



HELLENIC REPUBLIC
National and Kapodistrian
University of Athens

English and Digital Literacies

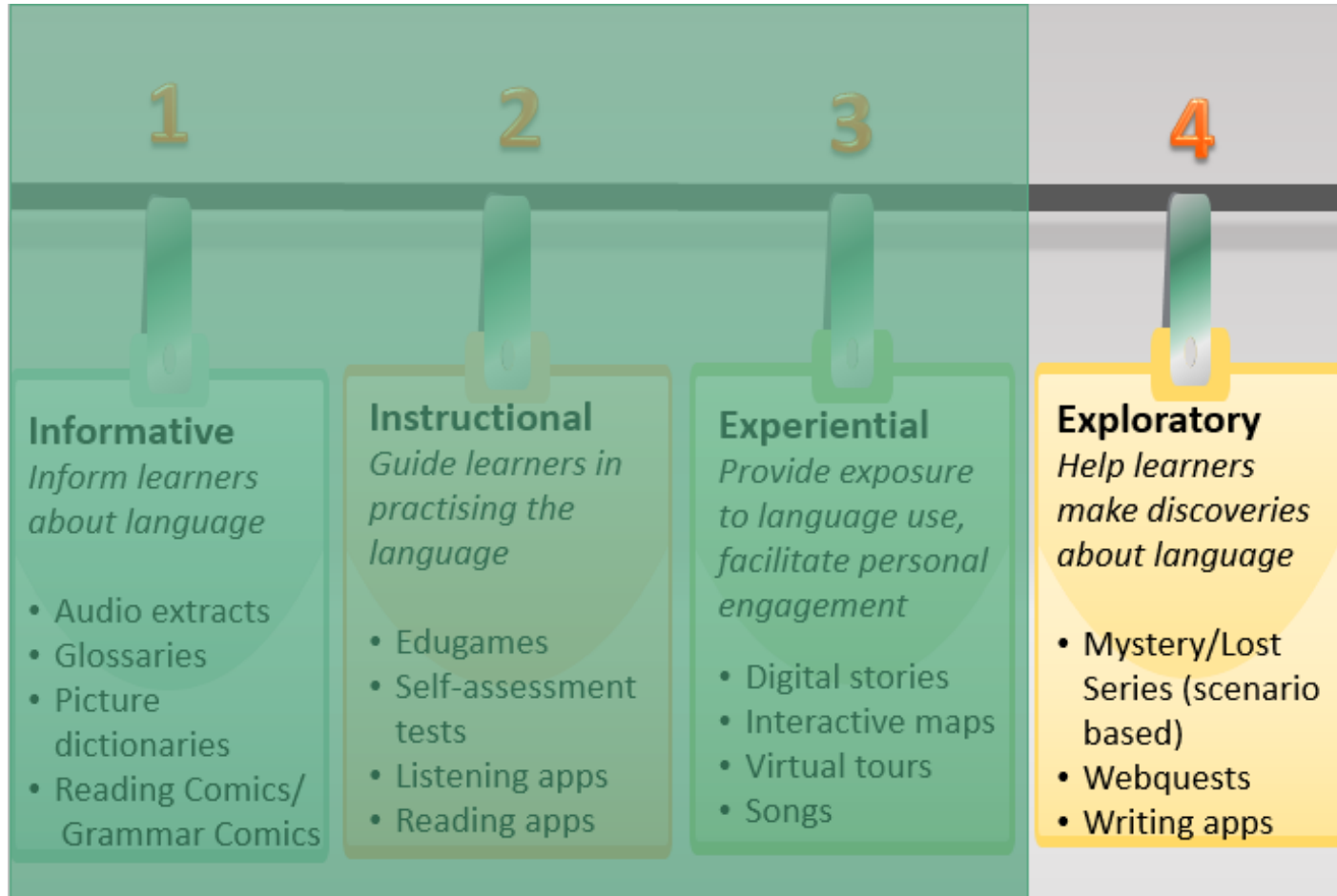
Unit 7.5: Exploratory Materials for the Digital
Enrichment of Greek EFL Textbooks

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Exploratory Materials



1. Mystery and Lost series

Mystery and Lost series: Problem solving applications

- Autonomous learning objects which involve some kind of problem solving, usually in the form of mystery or some kind of quest
- They are based on an activity or a text from the textbook but they develop based on a scenario which has been prepared especially for this application.



Mystery and Lost series – Gymnasium (1/2)

A Advanced:

- Sherlock Holmes – Break the Code (U8L2),
- Food Pyramid (U3L1),
- Lost in the Museum (U5L1),
- Time Capsule (U7L3).

B Beginners:

- Food Pyramid (U1L1),
- Mystery Quest (U10L3).



[1]



Mystery and Lost series – Gymnasium (2/2)

B Advanced:

- Guess Who (U1L1),
- Mystery Quest (U2L4),
- Lost in the Museum (U2L6),
- Food Pyramid (U4L11),
- Sherlock Holmes – Break the code (U5L13),
- Guess Where (U8L23).

C Gymnasium:

- Guess Where (U1L1).
- Guess Who (U1L3).
- Time Capsule(U4L1).



Mystery and Lost series – Primary School (1/3)

3rd Grade:

- Sherlock and the Mystery of the Lost Alphabet (preunit),
- Sherlock and the Mystery of the Magic Key (U1),
- Sherlock and the Mystery of the Lost Treasure (U2),
- Sherlock and the Mystery of the Lost Guitar (U3),
- Sherlock and the Mystery of the Lost Salami (U4),
- Sherlock and the Mystery of the lost schoolbag (U5),
- Sherlock and the Mystery of the Emperor's lost suit (U6),
- Sherlock is looking for Arthur (U7),
- Sherlock and the Mystery of the Lost Monster (U8),
- Sherlock and the Mystery of the Lost Planet (U9).



Mystery and Lost series – Primary School (2/3)

3th Grade:

- Guess what: My timetable (U1),
- Guess who: Olympic athletes (U2),
- Guess where: Where are you from? (U3),
- The mystery of the lost paintings (U4),
- Guess where: which animal is it? (U6),
- The mystery of the missing jewellery (U7),
- Guess what: Getting to the park (U8),
- Guess who: Our Yearbook (U10).



Mystery and Lost series – Primary School (3/3)

5th Grade:

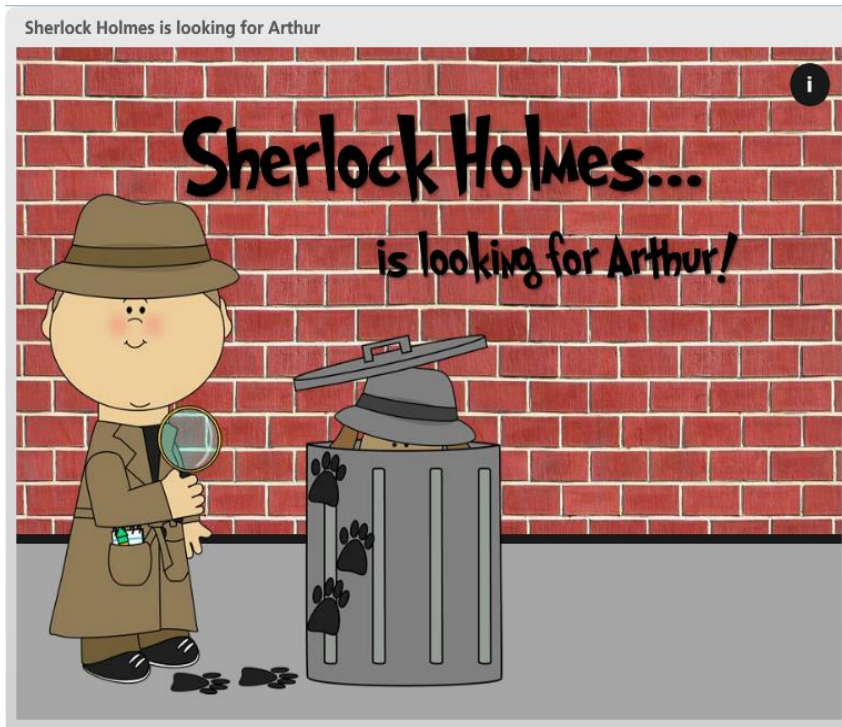
- Guess who: My internet friends (U1L2),
- Time Capsule: My famous Greek friends (U1L3),
- Sherlock: The missing jewellery (U7L2),
- Guess what: The food pyramid (U10L2).

6th Grade:

- Guess where (U1L1),
- Sherlock (U4L2),
- Guess what (U6L1).



Mystery Series – Sherlock Holmes (3rd Grade) (1/2)



[2]



[3]

Mystery Series – Sherlock Holmes (3rd Grade) (2/2)



Mystery series: Time Capsule (1/2)



[6]



Mystery series: Time Capsule (2/2)



Timeline Point Value: 10

Question 1 of 6

During a trip to Earth, I met a cowboy. He gave me his hat. When was it?

The diagram features a horizontal timeline arrow pointing to the right, set against a background of a starry space with a large Earth. The timeline has several blue dots representing time points. Above the arrow, the following dates are marked: 6000 BCE, 3000 BCE, 1725 AD, and PRESENT. Below the arrow, the following dates are marked: 4800 BCE, 0, and 1957 AD. The word "FUTURE..." is written at the end of the arrow. A green alien wearing a brown cowboy hat is positioned above the 1725 AD mark. A large Earth is shown to the right of the timeline.

Score so far: 0 points out of 0 SUBMIT

[6]



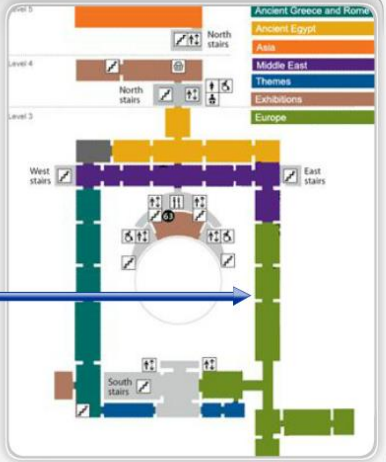

Lost series: Lost in the Museum



British Museum: Upper Floor Map

Europe

The Department of Europe covers the art and archaeology of Europe from the earliest times to the present day, including the history of Britain under Roman occupation.



Level	Department
Level 5	Ancient Greece and Rome
Level 4	Ancient Egypt
Level 4	Asia
Level 4	Middle East
Level 4	Themes
Level 4	Exhibitions
Level 3	Europe

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2. English Quests

English Quests

- Use of textbooks' project work to create applications in the logic of Webquests.
- Projects are changed into applications with the following structure: Introduction, Task, Process, Evaluation, Conclusion, Teachers' Page.



English Quests for Gymnasium (1/2)

A Beginners:

- My neighbourhood.
- Professions.
- Recycling leaflet.
- Zoo-guidebook.
- The story of a masterpiece.

A Advanced:

- Books for teenagers.
- Natural disasters.
- Treasure Hunt.

B Beginners:

- The Antikythera Mechanism.
- Save the tribes.
- This was his life.
- Advertisements.
- Famous women.
- Environmental campaign.
- Bikes for the world.



English Quests for Gymnasium (2/2)

B Advanced:

- Stage it.
- Nature.
- Greener school.
- eTwinning project.
- Multicultural fair.
- More about sports.

C Gymnasium:

- Catastrophes.
- Produce your show.
- Amusement Park.
- Media habits.
- Tourist destination.
- Easter celebration.
- Visualizing colour.
- Food pyramid.
- Electricity bills.





English Quest Example

Lesson 3 **Amusement Park**

Project work - Create a Theme Park

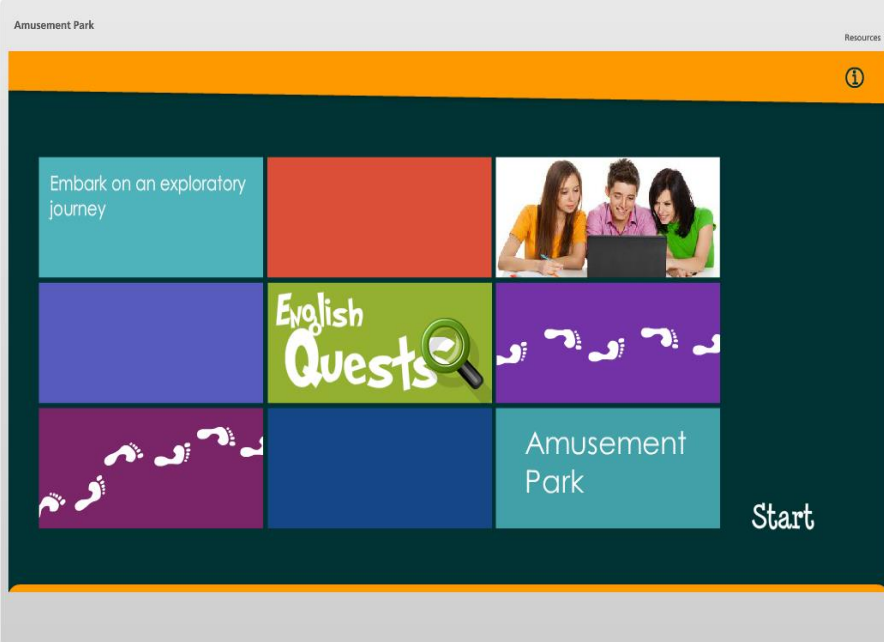
1. Look at picture A. What do you think is the theme of the park? Is it a good or bad theme? Why? Discuss with your partner.
2. Now look at picture B. What does it show? Do you like the way the park is arranged? Why? Why not?



[8]

Amusement Park

Resources



[9]



English Quests Themes (4th grade)

- This is my school,
- The Olympic Games,
- Let us talk about Greece,
- Weather around the ,world
- Customs around the world,
- Habits and customs,
- Animals in danger,
- Tell me about your job,
- Walking in the street,
- Recipes from around the world,
- Your yearbook.



English Quest: Animals in Danger (1/2)

Embark on an exploratory journey

English Quests

Unit 06 Animals in Danger

start 

[10]

English Quest: Animals in Danger (2/2)

Animals in Danger

Student

- Introduction
- Task**
- Process
- Evaluation
- Conclusion

Teacher

- Note

In this quest you will find information about endangered species in Greece, make a leaflet with the information, and organize an "Environmental Day" at school.

Animals in Danger

Student

- Introduction
- Task**
- Process
- Evaluation**
- Conclusion

Teacher

- Note

Find information about endangered species in Greece and around the world from books, magazines or websites. Make a leaflet with information and organize an "Environmental Day" at school. Present your information to other pupils and hand out your leaflet.

Animals in Danger

Student

- Introduction
- Task
- Process
- Evaluation
- Conclusion**

Teacher

- Note

In this English Quest you learned how to set up a leaflet with information about endangered species in Greece.

[10]



3. Writing apps

Structure of writing apps



[11]



Structure of writing apps: Introduction



[11]

Students are introduced to the genre they are asked to produce and the general theme.

Structure of writing apps: Writing task (1/2)

The screenshot shows a digital writing task interface. At the top, it says 'LEARN HOW TO WRITE' and 'Writing a mediation task'. A 'Language Bank' button is in the top right. A sidebar on the left contains navigation buttons: 'Introduction', 'Writing Task', 'Model Text', and 'Scaffolding'. Below the sidebar is a cartoon character of a postman. The main content area is titled 'What you have to do' and contains the instruction: 'Write a short e-mail to your friend about a film on the life of El Greco, the famous artist, using the information you have found in a text in a newspaper.' Below this is a newspaper clipping titled 'Τα Νέα της Πόλης'. The clipping includes a photo of a building, a portrait of El Greco, and a short article in Greek. At the bottom right of the clipping area is a large orange arrow pointing right. The interface also features a video player control bar at the bottom.

LEARN HOW TO WRITE

Writing a mediation task

Language Bank

What you have to do

Write a short e-mail to your friend about a film on the life of El Greco, the famous artist, using the information you have found in a text in a newspaper.

Τα Νέα της Πόλης

Στο Ηράκλειο της Κρήτης - απόπου άρχισαν τα γυρίσματα - στο παλιό τμήμα της πόλης, το ενετικό φρούριο Κούλε, η προβλήτα του παλιού λιμανιού «μεταμορφώθηκαν» για τις ανάγκες της ταινίας και μαζί με τα άγρια βουνά της Κρήτης θα αποτελέσουν τους φυσικούς χώρους όπου θα γίνουν τα γυρίσματα της υπερπαραγωγής.

Ξεκίνησαν τη Δευτέρα τα γυρίσματα της πολυαναμενόμενης ταινίας EL GRECO του Γιάννη Σμαραγδή πάνω στη ζωή και το έργο του οικουμενικού Κρήτα ζωγράφου Δομήνικου Θεοτοκόπουλου.

[11]

Presentation of the writing task.

Structure of writing apps: Writing task (2/2)

LEARN HOW TO WRITE

Writing a mediation task

Language Bank

The communicative context of your task

Purpose	→	...to inform your friend about a film on the life of El Greco
Type of text	→	An email which draws its information from a newspaper article
Writer	→	Mediator: someone who is required to interpret and create meanings through writing for a reader of a different
Reader	→	Your friend who speaks English but does not understand Greek
Writing style	→	Friendly, casual tone, informal language (simple, everyday language, short forms)

Introduction

Writing Task

Model Text

Scaffolding

[11]

The communicative context (who writes, what to whom and and for what purpose).

Structure of writing apps: Model text

LEARN HOW TO
WRITE

Writing a mediation task

Language Bank

An announcement in a newspaper

Introduction
Writing Task
Model Text
Scaffolding

Τα Νέα της Πόλης

Στο Ηράκλειο της Κρήτης - απόπου άρχισαν τα γυρίσματα - στο παλιό τμήμα της πόλης, το ενετικό φρούριο Κούλε, η προβλήτα του παλιού λιμανιού «μεταμορφώθηκαν» για τις ανάγκες της ταινίας και μαζί με τα άγρια βουνά της Κρήτης θα αποτελέσουν τους φυσικούς χώρους όπου θα γίνουν τα γυρίσματα της υπερπαραγωγής.

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[11]

Analysis of a model text (in the case of mediation – analysis of the Greek text).

Structure of writing apps: Scaffolding

The screenshot shows a digital writing app interface. At the top, it says 'LEARN HOW TO WRITE' and 'Writing a mediation task'. A 'Language Bank' button is in the top right. A sidebar on the left has four menu items: 'Introduction', 'Writing Task', 'Model Text', and 'Scaffolding'. Below the sidebar is a cartoon character of a man in a blue suit and hat writing a letter. The main content area is titled 'Planning your writing' and contains three bullet points, each with a corresponding illustration in a speech bubble:

- Greet your friend and explain why you're sending him/her an email (Illustration: A man saying 'Hi!')
- Provide information about the film that is being shot and why you think it would interest him/her (Illustration: A man pointing to a whiteboard with a camera on a tripod)
- Include some closing remarks (e.g. about how good you think the film is going to be and how much your friend is going to enjoy it) and sign off (Illustration: A man with five stars above his head)

At the bottom of the app window is a video player control bar with a play button, a progress bar, and a refresh button.

[11]

A step-by-step guide to help students construct their own text.



Structure of writing apps: Language Bank

The screenshot shows a digital interface for a writing task. At the top, it says 'LEARN HOW TO WRITE' and 'Writing a mediation task'. On the left, there is a navigation menu with four yellow buttons: 'Introduction', 'Writing Task', 'Model Text', and 'Scaffolding'. Below the menu is a cartoon character of a man in a blue suit and hat, holding a piece of paper. The main content area is titled 'Useful language' and contains several text boxes with pre-written phrases for mediation tasks, such as 'I'm writing to tell you about...', 'The story/film is about...', 'The film is directed by...', 'The film is filmed/shot on location in...', 'It is going to be a very interesting film because...', 'If you're looking for an interesting film, you should definitely watch it!', and 'All the best, Your friend...'. A 'Language Bank' tab is visible in the top right corner. At the bottom, there is a video player control bar with a play button and a progress bar.

[11]

Lexicogrammatical resources that might be useful for the specific task.

Financing

- The present educational material has been developed as part of the educational work of the instructor.
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Notes

Note on History of Published Version

The present work is the edition 1.0.



Reference Note

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