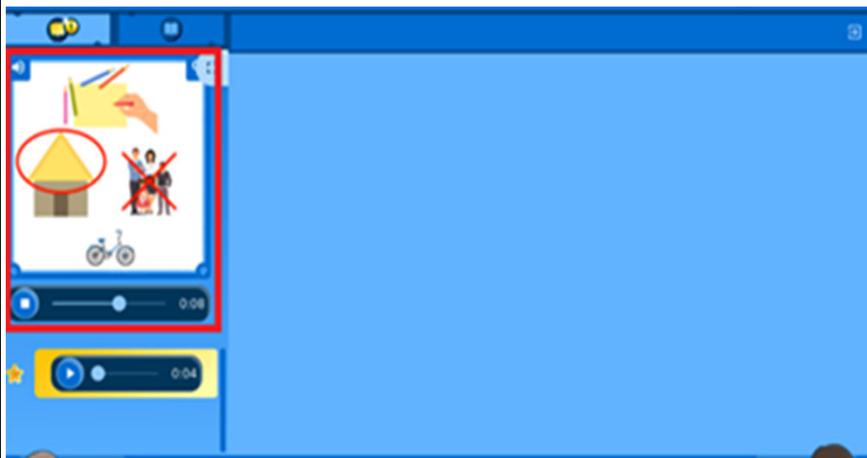
Agent's view

Mode 2

Hacker sees/hears a set of "rules" to help Agent narrow down the images to the correct answer which fits all the rules.

Quest : 选择你要画什么。

An example of a rule : 这幅画里要有房子，房子的屋顶是黄色的，还要有一辆自行车。不能有家人。



Hacker's view

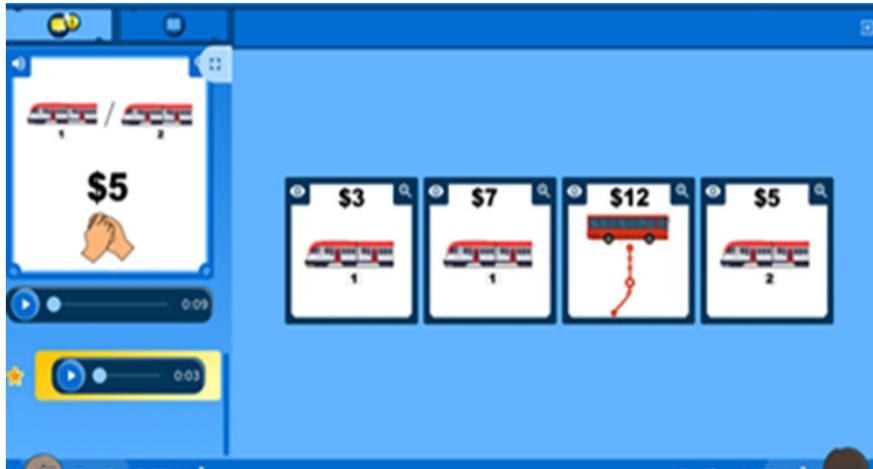
Agent's view

Mode 3

Hacker sees/hears a set of rules and also a set of card images. In this case, some of the information on each card is only present on the Hacker side and Agent sees an incomplete set of information per card.

Quest: 根据你有多少钱, 选择你要怎么去学校。 Agent看不到价格。

An example of a rule: 你有5块钱, 你要坐1号火车或者2号火车去学校。



TIPS to play the Quest game



Are you the Hacker? Be careful! Sometimes you will need to eliminate some options on your screen before you are able to find the correct one that the Agent also has. Listen & Look at the Rules carefully!

Are you the Agent? Be patient! Hackers get more information than you, and they need to listen to it before they can help you. They will let you know when they are ready to share!



Game Rules:

- ✓ Always Accept an Invitation
- ✓ Always Use the Target Language

The logo for Avanza features the word "Avanza" in a bold, italicized, green sans-serif font. To the right of the text is a stylized graphic element consisting of a red triangle pointing upwards and to the right, and a light blue curved line that starts below the text and curves upwards and to the right, ending near the red triangle.

Avanza

Music: www.bensound.com