Practice a language by defusing bombs

Previous compulsory steps / Prior students' knowledge	None.
Learning objectives	Practice English or other languages in a fun and urgent situation. Learning to express oneself even when unsure about one's ability.
Subjects	English as a foreign language
Recommended Age	All
Material needed	A PC, console or smartphone, an access or local version of the game pdf
Sequence duration	1 hour
Individual or group activity	Group activity
Skills developed	Collaboration & teamwork, communication, problem solving
Price range of the game	10€ iOS/Android, 15€ on PC and consoles
Similar games to use with the approach of the sequence	Operation Tango, We Were Here

Step by step: how to implement the sequence

In this sequence, your students are going to have to speak English in a game about defusing bombs.

The gameplay is asymmetrical: one player (the defuser) uses the game while the others (the experts) look at an online "bomb defusal manual" pdf. Experts have the information on how to defuse the bomb, but good communication needs to happen between the defuser and the experts.

Requirements

You can have one defuser per copy of the game. If you play remotely and want multiple defusers, you will need several copies, or you can have several players in front the same screen describing the bomb to the experts.

Experts **do not need** the game; they simply need the bomb-defusing pdf that can be found online here: https://www.bombmanual.com/

Setup ideas:

- **Entire class**

If you can only afford one copy of the game, you can host a full classroom session. One student or a small group of students go behind the pc or the tablet while the rest of the class checks the pdf displayed on a projector.

You can also reverse and display the game on the screen, thus having a class of defusers and a small group of experts. To encourage all students to participate, you could ask them to pass around a totem (a ball, a pen, etc.) that gives them the right to talk and that they have to pass around.

This disposition will probably be messy, but it can still be fun!

- **Groups**
  - **Locally**

If you can afford several copies of the game, gather your students in small groups. Split the groups between the defusers, who hold the phone or tablet or are behind a PC, and the experts in front of them, who read the online pdf manual.

  - **Remotely**

You can host sessions remotely with small groups of students by having a Steam account and buying a copy of the game. You can then invite your students to a session. Use vocal apps such as Discord or Steam's built-in chat function. Thanks to the "Remote Play Together" functionality offered by Steam, you can give control of your mouse and keyboard to a remote player when playing a game. Thus, you can host the session and let the students play as defusers, using your game copy.

For more information on Remote Play Together, see:
https://www.allingames.com/how-does-steam-remote-play-together-work/

Supported languages:
You can perform this sequence in English or in many other languages, as the game exists in more than 20 languages at the time of writing.

- **Step 1: Give necessary vocabulary (15 minutes)**

Read the first introductory page of the manual with your students. It presents the modules that compose a bomb. Each module has a defusal method, explained in the

following chapters of the manual. In the game, a module is a square on the bomb with elements like wires or buttons:

Figure 1: Example of a module in Keep Talking And Nobody Explodes

Skim through the bomb defusal manual with your students and note down the vocabulary required to play the game that your students might not know, such as wires, devices, etc. Note it on a board that is clearly visible to everyone.

- **Step 2: Students play the game (30 minutes)**

While they play, help them with vocabulary or with the creation of sentences. Your job is to facilitate the language aspect of the game. You can also write down the things they have trouble with. In between games, you can take time to explain them and to add them to the board.

If reading the manual is too hard for your students, offer them to use the manual written in their mother tongue, but still communicate in the language they have to learn.

- **Step 3: Debrief and discussion (15 minutes)**

Go through the vocabulary, sentences and grammar points you noted during the games and expand on them.

Getting the game:

https://apps.apple.com/fr/app/keep-talking-nobody-explodes/id1445772666

https://store.steampowered.com/app/341800/Keep_Talking_and_Nobody_Explodes/?l=french&usg=AFQjCNE2AHdO_YNXT-UKYILM8T-dogiUzw&sig2=_PZ4kU0hzaCQLZDPbyPq_g

https://play.google.com/store/apps/details?id=com.steelcrategames.keeptalkingandnobodyexplodes&hl=fr&gl=US

References:

- All screenshots used in this lesson were taken from Keep talking and nobody explodes, **Steel Crate Games** (201)
- Keep Talking Games. How to play remotely keep talking and nobody explodes keeptalkinggame.com Retrieved from https://keeptalkinggame.com/how-to-play-remotely/
- All In Games. (2021, June 10). How does Steam Remote Play Together work? allingames.com Retrieved from https://www.allingames.com/how-does-steam-remote-play-together-work/