

SPACETEAM ESL

Activities and Lesson Plans for Teachers,
Parents, and Kids!

Written and Designed
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Don't worry, the ship flies itself.
Just follow the instructions.
And remember to work together... as a Spaceteam!





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Separate PDFs

Appendix A: Spaceteam ESL list of vocabulary words

Appendix B: Fridge Magnet Poetry Examples

Appendix C: Examples of Atari characters



Instructions

Written By David Waddington

The Very Complicated Storyline

- * Your team of 2-4 players is working together to fly a spaceship.
- * Each player has a control panel. To survive, you must follow the instructions and press the right buttons on your control panel on your phone.
- * But wait... there's more. Your ship has some kind of mix up—your instructions are being sent to your teammates' phones, and your teammates' instructions are being sent to your phone!
- * This means that if you want to survive, you must communicate and work together! Otherwise, your space ship will blow up.
- * There are a few things to discover as you play. For example, players have to do something in particular when there is an asteroid or a wormhole. If you get really frustrated, well, the internet knows all.....





Spaceteam ESL Tech Tips

Written By David Waddington

Rock Bottom Basics

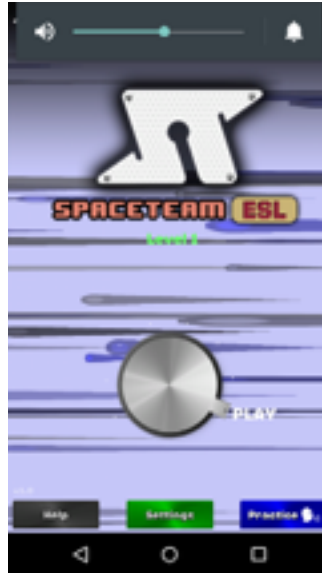
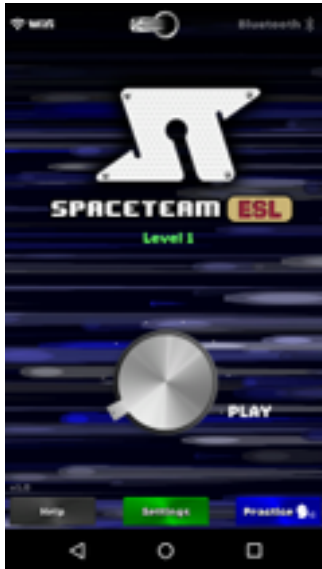
- ★ Spaceteam ESL is a crazy and fun multiplayer (groups of 2-4) iOS/Android game for English language learning.
- ★ It's a team game—players must play with others in the same room. Everyone must have the app.
- ★ It works using wireless networking technology (WiFi and Bluetooth).
- ★ It is based on Henry Smith's hit game Spaceteam (3.5 million+ downloads).
- ★ The game is completely free (no ads, no nothing, never pay anything ever).
- ★ It has several vocabulary levels (based on word frequency and pronunciation complexity see Appendix A) and speeds to help players practice their English.
- ★ The game also has a pronunciation practice tool to help them practice outside the game setting.

What You Need to Be a Spaceteam

- ★ At least two mobile devices with Spaceteam ESL installed.
- ★ These devices must be in the same room.
- ★ Either WiFi or Bluetooth must be enabled on the devices, depending on which connection method you wish to use.
- ★ If you are using Bluetooth, both devices must have the same OS (i.e. they must either be both Androids or both iOS devices).
- ★ Certain setups tend to be more reliable. See below for more on this.

How to Start the Game

- ★ Use the switch at the top of the intro screen to set the game to WiFi or Bluetooth, depending on which method you want to use.
- ★ Turn the dial to Play!
- ★ Wait for the devices to find each other



Setups: Solid, Basic, and Awesome

Background

Spaceteam ESL works using wireless networks, so the more favorable your wireless network is, the better your Spaceteam experience will be. If you try Spaceteam ESL in your home or classroom, please test it out first (with a buddy, since it is multiplayer) before trying it in your classroom. This way, you'll be able to scout out the situation with your network.

The Solid Setup

Use an existing WiFi router in your home or classroom. Allow everyone to connect to it, and start up Spaceteam. This works very well in homes, but it can sometimes run into trouble in school and university setups, where security restrictions on the network will prevent devices from connecting to each other.

The Basic Setup

In situations where WiFi cannot be used (e.g. university classrooms or other institutional settings with high security), you can use Bluetooth to connect devices. Bluetooth, however, will *only* connect devices with the same OS. Thus, iOS (iPhones and iPads) can connect to each other, and Android devices can as well, but cross platform connections will not work with Bluetooth.

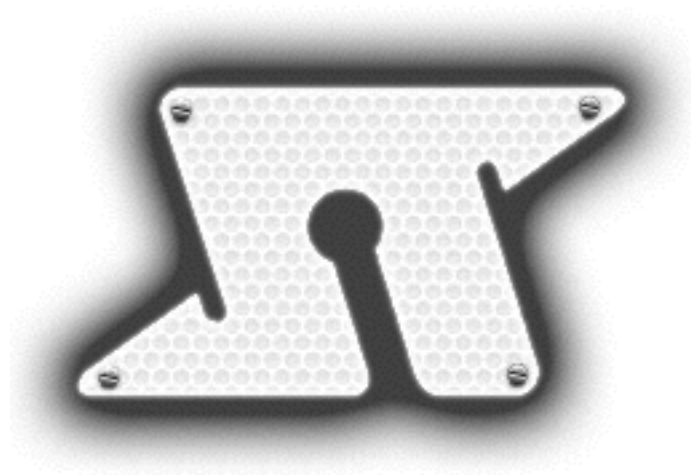
The Awesome Setup (requires a bit of tech skill)

Configure your WiFi router to require no password. Bring your router to wherever you want to play (e.g. your classroom), and plug it in. There is no need to connect it to the internet, as Spaceteam does not need the internet to work (assuming that every player already has the game installed). An Apple Airport Express works especially well.

Having Problems?

- ★ Most importantly, remember that you can't play over the internet--you must all be in the same physical location, and you must have more than one device (Spaceteam is multiplayer only!)
- ★ Here are some other connection tips:
- ★ Make sure all the devices are running the latest version of Spaceteam
- ★ Wifi-specific: Make sure everybody is connected to the same Wifi network
- ★ Wifi-specific: Make sure everybody has the switch at the top of the Title screen set to "Wifi"
- ★ Wifi-specific: There are potential issues with some Wifi routers not supporting "multicast protocols", or having "wireless isolation" turned on (which allows devices to connect to the internet, but not each other). The exact settings and terminology vary so you'll have to look at instructions for your specific router.
- ★ Bluetooth-specific: Make sure everybody has Bluetooth turned on in System Settings
- ★ Bluetooth-specific: Make sure everybody has the switch at top of the Title screen set to "Bluetooth"
- ★ If you are trying to play with a mix of iOS and Android devices, you must use Wifi. Bluetooth only works iOS-to-iOS or Android-to-Android.
- ★ Even in the best-case scenario, sometimes it takes a couple of tries to get everyone in the lobby. If one person is left spinning in the vortex for more than about 15 seconds while the others are in the lobby, that one person should Cancel and dial Play again.
- ★ Sometimes, rebooting your device might help...

SPACETEAM ESL



Spaceteam ESL Program Plan: *Imagining Outer Space*



About these activities

These activities can be explored individually, or as an entire unit or LES (learning and evaluation situations).

Lesson 1: Spaceship Fridge-Magnet Poetry

Rationale

The purpose of this activity is for students to practice using the vocabulary that appears in the game, and to add a basic collection of articles (the, a, an), pronouns (I, he, she, it, we), and determiners (this, that), prepositions (of, to, for, beneath, on, around, about etc...) This will increase their comfort with the words when it comes to using them in gameplay. Remaining true to the playful and absurd nature of the game, this lesson enables students to create funny poetry.

What you need

Basic Version:

- ★ 1 pair scissors/group
- ★ 1 marker/ student or selection of colours
- ★ thick white paper (cardstock) - cut approximately 1.5" x 4" (begin with 40/group but have more on hand)
- ★ alternatively, regular photocopy paper can be used
- ★ *Note:* this can be a measuring exercise where students cut their own paper, but ideally the rectangles should be straight
- ★ an example (see Appendix B)
- ★ 1 printed list of vocabulary words for Spaceteam ESL (see appendix A)
- ★ 1 ziplock bag or envelope/student

Preferred Version:

- ★ scissors
- ★ white glue
- ★ markers

- ★ thick white paper (cardstock) - cut approximately 1.5" x 4" (begin with 40/group but have more on hand)
- ★ *Note:* this can be a measuring exercise where students cut their own paper, but ideally the rectangles should be straight
- ★ pieces of magnet (can be found at dollar stores, art supply stores, stationary stores, or cut up old magnets)
- ★ anything flat and made of metal (old cookie tin lids or boxes, serving trays)
- ★ ideally, attach the piece of metal to a wall and label with sticky notes numbered according to how many groups there will be in the class or students can use at their table
- ★ an example (see below)
- ★ printed list of vocabulary words from Spaceteam ESL
- ★ a ziplock bag or envelope

Prepare an example:

- ★ create your own poem on a piece of paper using words from any of the Spaceteam ESL vocabulary lists and any pronouns, articles, prepositions, or determiners you would like to add
- ★ write your poem one word per piece of 1.5" x 4" paper with a marker
- ★ you can trim your pieces of paper to the size of the word
- ★ add a small piece of magnet to the back of each word
- ★ attach the poem to a piece of metal
- ★ (See Appendix B for photos of examples)

Lesson 1: Spaceship Fridge-Magnet Poetry

Set-up

- ★ students can work in groups of 4 - assign each group a number
- ★ in a box or bag/group or pile/group place each of the items listed above

Objectives

As a result of this lesson students will:

- ★ develop familiarity with the selected level of vocabulary (from Spacetam ESL, see appendix A)
- ★ be able to list examples of pronouns, articles, determiners, and prepositions
- ★ recognize that the game consists mostly of verbs and nouns with some adjectives

Introduction

- ★ students can try playing Spaceteam ESL first, or use this lesson to become more familiar with the vocabulary from the game first
- ★ if students try Spaceteam ESL first, they can also practice using the *practice feature*
- ★ show your example of a magnetic poem (attached to tin ideally) and ask someone to read it
- ★ if they have played Spaceteam ESL, ask them if they recognize the words
- ★ if they have not played, inform them that these words are from a list of vocabulary from a fun game you will be playing called Spaceteam ESL

Activity #1

- ★ explain that each group member can take a turn selecting a word from the list, saying it out loud, and writing it down on one of the pieces of paper
- ★ while the next person is choosing, reading, and writing their word, a piece of magnet can be added to the back and set aside
- ★ once each student has 10 words invite them to bring their collection of words, and play the following game @ the mounted piece of metal with their group number

GAME

- ★ the first group member selects a words from their collection and attaches it to the metal as they say the word
- ★ the second group member does the same
- ★ the group decides when the poem is finished
- ★ the group can play again or return to their desk for the next activity

Activity #2

- ★ ask students to identify some of the words that they wish they had in their collection
- ★ write down each example on the board, and select one and ask if they know what category this word fits into (likely articles (the, a, an), pronouns (I, he, she, it, we), determiners (this, that), and prepositions (of, to, for, beneath, on, around, about, etc.)
- ★ ask, what category of words do you find in the vocabulary lists from the game?

Lesson 1: Spaceship Fridge-Magnet Poetry

- verbs (action words), nouns (person, place thing or idea), and adjectives (describe nouns)
- ★ what letter would you add if you wanted to make some things plural? (an s can be cut out on its own to add to any noun)
- ★ Is there any other type of word missing that you think you would like to add to your magnetic word collection?
students may not want to add anything, but there are no adverbs
- ★ invite students now to either cut out their own pieces of paper or hand out more
- ★ each student can now add their own types of words as discussed
- ★ when finished return to metal sheet and play game again
- ★ suggest students write down their favourite poems in their notebooks
- ★ students can add the category of word to the back of the word (noun, verb, etc...)
- ★ students can add patterned borders around their word
- ★ eventually the magnets can be brought home and students encouraged to use on their fridge with family - encourage students to play Spaceteam ESL with their parents
- ★ students can illustrate some of their favourite magnetic poems - can use 4.25" x 5.5" card stock to make postcard size drawings - can add magnets to these
- ★ invite students to invent games, and as they do, to write out the rules and/or explain them to the class

Extensions

- ★ students can illustrate their poems
- ★ students can create a special box or container inside which to store their magnetic poetry
- ★ students should continue to add words from the game to their collection
- ★ invite students to leave poetry on the metal sheets around the room, and to change the poems regularly, or move words around

Lesson 2: What Does Your Spaceship Look Like?

Rationale

The purpose of this activity is for students to playfully engage with the game and corresponding vocabulary by creating a drawing of the spaceship, and all of the shenanigans that take place within the spaceship. This lesson exercises students' imagination, and further supports development of pronunciation and confidence with words. Students will be required to label the ship and the events taking place within the ship, in order to work on spelling and word recognition.

What you need

- ★ a sketchbook or paper and markers and/or pencil crayons
- ★ a pencil and eraser
- ★ vocabulary lists from Space team ESL (see Appendix A)

Objectives

As a result of this lesson students will:

- ★ develop familiarity with the selected level of vocabulary (from Spaceteam ESL, see appendix A)
- ★ label the most important items in their drawing of the Spaceteam ESL spaceship with some new words that may not be in the game
- ★ practice spelling and pronouncing words from the game
- ★ exercise their imaginations by envisioning details of the Spaceteam ESL spaceship and the strange events that take place therein

Introduction

- ★ Invite students to imagine we are on the Spaceteam ESL spaceship and it is calm
- ★ What do you see around you?
- ★ encourage students to share some of the details of the spaceship they envision (are there windows? what do they look like? what colours do you see? do you have a special cup to drink from? what's inside it? are there pictures on the wall? what do you do during down time?)
- ★ suddenly, someone on your space team shouts: "Call Space Dogs"
- ★ What do the space dogs look like, and how do you call them?
- ★ give students time to draw this scene
- ★ in order to practice spelling the words from the game, invite them to title their drawing "call space dogs"
- ★ do any other commands stand out in your mind from playing the game?
- ★ if yes, the drawing exercise can take place a second time with the new command (students or teacher can also refer to Appendix A)

Activity

- ★ invite students to take out a pencil
- ★ you have started to imagine what the ship looks like, what you have in the ship, and the strange shenanigans that go on inside the ship sometimes
- ★ can you now draw what the spaceship looks like from the outside? Is it made out of a strange material? Can you draw the whole thing from the outside? Where is the ship? Have you landed somewhere? Are you flying? Are you in

Lesson 2: What Does Your Spaceship Look Like?

a part of outer space we have never seen before? What does it look like around the ship?

- ★ Next, imagine you were somewhere inside the ship. What are you looking at? Can you draw a close up of something or one area or section from the inside? How did this crazy space team design the inside of the ship? What special things can the ship do for you?
- ★ finally, can you label the most important or your favourite parts of the ship? You may want to refer to the Spaceteam ESL vocabulary lists (Appendix A), invent your own funny names for parts, or simply label items according to what they are; for example, “my Spaceteam mug” or “my Spaceteam toothbrush”

Conclusion

- ★ can you tell us about your three favourite parts of your ship?
- ★ where is your ship at the moment?

Extensions

- ★ have a wide variety of magazines on hand (national geographic are great!)
- ★ invite students to invent aliens that are made out of combinations of animal parts, human parts, nature parts, food, and objects
- ★ invite students to add items to their spaceship drawings, cut out from magazines
- ★ invite students to experiment with watercolour on a piece of watercolour paper and imagine this is where their

ship has landed - using marker to add detail ask: what kinds of things are growing here? Where is your ship? who lives here?

1. invite students to experiment with cardboard and paper by challenging them to figure out how to create basic 3D forms with paper (cones, cylinders, cubes....)
 2. challenge them to create a hinge between 2 small pieces of cardboard
 3. challenge them to attach 2 pieces of cardboard using wire or twist ties
 4. challenge them to layer cardboard to create a form
 5. encourage them to share solutions and strategies, and put their solutions on display so others can learn
- ★ once they have accomplished 1 - 5, invite them to create a 3D version of their ship drawing by applying some of these techniques - if they are stuck and can't figure out how to do something, encourage them to look at the display of examples and talk to class mates



Lesson 3: What do *YOU* Look Like?

Rationale

Video game graphics have come a long way since the 70s and 80s!

People are not always aware of the evolution of technology and learn that the graphic style of Spaceteam ESL refers back to these basic graphics and is therefore considered retro. Students will learn a bit about the history of video games in relation to graphics. They will also observe the style of the character graphics for Spaceteam ESL, and will develop some basic drawings skills by copying a few of the characters using graph paper. They will then take some time to reflect about their own personality and characteristics, and through the simple details they add to their character will communicate something about their own personality and preferences. They will practice their English by explaining their choices.



What you need

- ★ examples printed or projected of early video game characters (space invaders works well, see Appendix C)
- ★ graph paper and markers or pencil crayons / student
- ★ printed or projected Spaceteam ESL characters

Objectives

As a result of this lesson students will:

- ★ develop a simple stylized drawing skill by copying characters from Spaceteam ESL

- ★ create an avatar to represent themselves in the style of Spaceteam ESL characters
- ★ explain why they chose certain details to represent themselves

Introduction

- ★ share images of Atari 2600 video game characters
- ★ what are you looking at here?
- ★ how are they different from video game characters from now?
- ★ what do you notice about the way they are made?
- ★ graphics for games have come a long way in 30 years
- ★ early computer images were made of very few colours and very few pixels
- ★ basically, just like the example, images were made out of squares that you could see
- ★ to understand what I mean, it helps to look at graph paper - have a look at a piece of graph paper
- ★ in an image you could basically see all of the squares, just like this
- ★ take a few minutes to try to make a simple character using only one colour per square - you can imitate the example or invent your own

Activity

- ★ show an image of a character from Spaceteam ESL (see Appendix C)
- ★ what have you noticed about the Spaceteam ESL characters?
- ★ do you know what the word retro means?
- ★ “that’s so retro” often relates to clothing styles from the past

Lesson 3: What do YOU Look Like?

- ★ show characters from Spaceteam ESL
- ★ why would I call these retro?
- ★ the Spaceteam ESL characters are very retro because they are like the video game characters of the past what do you notice about these characters?
- ★ even though they are standing in the exact same pose, would you say they each have different personalities? why?
- ★ your challenge now is to copy one or more of the characters from the game - just to get used to drawing in this style
- ★ next you will create your own space Spaceteam ESL avatar or self-portrait to represent yourself
- ★ how can you represent yourself through such a simple drawing?
- ★ choose special details to represent yourself - they may not be real details - for example, you may not have a punk hairstyle like some of these characters, but what might such a hairstyle choice say about you? and what about colours? and how would you add pattern to your image? what might that say about you? What do your colour choices say about you?
- ★ can you give your avatar a special name that says something about your personality? perhaps it will be a funny combination of words like a lot of the commands from the game ie/ captain fun-messy-hair

Conclusion

- ★ can you introduce your avatar and explain the design choices you made?
- ★ ie/ colours and what they are wearing or holding

Extensions

- ★ using bright fimo or sculpey (modelling clay that hardens in the oven - can be purchased at most art supply stores) in colours similar to the colour palette of the Spaceteam ESL characters, invite students to make 3D versions of their avatars
- ★ let them know they can poke a hole in the head and wear their avatar as a necklace
- ★ encourage students to take out or wear their 3D avatars every time they play Spaceteam ESL
- ★ if they have created a 3d ship, invite them to store their avatar inside when not using

Lesson 4: What Does Your Space Team Get up to in Space?

Rationale

Students will use the absurd and wonderful word combinations in Spaceteam ESL as inspiration for a narrative. They can share these stories in a variety of ways, using either their 2D ship drawing with a cut-out of their character to tell the story, or if they have created 3D versions they can tell the story using these props, or they could get really fancy and create a 2D or 3D stop motion animation or a series of photographs or a comic/graphic novel. Details about how to accomplish each of these is explained below.

What you need

- ★ what you need depends on which story telling option you take
- ★ Spaceteam ESL wordlists (see Appendix A)

Basic Version:

1. **props** - the 2D drawings from lessons 2 & 3, and/or the 3D sculptures from lesson 2 & 3 extensions

★ Other Options:

2. **photo-narrative** - the 2D drawings from lessons 2 & 3, and/or the 3D sculptures from lesson 2 & 3 extensions + the same drawing or sculpture materials + camera and tripod
3. **stop motion animation** - if there is a mac available this software is free and easy to use: <http://www.framethief.com>

4. **comic or graphic novel** - examples of comics and graphic novels + paper + drawing tools of choice

Introduction

- ★ write 3 interesting commands from Spaceteam ESL on the board (for example, “**sing to official chief**”; “**quote creative poetry**”; “**taste illegal honey**”)
- ★ imagine you are in your ship with your space team what happened moments ago that lead to any of these three situations?
- ★ students can take a few minutes to write their answers, and/or simply respond orally

Activity

- ★ look through the Spaceteam ESL word lists (Appendix A), and create your own series of words, or use the ones that exist already as a starting point for a story (**more examples: transform dimension; arrange factory**) - you may choose for this to be the title, but it’s up to you
- ★ write the story
- ★ these stories can be shared in a large number of ways:
 1. **props** - the easiest is to take either the 2d or 3d space ship and characters from lessons 2 & 3 and add any further characters, props or details and read and act out the story
 2. **photo-narrative** - students can divide their stories into “important scenes”, create these scenes in 2d or 3d and photograph them - these

Lesson 4: What Does Your Space Team Get up to in Space?

3. photos can be projected or printed and made into a book
4. **stop motion animation** - students can create stop motion animations
5. **comic or graphic novel** - students can use their original drawings of the ship and character as a base for a comic strip or graphic novel - in this case share examples of graphic novels and encourage students to describe and discuss what they see, and then try to apply some techniques in their own work

Conclusion

- ★ what is the title of your story?
- ★ when finished, students share their stories with the class and/or community



The End.