

THE ENGLISH MINNITS®

CONTENT AND OBJECTIVE OVERVIEW



SCENE	MAIN OBJECTIVE	VOCABULARY	SLOT MACHINE
1 House/Lab	Tutorial.	Concrete nouns.	Tutorial. Revise the quests.
2 Refugee Camp	Prove the story. A bit of drama. Adventure game environment.	Tools, materials, medicine, topography, colours.	Revise the quests. Revise vocabulary.
3 Shop Indoor	Introduce vocabulary.	Directions, food, fruit, buying/selling.	Revise the quests. Revise vocabulary.
4 Shop outdoor	Introduce vocabulary.	Accessories, health.	Revise the quests. Revise vocabulary.
5 Village	Introduce vocabulary. Pick up the pace in the story.	School, home, food, leisure, medicine.	Revise the quests. Revise vocabulary.
6 Market	Introduce vocabulary. Introduce doubt and mystery.	Food, buying/selling, utensils, clothing, equipment.	Revise the quests. Revise vocabulary.
7 Railway Station	Focus on the mystery of the story.	Elements, equipment, tools – revision.	Revise quests from previous scenes. Practice irregular verbs.
8 Coal Pit	Focus on the conflict. Revise vocabulary from previous scenes.	Elements, equipment, tools, materials, medicine – revision.	Actual lines from the game. Introducing personal pronouns and question words.
9 Valley	Focus on the conflict. Reappearing characters.	Elements, equipment, medicine – revision.	Actual lines from the game. Two voices. Introducing affirmatives.
10 Railway Bridge	The end of the story so far. Characters reappear. Objects and phenomena reappear. Loose ends are tied up. The main conflict is more complex than it appeared to be. Cliffhanger.	Elements, equipment, medicine, food – revision.	Actual lines from the game. Two voices. Summing up.