

Professor Memorization has begun to destroy the power of play! He put all of the research-based ways that games promote language learning into a scrambler, and you all are our only hope to unscramble his knavery. First, solve each puzzle he left. Then, put the answers to the puzzles in the right order to reveal the password that enacts the scrambler's kill switch. Hurry! If you fail, flashcards will be the only tool you have left to promote language learning!

If...

**6 + 2 + 3 = one**

**3 + 5 + 6 + 2 = exon**

**4 + 3 + 2 + 1 = cent**

**What is 4 + 6 + 2 + 1 + 3 + 5 + 1 ?**

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From Sykes & Reinhardt's *Language at Play* (2013)

- A player (any individual or group) voluntarily plays a game knowing that he or she is bound by a set of rules. Gameplay necessitates following or flouting the rules.
- Games require effort to reach a goal (this goal can be open ended or clearly defined, yet it is always ultimately authenticated by the player).
- Games will often result in a variety of differing outcomes, some better than others and some more negative than others.
- Games create an internally rewarding system. (p.3)

What is the hidden word?

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# LEARNING IS MESSY, COMPLEX, AND TARGETED. FREEMASON CIPHERS KEEP LEARNING YOUNG-HEARTED.



## WHAT IS ONE OF THE REASONS THAT GAMES PROVOKE LEARNING?

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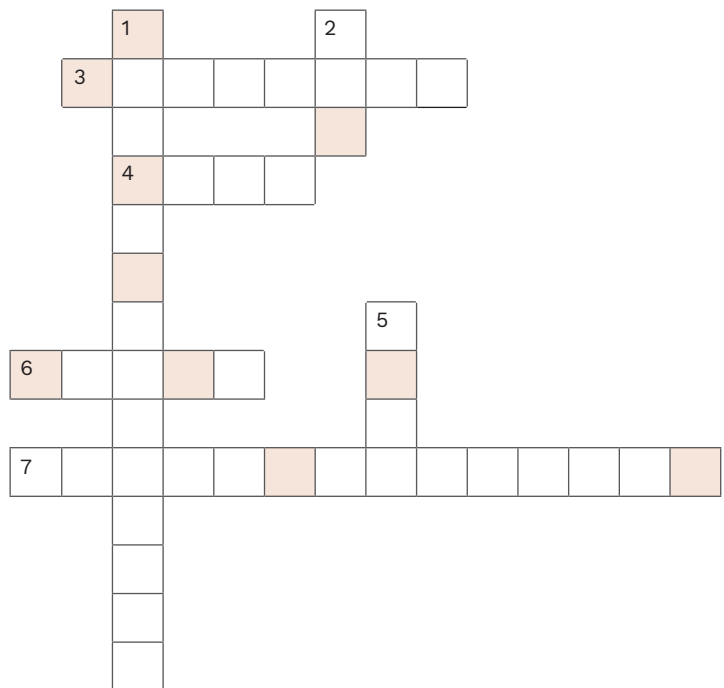
### COMPLETE THE CROSSWORD PUZZLE TO FIND THE HIDDEN MESSAGE.

#### ACROSS

- 3. The company that brought you the gaming system you need to meet Yoshi, defeat Boswer, and jump on some goombas.
- 4. A common game mechanic related to a scarce resource. If you lose it, you might see 'Your \_\_\_\_\_ is up!' on the screen.
- 6. An Italian plumber who saves Princess Peach.
- 7. A video game that involves carjacking and other unsavory acts. Research shows it's intrigue. (Three words)

#### DOWN

- 1. An experience in which goggles make you feel like you are really there. (Two Words)
- 2. A card game in which you learn ONE specific Spanish word.
- 5. The things you roll before you move on a game board.



**I AM ONE WORD.**

**IF AUDIO EQUIPMENT CREATES ME, YOU WILL HEAR A LOUD SCREECH.**

**GRANT WIGGINS WARNED THAT I AM ONLY INFORMATION IF I DON'T LET STUDENTS KNOW WHETHER THEY ARE ON TRACK OR WHETHER THEY NEED TO TRY A DIFFERENT COURSE.**

**MY FIRST HALF IS ANOTHER WAY TO SAY "GIVE NOURISHMENT."**

**WHAT AM I?** \_\_\_\_\_

**WHAT IS THE PASSWORD?**

**X** \_\_\_\_\_

**X** \_\_\_\_\_

**X** \_\_\_\_\_

**X** \_\_\_\_\_

**X** \_\_\_\_\_

# Answer Key

**Puzzle 1:** 4=c, 6=o, 2=n, 1=t , 3=e, 5=x, 1=t

**Answer:** context

**Puzzle 2:** Find the letters that shouldn't be capitalized

**Answer:** Interaction

**Puzzle 3:** Use a pigpen cipher (<https://crypto.interactive-maths.com/pigpen-cipher.html>)

**Answer:** Goal orientation

**Puzzle 4:** Answer the questions and then unscramble the highlighted letters. 1. Virtual reality, 2. Uno, 3. Nintendo, 4. Time, 5. Dice, 6. Mario, 7. Grand Theft Auto

**Answer:** Motivation

**Puzzle 5:** Think through the clues about what the word might be.

**Answer:** Feedback

The password is the answers to the first five puzzles in the order indicated by the colors (From first to last: Goal orientation, Interaction, Feedback, Context, Motivation)