

El uso de EERG en la enseñanza del inglés: Harry Potter en la asignatura C1 de traducción

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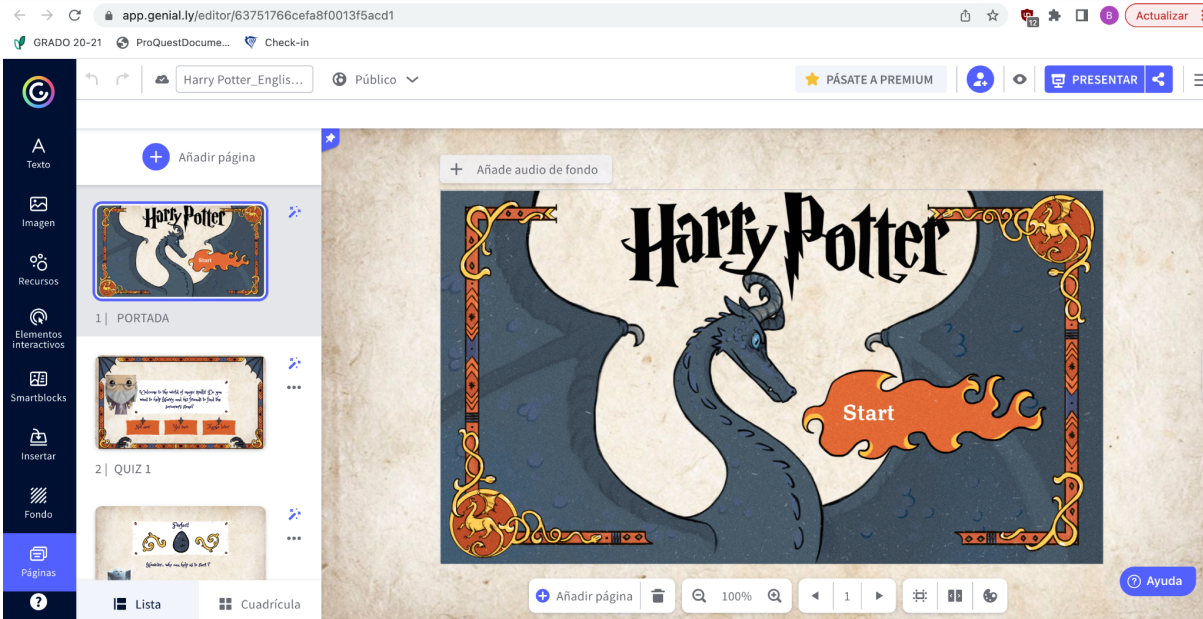
Este artículo propone una actividad docente basada en dos partes de una hora de duración cada una. Basándome en un proyecto de excelencia de la Junta de Andalucía coordinado por Adelina Sánchez P20_0037 RESLAB y con la financiación de la Ayuda de Recualificación de la UGR, presento una actividad desarrollada en clase que sirve para repasar los contenidos de la guía docente de la asignatura C1 Inglés de traducción e interpretación de la UGR. Esta actividad es un Escape Room sobre Harry Potter que mezcla la ficción con los contenidos del *English File B2.1* de la guía docente de la asignatura. En este artículo se presenta las soluciones y los enlaces para su uso en otras asignaturas que compartan este libro, como Inglés Moderno Intermedio II (en la facultad de Filosofía y Letras).

Bienvenidos y bienvenidas al Escape Room de Harry Potter.

Esta revisión está basada en estrategias de gamificación aprendidas gracias a la colaboración con el proyecto Europeo Unlock, también de la Universidad de Granada y que se recogen el manual *Handbook of Research on Using Disruptive Methodologies and Game-Based Learning to Foster Transversal Skills* (Rivera et al., 2022), así como una estrategia longitudinal personal de implementar estrategias de innovación docente en la asignatura C1 Inglés durante tres años consecutivos. La actividad consiste en dos partes claramente diferenciadas. Ambos juegos interactivos están creados con la herramienta genial.ly: <https://app.genial.ly/>, que se puede utilizar de manera gratuita.

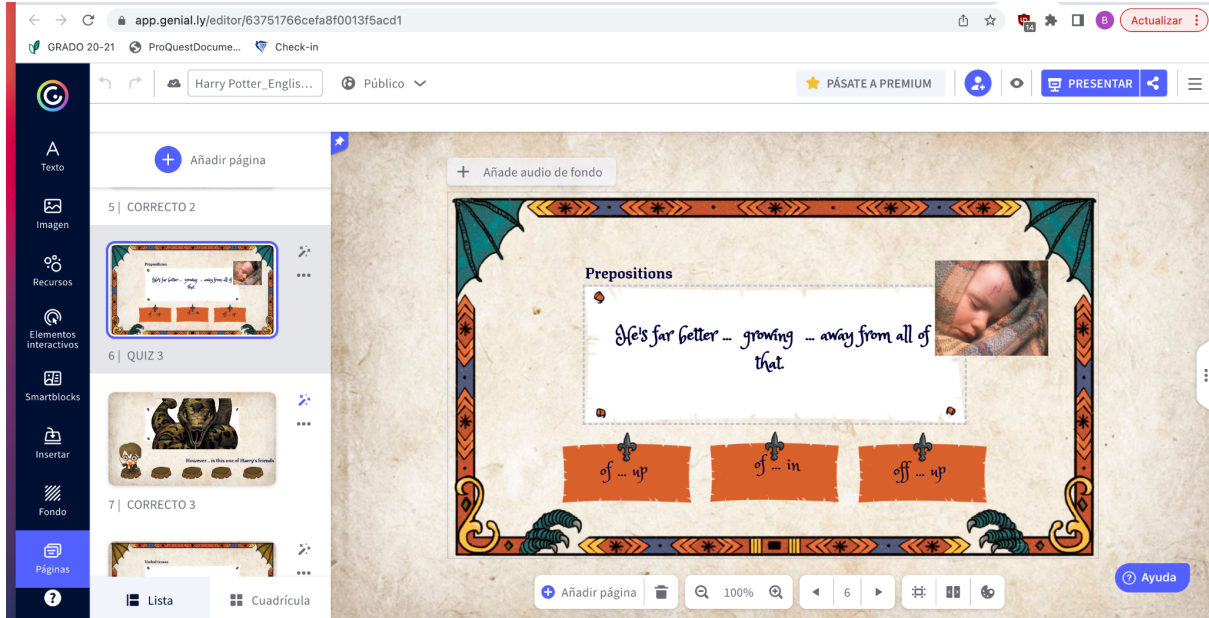
Un primer quiz interactivo en el que el alumnado tiene que contestar a varias preguntas después de haber escuchado distintos vídeos

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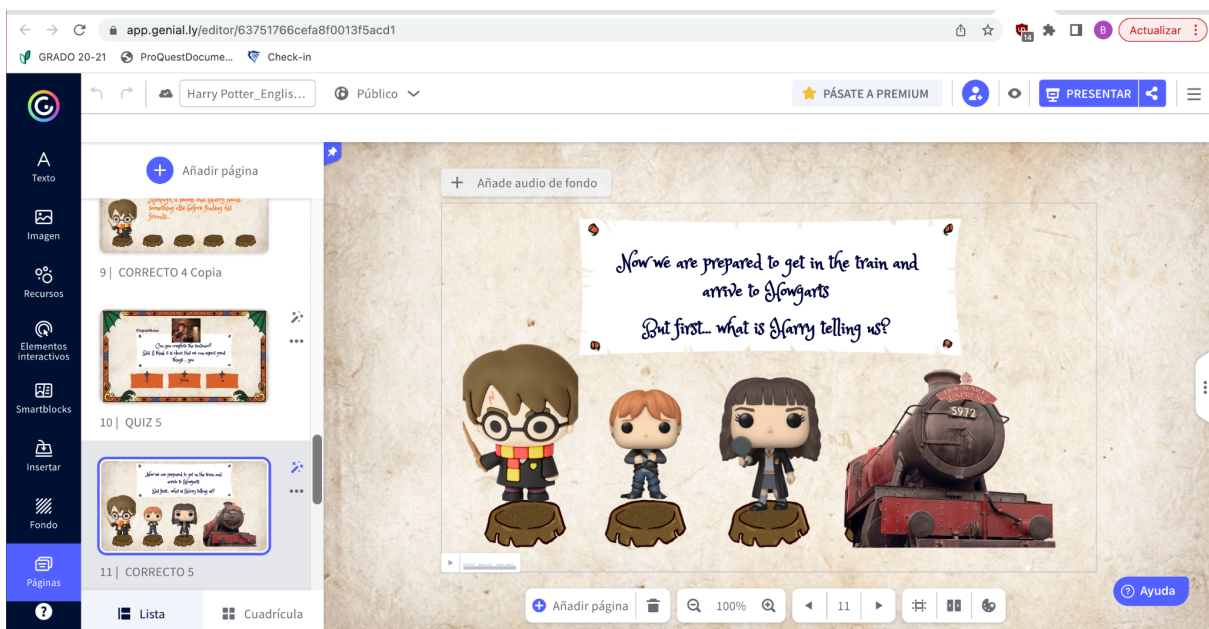


The image shows a screenshot of the Genial.ly editor interface. The browser address bar displays the URL: app.genial.ly/editor/63751766cefa8f0013f5acd1. The page title is "Harry Potter_Englis...". The interface includes a sidebar with various tools like "Texto", "Imagen", "Recursos", "Elementos interactivos", "Smartblocks", "Insertar", and "Fondo". The main workspace shows a Harry Potter-themed escape room activity with a "Start" button and a "QUIZ 1" section. The activity features a large illustration of a dragon and a phoenix. The interface also includes a "PÁSATE A PREMIUM" button, a "PRESENTAR" button, and a "Ayuda" button.

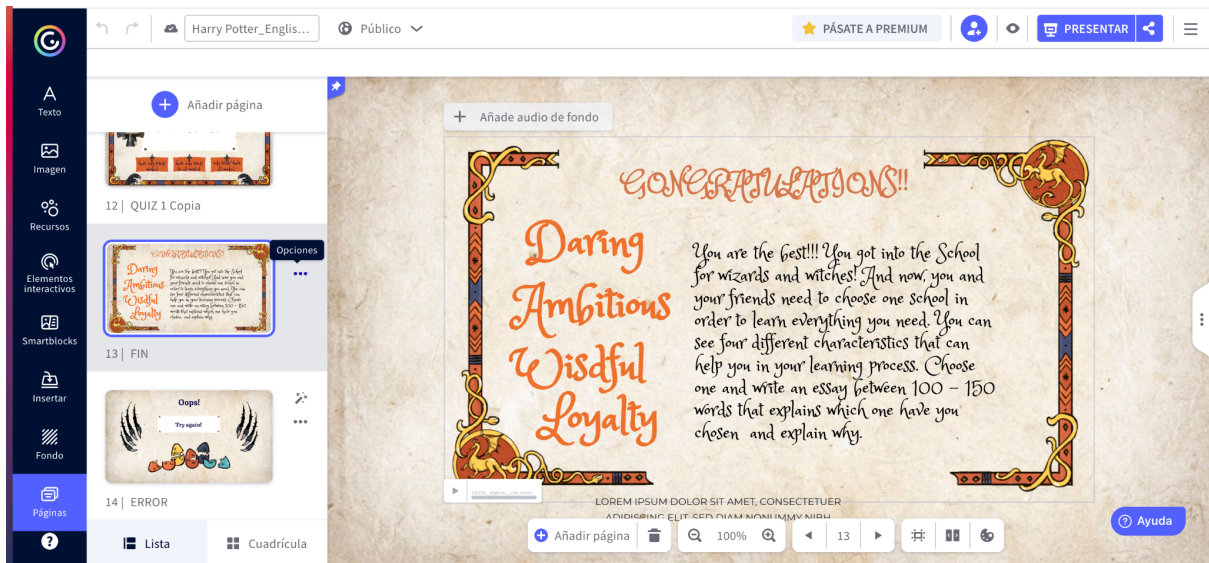
El alumnado tiene un total de cinco preguntas que tienen que ver con tiempos verbales, preposiciones, y gramática recogida que comprende de los temas uno al seis (ambos incluidos) del *English File B2*. 1. Cada pregunta se responde después de haber escuchado un trocito de película de la primera película de Harry Potter a la que se puede acceder a través de Youtube:



El alumno o alumna debe pulsar la figura de Harry Potter para poder acceder a los vídeos una vez superada la preguntada:



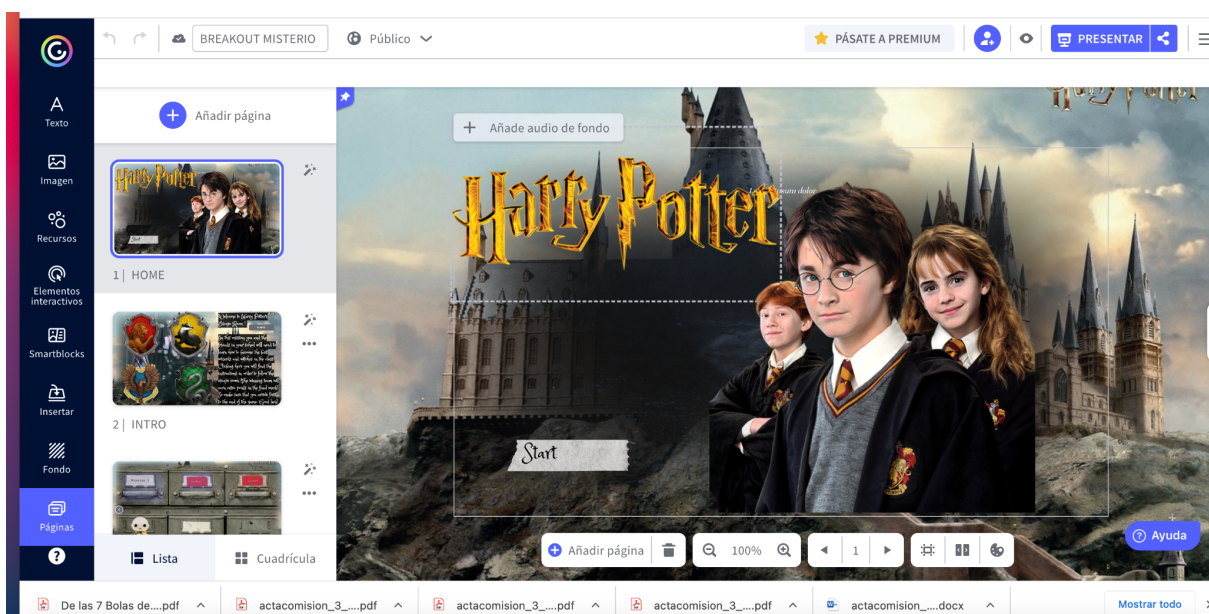
Una vez superadas las distintas preguntas el alumno o alumna llega al final de esta primera parte del juego y se encuentra con la siguiente actividad:



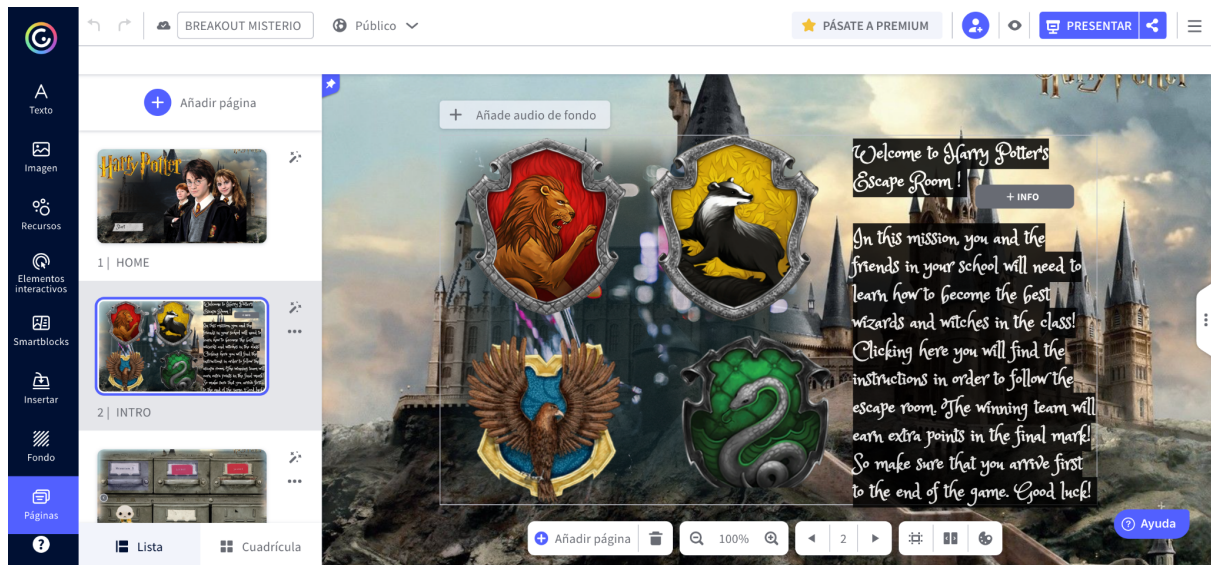
Debe redactar un pequeño ensayo en el que especifique cuál de las características que se ven en la imagen corresponde con la característica que les identifica mejor como estudiantes. Esta actividad tiene tres objetivos específicos que tienen que ver con distintas partes del proceso de aprendizaje del alumnado. Desde la parte de gamificación, se pretende organizar al alumnado en distintos grupos para la siguiente parte de la actividad. Por otra parte, siguiendo las competencias de la asignatura en sí, también se intenta fomentar el pensamiento crítico del alumnado reflexionando sobre su propio aprendizaje; así como implementar una actividad clásica de la enseñanza del inglés como es la escritura pero desde un ángulo lúdico.

Diseño de un Escape Room virtual con Harry Potter

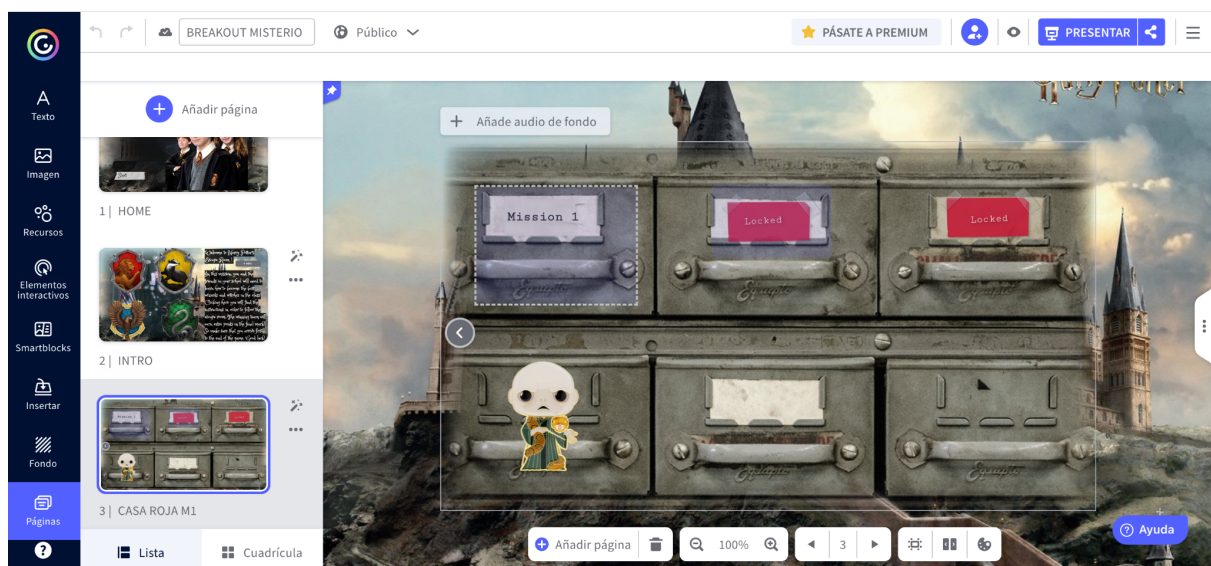
Una vez creados los grupos, el alumnado se enfrenta con la segunda parte de este juego <https://app.genial.ly/editor/63774d1868c8f30011975787>



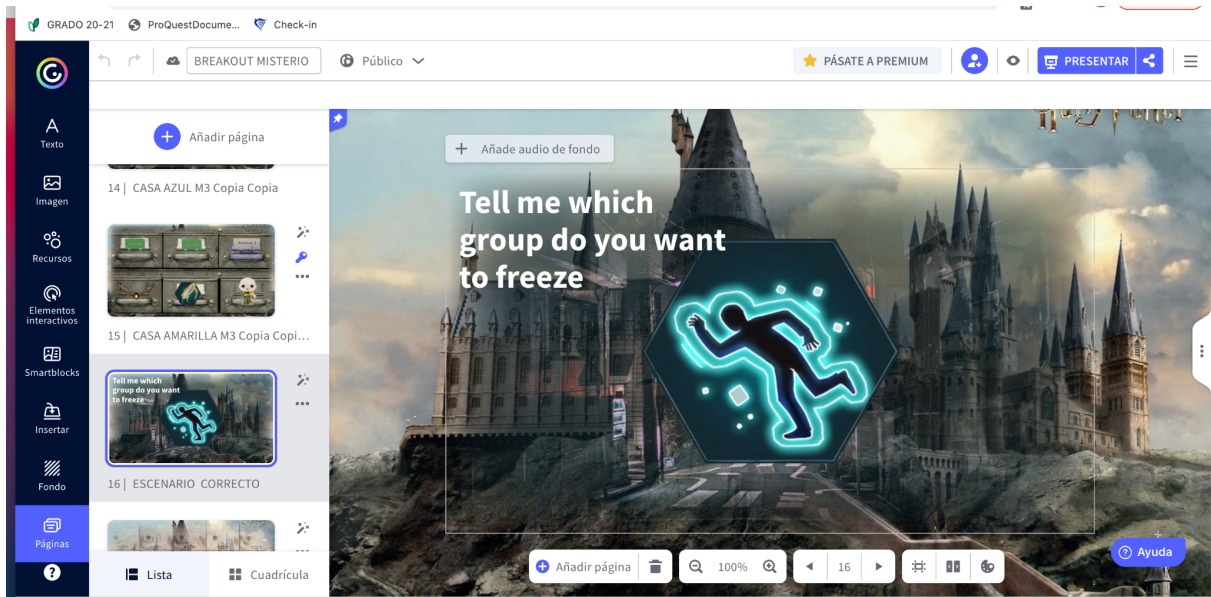
En esta ocasión, el alumnado se organiza en grupos según la característica que han escogido en la actividad anterior para poder comenzar el escape room:



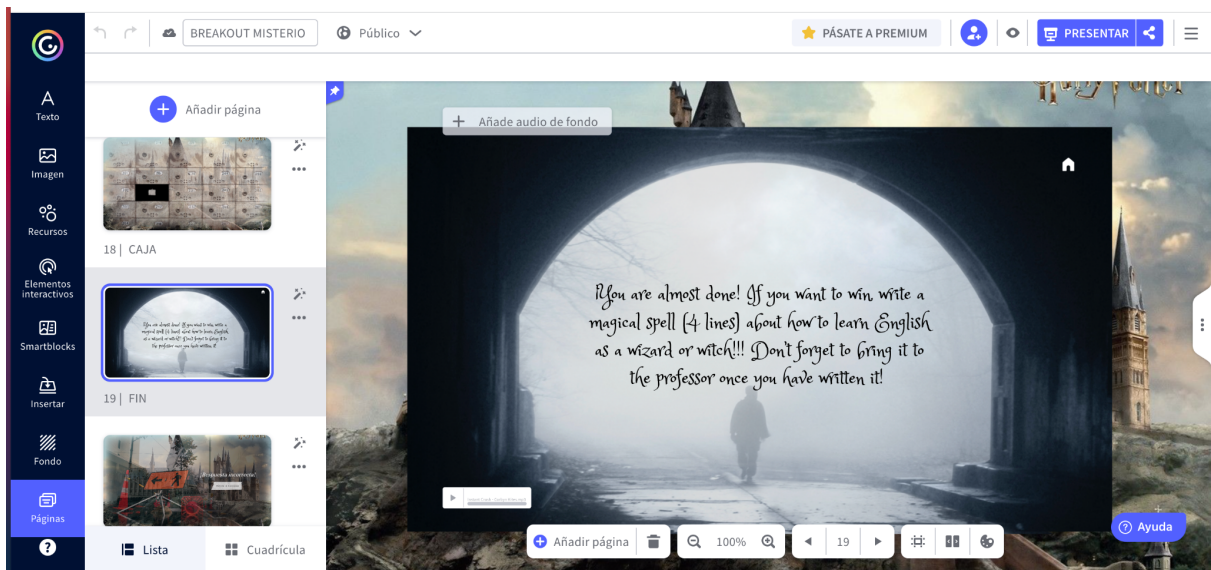
Cada grupo tendrá que proceder al visionado de un vídeo y a responder a dos preguntas que tendrán que escribir en un papel y darle al profesor o profesora para que, si estas soluciones son correctas, el grupo obtenga la contraseña para poder conseguir la siguiente misión:



El icono de Voldemort les lleva a una pantalla donde le pueden comunicar al profesor o profesora que grupo quieren congelar durante un minuto para que no avance en su misión:



Una vez superadas las tres misiones, el alumnado tiene que redactar un hechizo mágico sobre el aprendizaje:



A continuación, detallo las instrucciones para poder desarrollar el juego en cualquier ámbito de la enseñanza del inglés de esta segunda parte del juego:

Welcome to Harry's Potter Escape Room!

In this mission, you and the friends in your school will need to learn how to become the best wizards and witches in the class! Clicking here you will find the instructions in order to follow the escape room. The winning team will earn extra points in the final mark! So make sure that you arrive first to the end of the game. Good luck!

INSTRUCTIONS

1- It is time to find your house! For that, you will need to meet with the rest of the group based on the value that you chose as the most important to become a wizard or a witch. The values correspond to the following houses:

- a. Daring - Gryffindor (Red logo)
- b. Ambitious - Slytherin (Green logo)
- c. Wisdom - Ravenclaw (Blue logo)
- d. Loyalty - Hufflepuff (Yellow logo)

2 - You will find three missions and a final mission that you need to unblock in order to obtain several objects that will help you to become the best wizard or witch related to your learning process. The first mission does not have a password, but the other two do have it. In order to find it, you will need to ask the professor, who will give you a clue to find it.

3 - Each mission will have a video and two questions that you will need to ask with information found in the video or with content that we have learnt in class. You will need to write the answers on a blank page and give me the answers of these two questions, so that I can give you the password to unlock the next mission.

4 - Each mission will contain one Voldemort. It means that you will be able to send one minute break to one group. Once you see it, you can go to the professor's table to let her know which group you want to stop for a minute.

5 - If you are blocked and you don't see how to continue, you can use up until two clues that the professor will help you with.

6 - The winning team will be the one handing the final mission to the professor first.

FIRST VIDEO TRANSCRIPT:

Other Boy: "Quidditch is easy to understand. Each team has seven players. Three Chasers, two Beaters, one Keeper and a Seeker. That's you.

There are three kinds of balls. This one's called the Quaffle. Now, the Chasers handle the Quaffle and try to put it through one of those hoops. The Keeper, that's me, defends the hoops. With me so far?"

Harry: "I think so. What are those?"

Other boy: "You better take this. Careful now, it's coming back. Not bad, Potter. You'd make a fair Beater."

Harry: "What was that?"

Other boy: "Bludger. Nasty little buggers. But you are a Seeker. The only thing I want you to worry about is this: the Golden Snitch."

Harry: "I like this ball."

Other boy: "You like it now. Just wait. It's wicked fast and damn near impossible to see."

Harry: "What do I do with it?"

Other boy: "You catch it before the other team's Seeker. If you catch this, the game is over. You catch this, Potter, and we win."

ACTIVITIES - GRYFFINDOR (RED)

1- Watch the video: <https://www.youtube.com/watch?v=3vZL4eHdhRM>

- a. Your first task will be to find one of the rules that we have learnt in class for word formation. First you will need to write the rule; and second write the three examples that you can find in the video.
- b. According to the book... what is Harry Potter?

SOLUTIONS

Mission 1 -

- a. Verb + er (noun): chaser, beater, seeker & Keeper
- b. Pre-teen

CLUES

Mission 1 -

- a. Verb + Suffix - Noun
- b. Stage of life

Password - Golden Snitch

ACTIVITIES - SLYTHERIN (GREEN)

1. Watch the video: <https://www.youtube.com/watch?v=3vZL4eHdhRM>
 - a. Write down the verbs that go with prepositions. What is the difference between them? Provide at least one example with a different preposition.
In the first movie, what is Hermione?

SOLUTION

- a. Worry about (verb + preposition); came back (verb + preposition). This one changes in meaning depending on the preposition as come in
- b. Pre - teen

CLUES -

- a. Come in; come back; differences in meaning.
- b. Stage of life

Password - Golden

ACTIVITIES - Ravenclaw (Blue)

Watch the video: <https://www.youtube.com/watch?v=3vZL4eHdhRM>

Which one is the predominant verbal tense in the video? Why? Provide three sentences in which it is being used as they are said in the video.

In the first movie, what is Ron Wesley?

SOLUTION

- a. Present tense - habits. Look at the transcript to find the examples.

- b. Pre - teen.

CLUES

- a. This is the first verbal tense we have learnt in the class.
- b. Stage of life

PASSWORD - Snitch

ACTIVITIES - Hufflepuff (Yellow)

Watch the video: <https://www.youtube.com/watch?v=3vZL4eHdhRM>

- a. Write the conditional that appears in the video, which type is it? What does it express?
- b. In the first movie, what is Dumbledore?

SOLUTION

- a. First conditional: If you catch this, the game is over.
- b. Elderly or Retired.

CLUES:

- a. You catch it before the other team's Seeker.
- b. Stage of life.

Password - golden snitch

VIDEO 2: <https://www.youtube.com/watch?v=f99w0oGsGcl> (until min. 1.40)

TRANSCRIPT:

Professor: "One of a wizard's most rudimentary skills is levitation or the ability to make objects fly. Do you have your feathers? Good. Now, don't forget the nice wrist movement we've been practicing. The swish and flick. Everyone. The swish and flick. Good. Oh, and enunciate. Off you go, then."

Everyone: "Wingardium Leviosa"

Ron Wesley: "Wingardium Leviosa"

Hermione: "No, stop, stop, stop! You're going to take someone's eye out. Besides, you're saying it wrong. It's not Leviosa, but Leviosa."

Ron Wesley: "You do it then, if you're so clever. Go on, go on."

Hermione: Wingardium Leviosa.

Professor: "Well done! See here, everyone, Miss Granger's done it! Splendid! Well done, dear."

Harry Potter: "I think we're going to need another feather over here, professor"

MISSION 2 - GRYFFINDOR (RED)

Watch the video: <https://www.youtube.com/watch?v=f99w0oGsGcl> (until min. 1.40)

- a. How many different futures do you listen to in the video? Why do we use it/them? Provide one example.
- b. How is Hermione?

SOLUTION

- a. Be going to: You're going to take someone's eye out; I think we're going to need another feather over here, professor
- b. Responsible

CLUES:

- a. It is something happening for sure.
- b. It is an adjective we learnt during the vocabulary that created adjectives with suffixes.

Password: Leviosa

MISSION 2 - SLYTHERIN (Green)

Watch the video: <https://www.youtube.com/watch?v=f99w0oGsGcl> (until min. 1.40)

How many different presents do you listen to in the video? Why do we use it/them? Provide one example for each of them.
What is Hogwarts?

SOLUTION

- a. One of a wizard's most rudimentary skills is levitation or the ability to make objects fly (Present simple); Now, don't forget the nice wrist movement we've been practicing (present perfect continuous).
- b. School

CLUES:

- a. One is simple & the other is continuous.
- b. You can find the word in unit 4. B.

Password: Wingardium Leviosa

MISSION 2 - RAVENCLAW (Blue)

Watch the video: <https://www.youtube.com/watch?v=f99w0oGsGcl> (until min. 1.40)

- a. Can you locate an adjective? What is the comparative or superlative structure expressed in the video?
- b. What are the children in the class?

SOLUTION

- a. "most rudimentary"
- b. pupils

CLUE

- a. "One of a wizard's..."
- b. You can find the word in unit 4. B.

Password - wingardium leviosa

MISSION 2 - Hufflepuff (Yellow)

Watch the video: <https://www.youtube.com/watch?v=f99w0oGsGcl> (until min. 1.40)

- a. Write down the verbs that go with prepositions. What is the difference between them? Provide at least one example with a different preposition.
- b. What is the character in the photo?

Password: Wingardium Leviosa

TRANSCRIPT:

Boy: "Scared, Harry?"

Harry: "A little."

Boy: "It's all right. I felt the same way before my first game."

Harry: "What happened?"

Boy: "I don't really remember. I took a Budger to the head two minutes in. I woke up in the hospital a week later."

Presenter: "Hello! Welcome to Hogwarts' first Quidditch game of the season. Today's game, Slytherin versus Gryffindor! The players take their position as Madam Hooch steps onto the field to begin the game!"

Madam Hooch: "No, I want a nice, clean game from all of you!"

Presenter: "The Bludgers are up, followed by the Golden Snitch. Remember, the snitch is worth 150 points. The Seeker who catches the Snitch ends the game. The Quaffle is released and the game begins! [...] Angelina Johnson scores! Ten points for Gryffindor!"

Hagrid: "Well done!!"

Presenter: "Slytherin takes the Quaffle. Bletchely passes to Captain Marcus Fl."

Harry: "Yes."

Presenter: "Another ten points to Gryffindor!"

Player: "Give me that! [...] Take that side!"

Boy: "What's going in with Harry's broomstick?"

Hermione: "It's Snape. He's jinxing the broom!"

Ron: "Jinxing the broom? What do we do?"

Hermione: "Leave it to me."

<https://www.youtube.com/watch?v=1A6z7R-aaDw>

MISSION 3 - MISSION 2 - GRYFFINDOR (RED)

Watch the video: <https://www.youtube.com/watch?v=1A6z7R-aaDw>

Which are the determiners that go with "game"? Are there more than one? Why are they different?

- a. What do we call the place surrounding the stadium?

Once you have done it, you will be given a number.

SOLUTION

- a. "A game", "the game".
- b. Countryside, hill

CLUE:

- a. What is the difference between “the elephants” in Africa and “an elephant there”?
- b. You can find the word in the vocabulary of unit 5.B.

Password: broomstick (for everyone)

MISSION 3 - SLYTHERIN (Green)

Watch the video: <https://www.youtube.com/watch?v=1A6z7R-aaDw>

- a. Which phrasal verb can you find in the video? Is it a regular or irregular verb? Write the different verbal forms.
- b. What is the meaning of the color of Hogwarts?

SOLUTION:

- a. Woke up - wake up / woken up
- b. Red - Passionate.

CLUES:

- a. “I don’t really remember. I took a Budger to the head two minutes in. I ... in the hospital a week later.”
- b. You will find the answer on p. 178 and it is an adjective finished in - ate.

MISSION 3 - RAVENCLAW (Blue)

Watch the video: <https://www.youtube.com/watch?v=1A6z7R-aaDw>

- a. What is the main verbal tense in the narration told to Harry before the game starts? Why?
- b. What is the meaning of the color that represents Slytherin?

SOLUTION:

- a. Past simple
- b. Successful

CLUES:

- a. Telling an incident from the past.
- c. You will find the adjective “ful-ly” on p. 178

MISSION 3 - Hufflepuff (Yellow)

Watch the video: <https://www.youtube.com/watch?v=1A6z7R-aaDw>

- a. What is the main verbal tense in the narration of the game? Why?
- b. Where can you buy a broomstick?

SOLUTION:

- a. Present tense
- b. DIY store

CLUE:

- a. Narrate present facts.
- b. Vocabulary that you will find in unit 6.B

Last slide

You are almost done! If you want to win, write a magical spell (4 lines) about how to learn English as a wizard or witch!!! Don't forget to bring it to the professor once you have written it!

<https://view.genial.ly/63774d1868c8f30011975787/interactive-content-breakout-misterio>

<https://view.genial.ly/63751766cefa8f0013f5acd1/interactive-content-harry-potterenglishbeatriz-revelles>

PASSWORDS

GRYFFINDOR (RED) SLYTHERIN (GREEN) Ravenclaw (Blue) Hufflepuff (Yellow)

Mission 1: Golden Snitch Golden Snitch golden snitch

Mission 2: Leviosa Wingardium Leviosa wingardium leviosa Wingardium Leviosa

Mission 3: broomstick (box 216)